

Marvel vs Capcom 2 Akuma FAQ

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The ALMIGHTY
Marvel vs. Capcom 2
Akuma FAQ
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Version 1.00: FAQ begins. More stuff to come, as I find it.

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1. Introduction to the Man in Black

(Before you read...anytime you see the name Gouki, remember that this is Akuma's Japanese name! The name "Akuma" is the one used in this FAQ.)

Akuma is a pretty popular guy, ever since his debut as the most overpowered piece of crap in history in Super Street Fighter 2 Turbo. He has always been known for his evil variations of Ryu and Ken's moves, the Shun Goku Satsu, his unique (and sometimes overpowered) Air Fireball...and that sexy 'do.

However, hear this. Akuma, I hate to say it, isn't really that good in this game. He can't really hold a candle to the likes of Sentinel or Storm, and gets killed REALLY easily. So mourn this...and then prepare to get HELLISHLY good with Akuma in MvC2. Just don't use him in tournaments. >.>

Pros and Cons of Akuma

- +Good offensive game.
- +Does some pretty good damage with his special moves and HCs.
- +Relatively fast in dashes and move speed.
- +Has FIVE Hyper Combos.
- +Two of these Hyper Combos come out hellishly fast and are highly comboable.
- +Can go through beam supers and other attacks with Ashura Warp.
- +Two pretty good assists, and one GREAT assist which compliments most other characters well.
- +Has some good priority with his attacks.
- +Has one of the fastest S.HPs there is.
- +Just LOOK at how awesome he is.

-The man CAN'T take hits. Akuma has the worst natural defense in the game,

tied with Servbot, Roll, and Bone Wolverine. He takes 135% damage.

-Very bad air mobility; no air-dash, no double-jump, so it's quite easy to predict where he'll land when he takes to the air.

-Needs a great AAA to deal with runaway.

-2 of his HCs have some bad startup, and another can be easily avoided.

-A lot of his moves leave him with a target on his ass if they miss or are blocked.

-His defensive game ain't so hot, aside from the Ashura Warp.

-Most people are usually prepared for him.

-His throws are escaped easily.

-Low Air Throw range.

-Very slow snapback.

-He's only 5'8! Wha?...

-Awful against the best characters.

Ability Ratings

Power/Offense: 7- He certainly has this. He's not Juggernaut or Sentinel, but he can sure pack a punch with his moves. Akuma is generally geared toward an offensive strategy, and he has the right tools to support that. He does have quite some priority, but he can be outclassed by the power characters such as Sentinel.

Vitality/Defense: 2- ARRRRRGH. If this were solely vitality, Akuma would have a 1, hands down. This guy takes hits like a NEWBORN. Two Headcrushes from Juggernaut spell out his doom. The reason he gets a 2 is because of his Ashura Warp. This move practically makes up his whole defensive game, as it avoids any attack, even beam supers such as the Shinkuu Hadoken. Zankuu Hadoken keep away is USELESS, as it dies to any form of air beam or AAA.

Speed: 7- Akuma's got this down. His walking speed is decent, and his dashes are pretty fast. Most of his moves are very fast to come out. The reason he gets a 7, however, is due to the fact that some of his Hyper Combos have gross start-up, and he takes a little to recover from his special moves.

Comboability: 8- He's no Magneto, but Akuma has some friggin' decent combos. Akuma can do half a lifebar or more using only 1 level of super, and his normal/special move combos are pretty good as well. With the right assists, his comboability is increased further.

Assists: 9- Akuma has some useful stuff. His Projectile, Gou Hadoken, is kinda generic, but it's useful as a single projectile. His Anti-Air, Gou Shoryuken, has a lottt of priority, but lacks in the damage apartment; it is still great if you lack an Anti-Air. His Expansion assist, the Tatsumaki Zankuu Kyaku, though, is where it's at; It juggles the opponent for FIVE hits, but what's greatest about it is that your opponent is WIDE open during this, so he can eat beam supers, or a long combo, etc.

Overall: 5- Akuma would be much higher in the ranks if it weren't for his disgustingly crappy vitality. This is basically his biggest weakness. However, his offensive game is very effective, and if you play a good evasion game with him as well, utilizing Ashura Warps, jumping over projectiles, etc., you'll walk all over the crowd. (Except for god tier players in which case you're screwed.)

Legend

LP, MP, HP- Light Punch, Medium Punch, Hard Punch
LK, MK, HK- Light Kick, Medium Kick, Hard Kick
P, K- Any Punch Button, Any Kick Button
PP, KK- Both Punch Buttons, Both Kick Buttons
A1, A2- Assist 1, Assist 2
B, DB, D, DF, F- Back, Down-back, Down, Down-Forward, Forward
AC- Air Combo
HC- Hyper Combo
DHC- Delayed Hyper Combo
OTG- Off-The-Ground
xx- Cancel
QCF- Quarter Circle Forward (D, DF, F)
QCB- Quarter Circle Back (D, DB, B)
DP- Dragon Punch Motion (F, D, DF)
RDP- Reverse Dragon Punch Motion (B, D, DB)
D.- Ducking
J.- Jumping
MGS = Messatsu Gou-Shoryuu
MGH = Messatsu Gou-Hadou
MSR = Messatsu Gou-Rassen
TGZ = Tenma Gou-Zankuu

Instant Evil

Here's a little command list dealie:

Seoi Nage: (while close) F + HP or B + HP

Rolly Kick Throw Thing: (while close) F + HK or B + HK

Downward Chop: F + HP

Senpuu Kyaku: F + HK

Gou-Hadoken: QCF + P

Gou-Shoryuken: DP + P

Tatsumaki Zankuu Kyaku: QCB + K

Tenma Kuujin Kyaku: (in air) QCF + K

Zankuu Hadoken: (in air) QCF + P

Ashura Warp(long): DP + PP

Ashura Warp(short): DP + KK

Messatsu Gou-Shoryuu: QCF + PP

Messatsu Gou-Hadou: QCB + PP

Messatsu Gou-Rassen: QCF + KK

Tenma Gou-Zankuu: (in air) QCF + PP

Shun Goku Satsu: (Takes 3 Levels) LP, LP, F, LK, HP

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2. Basic Moves...That Are Evil
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Akuma's basic moves are pretty versatile, sporting good priority and being able to handle many situations.

Light Punch

Standing: Akuma does the standard light jab. Great speed, but not much else. It's best use is to start standing combos or to do a quick cancel into the Messatsu Gou-Shoryuu.

Ducking: Standard light jab, only a low attack. Best used for mix-ups, and a decent combo-starter as well. Apply like you would the Standing version.

Jumping: First hit in your Air Combo. No other use really. It could be used for a jump-in combo starter, but the Jumping LK or HK or generally better choices for that.

Medium Punch

Standing: Akuma does a small uppercut. Somewhat lacking in horizontal range, but still an effective combo filler and can cancel into just about any special move or HC. Can also link to standing HP for some great combos.

Ducking: Akuma does a harder punch than the Ducking LP. Pretty basic, as it's pretty much identical to the LP, use it as a combo filler.

Jumping: Identical to Ducking MP, only at a 45 degree angle. Use it in air combos and jump-in combos.

Hard Punch

Standing: Akuma really smacks their face with his fist, hard. This is also very comboable, this move is used in many of Akuma's most damaging combos, due to its good horizontal range and great hypercancelability.

Ducking: Akuma's launcher! Use this to start air combos, durrr. It also can double as an anti-air, so if someone comes at you with a jump-in combo or a move like Bison's Head Stomp, whip this out and follow up with an AC.

Jumping: Good priority jump-in attack and an AC ender, but skip this one, as the Jumping HK is better in every way.

Light Kick

Standing: A kick to the shin. Also great as a combo starter, as it comes out fast and has fairly high priority.

Ducking: Akuma kicks them in the...foot? Great combo starter, as it hits low.

Jumping: A knee to the face. Air combo filler, but an okay jump-in.

Medium Kick

Standing: An axe kick that hits twice. Great for combos.

Ducking: Another kick to the foot. Also great for combos.

Jumping: A full-fledged kick, unlike the LK. Pretty good follow-up, as after this you can land and continue your combo further.

Hard Kick

Standing: A powerful kick to the mug. Pretty comboable, but not as useful as the HP in my opinion, mostly because of the somewhat poor range. This is also Akuma's snapback move, so factor in all of this move's properties when you

snapback. (QCF + Assist)

Ducking: Akuma does a sweeping kick, knocking the opponent down.

Jumping: Probably Akuma's best basic move. Akuma kicks the opponent in the head in a high priority jump-in attack. Use this move to start all of your jump-ins with Akuma, and use it OFTEN! RAR! >=0

Well, now that the boring crap is over, let's move on to Special Moves.

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3. Special Moves...Twice the Evil
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Akuma puts his evil spin on the classic Shotokan moves, plus he gets a few others. So here they are:

Gou Hadoken (QCF + P)

Akuma rears back and then fires off a purple-yellow fireball. LP has a little less windup, but the fireball moves slower, whereas HP has slightly more windup but a faster fireball.

This, of course, is your normal shotokan single projectile. While it has its uses as a decent chipper and fast projectile, many people have built their anti-shoto techniques around this sole move. So use it sparingly. Use it when the opponent gets up, or...

In combos! This move is actually very comboable, and its hypercancellable. If you have meter, following this up with a Messatsu Gou-Shoryuu is ideal; or if you're quick enough, you can follow up with a Messatsu Gou-Hadou. The LP version is all around better for hypercancelling, but you can use the HP version if you want.

This move serves as Akuma's Projectile Assist.

Gou Shoryuken (DP + PP)

Akuma does a rising uppercut, almost completely engulfed in purple flames. The LP version does only one hit and makes Akuma do only a small hop and about one step horizontally. The HP version goes nearly full screen length, and about a quarter or third of the screen horizontally, and also hits three three times.

This move is pretty excellent as an Anti-Air due to its ridiculous priority; it's almost as good as Ken's Shoryuken. All of the shotokan Shoryukens are basically the same in principle; a high priority anti-air move with a window of invincibility at the startup that will result in your ass being grass if you whiff it. Akuma's is this.

You can't really combo after this move due to the knockback; it's an excellent combo ender, however. Note that the LP version has considerably less risk due to the small ascension, but the vertical range is pretty piss-poor. It's up to you what punch strength you choose.

This move serves as Akuma's Anti-Air Assist.

Tatsumaki Zankuu-Kyaku (QCB + K)

Akuma does a forward multi-spin kick, his foot charged with the power of lightning. The LK version only goes about 3 steps and does 3 hits, while the HK version does about 5 hits and goes half screen.

This move kicks ass(hyuk)! This move does some pretty nice damage as a special move, and its excellent as a combo ender. It's got some pretty gorgeous priority(enough to stop Psylocke's Psi Thrust HC), but the air version is pretty frikkin noteworthy. The air version is glitched; it'll do about 15 or so damage PER KICK, so if you can get about 4 kicks in on an AC, you'll be hauling some serious ass.

This move has some pretty instant start-up, so it's pretty damn comboable. It also has some OTG oppurtunities afterwards, enabling you to do a light kick into a launcher and go into an Air Combo. This move can also cancel into the Tenma Gou Zankuu for some disgusting damage. Great combo move.

This move is Akuma's greatest assist, the Expansion-type.

Tenma Kujin-Kyaku (air-only, QCF + K)

Akuma stops in mid-air, doing a dive kick at an angle towards his opponent. LK falls at a steeper angle and does about 3 hits, while HK falls at about a 30 degree angle and does about 5 hits.

This move is kind of a sack of crap. The only thing about it is that it's pretty good for fake-outs and to evade air supers, or maybe against those who have never seen Akuma use this move, but that's about it. Akuma is WIDE OPEN to any sort of anti-air when he's diving down, the damage is subpar, and he's not any better off if he misses, either. Use this sparingly.

This thing can cancel into the Tenma Gou Zankuu, and that's about all the combo potential it has. Unfortunately, sometimes the opponent will be able to safety roll out of it.

Zankuu Hadoken (air-only, QCF + P)

Akuma stops in mid-air and throws a purple-yellow fireball at a 45 degree angle. The HP version moves faster than the LP.

This is it. A lot of losers base their strategy on destroying Akuma by punishing this sole move. That being said, use it sparingly. Your enemies will be ready for you to abuse this move like the common Akuma moron and be ready to Super Jump and fire off a beam super as soon as you throw it. So only use it as a punisher, for chip damage, or pressure. Remember, use it SPARINGLY!

I don't believe this can cancel into the Tenma Gou-Zankuu; I could be wrong, though. It's pretty good to end an air chain or jump-in, but it's got some recovery afterwards. Not really an avid combo move, but it's decent.

Ashura Warp (DP + PP for long disance, DP + KK for short distance), (RDP + PP or KK for backwards warp)

Akuma glides forward, with after-images trailing him. The PP version makes him glide about half-screen, while the KK version makes him glide about a quarter.

What's amazing about this move is that Akuma is COMPLETELY invincible when using it. This means you can glide THROUGH any move you want, like a Shinkuu Hadoken, or Headcrush, etc. Use this as your evasion move. This closes the gap and leaves your opponent wiiiiide open if you dodged a move with high recovery or something. Mastery of this move is a great asset to an Akuma game.

You can't do any damn combos off this thing. =P

=====
4. Hyper Combos...Too Much Evil
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Akuma's HCs have the ability to eat babies. ALL of his HCs do some pretty insane damage, but they have their ups and downs.

Messatsu Gou-Shoryuu (QCF + PP)

Akuma rushes forward, doing 2 LP Gou Shoryukens followed by an HP Gou Shoryuken. Does around 15 hits.

This thing is...gorgeous. In addition to doing some pretty sick damage, the startup is freaking INSTANT. This move can punish ANYTHING and be comboed anywhere. And also, it's invincible during the first uppercut...but there's some bad, too. That being, Akuma is TOTALLY vulnerable if this is blocked, and he loses the invincibility on the final two uppercuts, so this isn't useful at long range.

The ubar uppercut makes an excellent combo ender, as it can be comboed into ANYTHING. A simple LP, or a really long chain ending in it, anything. Just make sure never to use this in an OTG combo, cuz it'll bounce your enemy everywhere and you'll be pretty pissed as your opponent blocks the rest of it and then smites you while you're open. Never use this when your opponent is off his feet or in the air.

This is his THC super for his Anti-Air Assist. (wtf?)

Messatsu Gou-Hadou (QCB + PP)

Akuma darkens for a second, mumbling "Messatsu..." and releases a huge-ass purple energy beam from his hands. Does about 18-21 hits.

This thing looks similar to Ryu's Shinkuu Hadoken, but it's kinda worse. For one thing, it's got a startup of about a second, you can't do it in the air, and it doesn't last as long. BUT, it still does some decent damage, and it's great for DHCs. It's also good as a surprise technique for rushers, it'll stop their rush and either hit them or force them to take some chip. Don't do that often though, any rusher worth something can counter it easily.

Despite the insane startup, this move is actually pretty comboable. The trick is to cancel your Gou Hadoken fast enough to nail the opponent with this move for some massive damage. The thing is, you shouldn't try to combo this thing anywhere else; the start-up is too good for a simple LP or LK. To combo out of those, use the Messatsu Gou-Shoryuu.

This is his THC super for his Projectile Assist.

Messatsu Gou-Rassen (QCF + KK)

Akuma darkens again, shouting "Messatsu!" and does a vertical Hurricane Kick to the top of the screen, ending in a normal kick. Does around 14 hits.

This is basically Sakura's Haru Ichiban, except...WORSE! The reason is that this thing has got some ridiculous windup. He does his dark stance thing for like a freakin' second and a half! That, and the fact that it's practically impossible to connect this outside of the corner or if the opponent is landing from a Shoryuken-type move. But there's some good. This thing does some freaking catastrophic damage for a level 1 super, and it'll make people think twice about leaving themselves open. But still, use this only when you're CERTAIN it'll connect, because if you miss, you're screwed.

The only thing this crap can combo out of is an assist. Zangief's Throw Assist or Doom's AAA are prime choices. Otherwise, don't try it unless you LIKE having your ass handed to you on a silver platter.

This is his THC super for his Expansion Assist. (WTF!)

Tenma Gou-Zankuu (air-only, QCF + PP)

Akuma stops in mid-air in just rains DOOM on the enemy's ass, about a billion air fireballs. Around 18-25ish hits.

The general public will also be prepared for a spamming of this when they fight your Akuma. The reason is that some morons, when they play Akuma, spam his Zankuu Hadoken and this alone. Don't do it! This move, though, can be pretty useful; for instance, you can jump over a Cable HP spam and then give him hell, or end an air combo with it, or try chipping with it. Find your own uses for this spammed move. (A Cable HP spam rarely happens nowadays though.)

Obviously only works in air-oriented combos. However, can also OTG out of his Hurricane Kick exceptionally well. Just remember in an air combo that you gotta position yourself just right or either the opponent will just get knocked to the ground, about 3 fireballs hitting, or he'll have time to block. Somewhat tricky to combo, but easy once mastered.

Shun Goku Satsu (Takes 3 levels; LP, LP, F, LK, HP)

Akuma slowly glides forward, and if he catches the opponent, he smashes their poor self in 16 hits while the screen goes black. ...Does 16 hits.

Also an infamous Akuma move. Unfortunately, it sucks. It does look neat and does hefty damage, I'll give it that. But the gliding forward is SO slow, that any half-decent player can jump out of the way and possibly nail you on their way down. So, basically the only thing it could be useful for is if you jumped behind a super such as the Proton Cannon and did it, or as the opponent is coming down from a Shoryuken-type and you catch 'em. Or you could try fake-outs. You can cancel into this from ANY normal, so maybe you could fool 'em once or twice. But this move's bad properties outweigh the good vastly. All in all, it'd be better if this move were a level 1 that did less damage, like in XvsF.

I don't think you can combo this move, but like I said before, it can cancel out of any normal. You might be able to trap with it, but the duration of the move might be a little short. I dunno, I actually don't use this move a lot, but in my experience its more of a "catch you with your pants down" move. Use this sparingly, or not at all, because Akuma can do the same amount of damage in combos using only one level of super than this with its three levels.

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5. How to Take Hits Like a Little Girl...Correctly! (Strategy)
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Basically, here are some golden rules when you fight as Akuma.

1. Always stay on the offensive! Don't give your opponent a chance to breathe. Akuma's name does mean "raging demon", so GO WILD on their ass! Of course, do not be a moron when you do this; make any stupid mistake and that Juggernaut or Colossus you're facing will be sure to put the smackdown on you.

2. If you do get caught in a defensive, try to switch back to the offensive right away; employ Ashura Warps, Hurricane Kicks, or a Messatsu Gou-Shoryuu to show the opponent their place. >=0

3. DO NOT spam the Zankuu Hadoken! (Or regular Hadoken for that matter) People usually base a huge part of their Akuma destruction through this sole move, thanks to the morons who abuse this and this only. The thing is, Akuma stops in mid-air for a second when he does this, and pretty much any character with an air beam super (Cable, anyone?) CAN and will hand your face to you if you spam this move with extreme prejudice.

4. Play a good evasion game. Capcom gave the Ashura Warp to Akuma for a REASON and that reason is evasion! Most people usually don't expect the usage of this move, but you can go completely through beam supers, or rushing supers such as the Crawler Assault, because the warp is completely invincible. If you take the opponent's back with this and dodge his moves, you can feel free to smite your opponent.

5. Know which super to use. Akuma does have five hyper combos, each is good for different situations, and bad for others. For example, his Messatsu Gou-Shoryuu is excellent in ground combos and a punishing attack, but it's awful in OTG combos and for anti-air. If you master the different situations of his HCs, you'll be in good shape.

6. Treat each match as if Akuma had only ONE life point. His defense is tied with the likes of Roll and Servbot for the very lowest in the game. As such, combo freaks such as Magneto will only need one hit, and then be able to follow up with a sick air combo filled with a buncha crap, equalling doom. The same goes for punishing-types like Juggernaut; don't leave yourself open for anything unless you want a faceful of pain.

7. I'm not going to give you this "every character can be good" crap. Akuma is NOT close to being one of the better characters of the game. You really should expect to lose when you play any decent player of the big 4 (Sentinel, Storm, Magneto, Cable), but this doesn't mean you shouldn't go absolutely wild on them. ;D

Akuma on Offense

This is where you should be for the majority of the match. Akuma is definitely the most offensive of the shotokan fighters; he has very quick dashes and a good jump-in attack in his HK. He can pressure somewhat with his fast moves, his Messatsu Gou-Shoryuu is almost equal to the Headcrush in comboability, and he's got plenty of moves to bail him out of defense mode if need be.

Akuma on Defense

You won't want to be in this position; Akuma is not exactly a turtler, and his vitality blows. As such, like I said before, look for any opportunity to warp behind the opponent and revitalize your onslaught. The Messatsu Gou-Shoryuu comes out hellishly fast and push the opponent into the corner so you can begin a corner combo; or you could try unblockable assists like Zangief Throw. Bottom Line, don't try to be pushed into the defensive.

Akuma in the Air

Akuma can initiate a lot of combos with his jump-in HK. That and his air Hurricane Kick can tack on a LOT of damage and the HK can even cancel in to it! In summary, his uses in the air are to initiate jump-ins, the occasional Zankuu Hadoken/Tenma Gou-Zankuu, and the Air Hurricane Kick.

Akuma and Friends

Akuma, with the right set of partners and assists, can dominate. Here are some good choices.

You'll probably want to stick Akuma in the second slot, as he's kind of a meter user; a battery character should be in the first slot, and your main assist in the third slot. But team order is up to you.

Doctor Doom - Anti-Air - Molecular Shield

One of the "universal assists". This might very well be the best assist in the game. You can use this for chip damage, pressure, defense, anything. Akuma can also combo excellently off this thing. A great assist for Akuma.

Sentinel - Ground - Sentinel Drones

The other universal assist. Another excellent assist, use it like you would use Doom's. This assist creates a feeling of pressure and zones well. Also, your opponent will also have to adjust their strategy wildly when they switch. First, you're dealing with the worst natural defense in the game, and then the best (and a way better character). A good partner, and a great character.

Psylocke - Anti-Air - Psithrust

This assist is beautiful. It's a quick AAA that puts your opponent at perfect jump height, an easy set up for a good combo. This is very easily used to interrupt rushdowns and put Akuma on the offense where he belongs. Cyclops AAA also works in a similar manner.

Blackheart - Anti-Air - Inferno

One of the best Anti-Airs out there, what this does is go the full height of the vertical arena and it TRACKS the opponent, making it ideal for dealing with runaway.

M. Bison - Variety - Psycho Field

This move can be excellent for Akuma. In addition to the feeling of pressure it creates and the addition it makes to Akuma's offense, you can follow up with a combo if it explodes in your opponents face. Bison also tends to use up meter with his Psycho Crusher, so you might not want this.

Captain Commando - Anti-Air - Captain Corridor

This thing does huge damage, goes the full height of the screen, doesn't have bad horizontal range, and comes out very quickly. Easily one of the best AAAs out there. This can be used to add to offense or to get out of your defensive game.

Tron - Projectile - Satellite Shot

What this thing has going for it is INSANE damage. This thing does as much damage as most Hyper Combos. Using this in Akuma combos can push them above 100 points of damage.

Zangief - Throw - Siberian Bear Crusher

Akuma can also use this to transition into the offense. It also does hefty damage, and in the corner, it can combo into quite a bit of things. Zangief's other assists will also add to Akuma's game. I would recommend turning Zangief into Mech-Gief before throwing a lot of these out, though. Ground-Type is also an alternate choice so that you can turn him into Mech-Gief and stuff rushdowns, even Magneto's.

Anakaris - Throw - Mummy Wrap

Another unblockable assist, this adds unpredictability, and you may counter projectiles if you're at mid-range. Also, Anakaris is great at building meter for Akuma's HCs. Variety, the Coffin Drop, can also be used to stuff something if the timing is right.

Thanos - Capture - Death Bubble

Thanos, in addition to his excellent assist, is a vital part in Akuma's fatal combo(takes out a full life bar). Using his bubble assist pretty much gives Akuma another free combo. The only thing is that Thanos sucks up meter like no other, so you might not want him on your team. Good assist but little dynamics here.

There are probably plenty other good partners for Akuma, these are just a few.

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6. Recipes for Ass-Kicking (Combos)
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Akuma's got some amazing combos, so without further ado, the legend.

If there is no letter before a basic move, that means it's done from a normal, standstill position.

D. = Ducking

J. = Jumping

MGS = Messatsu Gou-Shoryuu

MGH = Messatsu Gou-Hadou
MSR = Messatsu Gou-Rassen
TGZ = Tenma Gou-Zankuu

Characters have 143 life points in their bar.

"Hurricane Kick" is the Tatsumaki Zankuu-Kyaku. Easier to type.

All combo testing done on Cable, damaging setting 2.

Normal/Special Move Combos

These are combos that do not contain an HC. I put down a lot of the ones that abuse the Air Hurricane Kick because those do massive damage.

Note that, for OTG combos, your opponent can safety-roll out of the way in order to escape. Always be wary of this when you attempt one.

LP, MP, HP, Gou-Hadoken (4 hits, 37 damage)

Akuma's bread and butter for his ground combos, as the Hadoken can cancel into one of two HCs for even more damage.

HP, HK Hurricane Kick, OTG D. LK, Gou-Hadoken (8 hits, 45 damage)

Using this can get you used to Akuma's OTG principles. Not too bad of damage. Just be wary if the opponent rolls out of the way.

J. HK, HK Hurricane Kick (land) HP xx Gou Hadoken (4 hits, 56 damage)

This does more damage than any of his Hyper Combos, save the Shun Goku Satsu. Just be sure that you're jumping FORWARD with the HK, otherwise your HP will not connect. This combo should be done pretty quickly.

HP xx HK Hurricane Kick, OTG D.LK, D.HP (Super Jump) HK Hurricane Kick (11 hits, 62 damage)

If the second Hurricane Kick does all three hits it's supposed to, than this should do the amount of damage listed. The OTG D.LK might be a little tricky. If they whine cheap about the Hurricane Kick damage, you can replace the 2nd Hurricane Kick with a normal Aerial Rave if you're a pushover. =P

D. HP (super-jump) HK Hurricane Kick (5 hits, 76 damage)

This thing abuses the Hurricane Kick glitch to hell and back again. Time the Hurricane Kick pretty much right after the Super Jump, as it'll carry your opponent upwards and tack on the other three hits. Tricky at first, easy once mastered.

(Opponent in Corner) J. HK xx HK Hurricane Kick (land) D.HP (super-jump) HK Hurricane Kick (7 hits, 97 damage)

This thing is MEAN, it abuses the Hurricane Kick glitch TWICE. Used the same as above.

Call Tron Projectile Assist in the air, J. HK xx HK Hurricane Kick (land)
D. HP (Super Jump) HK Hurricane Kick (8 hits, 104 damage)

Triple digits, son. This'll pretty much leave your opponent in shock, just
be sure to call the Tron assist in the air, but before you do your J.HK.

There's definitely way more normal combos than just these, these are just
some damaging ones.

Messatsu Gou-Shoryuu Combos

You can combo this HC pretty much anywhere due to its lightning startup. Here
are some examples. Remember, NEVER OTG this thing, because you will be sorry.

I'm not gonna list the basic "LP xx Messatsu Gou-Shoryuu" types. Those are
pretty much common sense.

LP, MP, HP, Gou-Hadoken xx Messatsu Gou-Shoryuu (13 hits, 66 damage)

This is actually the least amount of damage it can do, it all depends on how
you cancel the Gou Hadoken. The most damage I've seen is 76.

J. HK xx Hurricane Kick (land) HP, HP Gou-Hadoken xx Messatsu Gou-Shoryuu
(13 hits, 85 damage)

Pretty good combo, just remember the timing can be a bit tricky when you land.

(Opponent in Corner) J. HK xx Hurricane Kick (land) LP, MP, HP, HP Gou-Hadoken
xx Messatsu Gou-Shoryuu (16 hits, 85 damage)

Does the same amount of damage as above, but hey, it's flashier. =P

(Opponent in Corner) Call Thanos Capture Assist, HP Throw, LP, MP, HP,
HP Gou-Hadoken xx Messatsu Gou Shoryuu (16 hits, 86 damage)

Unblockable variation of above. A good anti-turtle. Note that you can tack on
another 10 damage if you get the distance right.

(Opponent in Corner) Call Tron Projectile Assist in air, J. HK xx HK Hurricane
Kick, (land) LP, MP, HP, Gou-Hadoken xx Messatsu Gou-Shoryuu (19 hits, 108
damage)

One of the most damaging MGS combos there is, this is part of why Tron
Projectile is so good.

Messatsu Gou-Hadou Combos

Because of the move's startup, it definitely isn't as comboable as the Gou-
Shoryuu. Pretty much the only move of Akuma's it can combo out of is the Gou
Hadoken, but the results are highly damaging. Note that your cancelling skills
have gotta be good here, the Gou-Hadou's startup leaves little room for error.

LP, MP, HP, Gou-Hadoken xx Messatsu Gou-Hadou (25 hits, 74 damage)

Just wallow in the ass-kicking. Remember to cancel quick, but not so quick that the Hadoken doesn't come out.

J. HK xx Hurricane Kick (land) HP, Gou-Hadoken xx Messatsu Gou-Hadou (24 hits, 92 damage)

Also a prime choice. Cancelling in time is key in this one. If your opponent stays blue from electricity from the Hurricane Kick, you'll have prevailed.

(Opponent in Corner) LP, MP (Call Thanos Capture Assist), HP, Gou-Hadoken (assist hits) LP, MP, HP, Gou-Hadoken xx Messatsu Gou-Hadou (33 hits, 100 damage)

The good stuff! The assist call might be a bit tricky, but this'll go for some massive damage if you pull it off. For the unblockable and easier-to-do version, replace the first Gou-Hadoken chain with (Call Thanos Capture assist, HP Throw).

(Opponent in Corner) Call Tron Projectile Assist in the air, J. HK xx HK Hurricane Kick (land) LP, MP, HP, Gou-Hadoken xx Messatsu Gou-Hadou (27 hits, 114 damage)

Tron = 1337.

Messatsu Gou-Rassen Combos

It's impossible to combo this thing in without assists. So here ya go.

(Opponent in Corner) Call Thanos Capture Assist, LP, MP, HP (assist hits), Messatsu Gou-Rassen, OTG LP, MP, F+HK (19 hits, 74 damage)

The OTG series at the end is pretty unnecessary, as it only adds 3 points of damage.

(Opponent in Corner) Call Tron Projectile Assist, LP, MP, HP, Messatsu Gou-Rassen, OTG LP, MP, F+HK (21 hits, 93 damage)

Nice damage. Once again, OTG series is unnecessary.

(Opponent in Corner) Call Zangief Throw Assist, Messtasu Gou Rassen, OTG LP, MP, F+HK (16 hits, 65 damage)

Not as damaging as the previous, but at least it's unblockable. You gotta time the Rassen for it to damage RIGHT when Gief hits the ground, so initiate the MGR when Zangief is at the height of his jump.

Tenma Gou-Zankuu Combos

The Tatsumaki Zankuu-Kyaku and the Tenma Gou-Zankuu are pretty much best pals when it comes to combos. HK Hurricane Kick xx Tenma Gou Zankuu is a great combo, but these two will elaborate on that.

J. HK xx Hurricane Kick (land) HK Hurricane Kick xx Tenma Gou-Zankuu (25 hits, 78 damage)

Not too bad a deal. Sometimes less hits of the ground Hurricane Kick will connect, however.

D. HP (super-jump) HK Hurricane Kick, Tenma Gou-Zankuu (17 hits, 102 damage)

The Hurricane Kick should hit 4 times. The damage of this combo fluctuates, due to the randomness of the Tenma Gou-Zankuu. Sometimes the TGZ doesn't even combo in at all. For a better chance of comboability, cancel into the TGZ on the 3rd hit of the Hurricane Kick instead of the 4th.

And I'm too lazy to list any more. --

Akuma's Unblockable Fatal Combo o' Doom w/ Thanos

Akuma has a combo with Thanos that takes out an entire lifebar!

You will need 2 levels of super, and Thanos in the First Assist slot.

(Opponent in Corner) Call Thanos Capture Assist, HP Throw (assist hits) D.HP (super-jump) HK Hurricane Kick xx Tenma Gou-Zankuu, DHC into Gauntlet Space.

All you need to have is for the Hurricane Kick to hit 4 times. That said, HAUL ASS with this shiny thing.

There's a lot of other combos, but you're gonna have to find them yourself, cuz I suck and am too lazy. >>

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7. Akuma vs. the World
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How to fight the other 55 tardbags in this game! Some things to remember:

1. A lot of characters work very well when paired with a certain assist. (Strider/Doom anyone?) If you're being faced with an assist that's ravaging you, try to land a weak attack and combo that into Akuma's snapback. A lot of characters have a GREAT assist but lack the on-point skills to make up for it (Captain Commando comes to mind) so use that damn snapback.
2. Akuma is nowhere NEAR invincible. If faced with a character whos completely owning you (HACKSENTINELGAG), then switch out, you fool. Akuma just can't go against some of the characters in this game and live to tell about it. Balance does NOT exist.
3. Wipe any notion of cheap moves/characters/teams/assists/whatever from your mind. Unless it's a gamebreaking glitch, then it ain't cheap. You've probably noticed that I've made judicious use of the Air Hurricane Kick in Akuma's combos. Why not use it, if it will help his game? There's no reason not to use an advantage that you have. Remember, saying cheap = for morons.

1. Akuma (AKA Gouki)

Well, a mirror match right away! Interesting. First off, you might be facing one of the infamous Akuma morons who do nothing but Zankuu Hadoken and Tenma Gou-Zankuu all day. You can either blow his ass away with a good AAA, or you could go for the wow factor and Ashura Warp through his TGZ and Messatsu Gou-Rassen him.

If you're facing a GOOD Akuma player, then whoever can keep the offense longer wins. If at ANY time you block a Gou-Hadoken, use the Messatsu Gou-Shoryuu to take a huge chunk out of his lifebar. On the same token, you need to watch out for his MGS. Don't throw out any special move at random or you'll surely be eating one. Try not to let him start a ground chain, he can combo it into a launcher and abuse the Air Hurricane Kick, or cancel into an HC.

The Air Hurricane Kick really works well against this guy. Try to launch him so you can do a 4-hit Hurricane Kick. With his crappy health, it'll most likely take about 75% of his life. If at any time he tries a Shun Goku Satsu, get THE HELL out of his way, or just blast his ass with an MGS.

2. Amingo

The crazy Mexican is a deceivingly tough opponent. He does pack a lot of power but his launchers are pretty crappy and thus weaken his offense. Watch out for them anyway; get smacked into the air and you get a very damaging AC shoved up yo' ass.

Amingo players tend to keep 2 of their cactus babies out on the field on all times. You gotta watch out for those little morons, the grab ones especially, as they'll render you completely helpless for a short time, and Amingo will just walk up and smack you around for a time. His dance HC is completely pathetic; if he ever uses it, you must show him the error of his ways and completely rain doom on his ass with the TGZ. His Super Vine of Doom HC is the reason while you should be careful approaching from the air; this thing does a disgusting amount of damage and will own you if it catches you. If he misses it, however, do as you'd like.

3. Anakaris

Anakaris is definitely an expert's character, and frikkin' deadly in the hands of one. He has a gross amount of flaws: he takes damage horribly (still better than you, though), jumps and walks SLOW AS HELL, he doesn't have a normal throw, and his HCs are pretty crappy unless in the right situation. However, his moves are just so screwed up in general, you'll always be on your toes.

Fear the Mummy Wrap, it's pretty fast, does good damage, charges HC like no tomorrow, and is unblockable! However, it can be ducked under, and if you do, you can destroy him easily. If at any time you duck a Mummy Grab, use the MGS to annihilate his Egyptian arse. Look for any opportunity to penetrate his defenses and launch him, following up with a Hurricane Kick xx Tenma Gou-Zankuu. If he does his goofy Coffin Drop move to zone you, use an Ashura Warp to avoid it completely. If you get Annie into a corner, DO NOT let your guard down! Him in the corner makes his Cobra Swarm HC REALLY frikkin' deadly, and if he does it while you have 70% of your life or less, kiss your ass goodbye. If the moron tries a Pharaoh Magic, block and then use the TGZ. The Pharaoh Illusion (his big head HC) should just be blocked. If he tries the uber Sarcophagus Spam HC, you can either block or take a gamble and use the

Messatsu Gou-Hadou.

This is a fun fight due to the extreme weirdness of your opponent. Reflexes are key here, as Anakaris usually telegraphs his moves before he does them. Teach this loser that Akuma tells it like it IS!

If you don't get hit by a Curse Infinite that is. >.>

4. BB Hood (AKA Buletta)

BB Hood is awesome. This crazy bipolar Red Riding Hood ripoff's HCs do a CRAPLOAD of damage, which means you'll definitely have some avoiding to do.

If you ever block the Hyper Apple for You, you're screwed, because it's UNBLOCKABLE, STUPID! BB Hood players love their opponent's reactions when they land that crazy move. Don't get overconfident either; if she misses, those huge bombs come out of nowhere and try to eat you. Just use the KK Ashura Warp to go directly behind her and punish accordingly. Beautiful Memory is just retarded; just MGS it. Cruel Hunting, however, is just mean; it does insane chip and if it connects, your ass'll be just so full of lead. Try to super jump over it, cuz you really don't wanna be blocking that thing.

BB Hood is pretty crappy in terms of dealing with air assaults. The only thing she's got is the upwards Cheer and Fire, and that doesn't do a lot of damage and is pretty easy to avoid anyhow. So use Akuma's jump-in combos. Since her defense ain't so hot, you can probably take her out with 2 or 3 of Akuma's more intricate Air Hurricane Kick combos. Not too hard of a fight if you watch out for her HCs.

5. Blackheart

Blackheart is vastly underestimated in this game because most who face him think he's nothing but a slow piece of crap who can't really do anything dangerous. But this guy's runaway game is a biatch to get past because you'll have to get past his demons before you can worry about how to vanquish him.

Any Inferno xx Heart of Darkness can be easily vanquished by simply push-blocking the Inferno and then jumping out of the Heart of Darkness to counter him. What he'll likely be doing is jumping up, throwing demons at you, using his two-way airdash, throwing more demons, and then throw demons upon landing to protect himself. This builds loads of meter, but also does not chip you. If he ever dashes, MGS him because he cannot cancel his dash. You'll likely also want to employ Blackheart here because of his spectacular AAA, or switch to Cable because he is a great counter against this guy. Since Akuma can't deal with runaway very well, it's a difficult fight. But if you can time your superjump to avoid his demons, he'll likely airdash to safety. Land a good AAA on him, and try to combo it from there. A difficult fight.

6. Cable

Ugh...this guy. The most annoying thing about this doofus is that if you make a SINGLE mistake, he can nail you with the Air Hyper Viper Beam, an HC that does a ludicrous amount of damage AND has no startup or recovery! Add to that the fact that good Cables can chain those SOBs together, ANDDDD that 2 or 3 of these will kill our red-haired hero! WTF!

However, you might be lucky and be facing an HPx4, Viper Beam moron. If so,

aerial assaults, the Air Hurricane Kick, and the Ashura Warp are the ways to go. Fighting a good Cable player is much more serious; this is a test to see if you make a lot of mistakes. Cable is a keep-away god and an excellent punisher; you'll want to make him exhaust his meter, because then he'll be a LOT less threatening. If there's a battery character before him and he comes in with max meter, there's not much you can do. Ashura Warp is not an option here; any warp has recovery on the end and it's likely Cable will just blast you as you exit out of it. Skip using the Messatsu Gou-Hadou unless it's comboed; Cable will be sure to AHVBx2 you and then annihilate your next character with a guard break and 3 AHVBs. Actually, that's gonna happen if you make any kind of mistake. If the Cable player is a master, there's not much you can even do, because even assists, called out improperly, will be smote by AHVB and there's not much you can do, unless you super jump while calling the assist, and if he AHVB's it, take the opportunity to smack him.

Up close, Cable is far from helpless; he has loads of priority in a lot of his moves and if he ever lands a low kick, he'll be sure to combo it into a chain leading to an AHVB. And even when he doesn't have meter, you can still be kept away by his fast, fullscreen J.HP and his trap grenade tactics. The only way you can hope to land hits is to lock him down with a good AAA like Doom and look for an opportunity to defeat him with a launcher to Air Hurricane Kick combo, but those chances are rare.

Cable's weakness when compared to the other 3 best characters is the fact that he lacks any fantastic air mobility such as an air-dash or a double jump; this way, if he takes to the air, you'll probably guess where he's going to land and drop Doom AAA or Sentinel Ground in order to lock him down. Keep on your toes and always block as to make him exhaust his meter. In this fight, you'll always be on your toes.

In addition to the AHVB, Cable is great at guard breaking you. Suppose he has just killed one of your characters and Akuma comes in next, he will use his J. HP attack, and you will block it. However, the AHVB he fires next will destroy you. His J. HP attack is an EXCELLENT guard breaker, so you'll have to be wary of this. All in all, your situation is pretty hopeless here, as Akuma doesn't really match up to Cable well. Good luck anyways.

On a side note, never EVER use the THC against this guy unless you like all three of your guys to be dead. THCs suck anyway. >>

7. Cammy

Cammy can be a dangerous opponent. She's got your amount of speed, more health and comboability than you, but she's not as strong and has a pretty mindless style of play.

Keep Cammy at a comfortable distance before you move in to attack; she's got a very scary combo that begins off a low light attack, so don't let her get any hits. Call a Projectile assist to snuff her dash-in, and then take the opportunity and combo off it. If you don't have a Projectile assist (moron), then a Gou-Hadoken xx MGS or MGH is the way to go. Just...don't get launched, or you will be eating CRAP!

This is one of those rare fights where you might find yourself on the defense side. Cammy's only offense consists of combos, so you'll have to look for those holes in her defense. Be patient; try to Ashura Warp through a rushdown and punish accordingly. Somewhat of a tough fight.

8. Captain America

Mr. USA does have above-average strength and vitality, but you've got the superior offense and can easily deal with this corny-fitted SOB.

Take much advantage of your speed; Cap's got a slow moving speed overall and a lot of his moves leave him wide open for some punishing. Stay offensive, as usual; Cap's defensive game ain't so hot and he will mostly be employing his high-priority HP attacks, Charging Stars, and cartwheels to counter you. If at any time he tries a Stars and Stripes, punish him with an HC of your choice for totally jacking your Shoryuken, that a-hole. Don't try and get into an air fight; his J.HP has some ridiculous priority. If you try to Zankuu Hadoken, he'll just cancel it out with a Shield Slash. So stay on the ground and keep pressuring him into making a stupid move; then attack him further. Not too hard of a fight.

9. Captain Commando

Basically, you're gonna be seriously ****ed up from that Captain Corridor of his when this battle is over; the thing is just such a good anti-air it's not funny; so what you've gotta do is be extra careful in this fight.

To avoid being smashed by the Captain Corridor, call a Projectile assist or any other long-range assist as you jump in to attack. Other than the Captain Fire and Captain Corridor, CapCom doesn't really have any other special moves to rely on. NEVER get hit by the Captain Storm. You will regret it big time. But when you block it, he is just so punishable, so use an Akuma ground chain cancelled into an HC and start your relentless, SECKSAY Akuma offense. CapCom won't last long against it, as his close combat skills aren't as hot as his keep away skills. Remember, fear the Corridor, call assists to keep him from using it, and pressure him like mad for the win.

But really, a lot of people use Captain for his excellent AAA and not much else; if you're dealing one of those, you'll want to snapback him in as much as possible and eliminate him early to take out a big part of their offense or defense.

10. Charlie (AKA Nash)

I love Charlie. He's such a whore with that vest. And that secksay 'do! Uhhh, ANYWAY, Charlie, of course, plays similar to Guile. He does have more power, but less comboability. Treat him as such.

Sonic Boom is a pretty crappy projectile. You can actually go through it if you use MGS, as the first uppercut has got invincibility, but a KK Ashura Warp or a Super Jump does just as well. His Somersault (SOMASOOM) is to be feared, though, as it's a pretty ridiculous anti-air move, does okay damage, and is a good assist as well. Be wary of it when you jump-in, and you can employ the trick of Projectile Assist-to-Distract-lol. His Somafoom Justice is by far his best HC; it's a great air counter, comes out instantly, and pretty much can't be beat out. Your best bet is to block and Messatsu Gou-Rassen him as he descends, then assume the offense. The Sonic Break HC can easily be super jumped over, as it's got some insane startup, and the projectiles move slow to begin with, a Tenma Kujin-Kyaku xx Tenma Gou Zankuu is the way to go there. Also, beware his cross-ups; his Aerial Moonsault slash is a thing to be feared as it might totally throw you off and give him time to start a combo. Don't let yourself fall into the mindset of Charlie being a poor man's Guile. Fight smart.

Anyways, just watch out for his Somersault moves and don't be launched. Always assault his ass and you'll be fine.

11. Chun Li

Chun Li has been freaking ripped off. Some of her combos are lost, she lost her air super, etc. She is mostly a defensive player, so you've gotta make sure your offense beats her out.

Her Lightning Kicks chip like crazy, and she's got some insane air combos. So don't get launched! Make judicious use of your Gou Shoryuken when she does her air approach. Always watch out for that Kikosho pile of BS; it is almost the perfect defense, and it's pretty hard to punish afterwards; try your MGS. Her air defense is pretty solid as well; her launcher is pretty high in priority and she has her super jumpy kick HC. Beware of that. Play a solid ground offense game; utilize your MGS or Hurricane Kick whenever she whiffs a launcher. You'll come out victorious in the end.

12. Colossus

Lord, what a fight. Any mistake you make will easily be countered by one of his shoulder tackles of death. Those things are so powerful that he doesn't even need HCs. But when he uses his Hyper Armor HC, WATCH OUT. Any offense you take can easily be snuffed if he's got it on. When he initiates his Hyper Armor, just get him the hell away from you the duration that it lasts, using Zankuu Hadokens, projectile assists, whatever.

Basically, if you get launched, kiss your ass goodbye; he's got an air combo ending in that Power Dive HC, Akuma can't take damage for crap. Put them together, and you get a crapload of pain. ANYWAYS, since Colossus packs about all of his power in single hits, be evasive. If you use your KK Ashura Warp to avoid his shoulder tackles of death, then he'll be just so frikkin' wide open, so capitalize on it and do a Hurricane Kick combo or an HC. An easy fight if you've got great evasion skills, but get hit too many times and your ass is grass.

13. Cyclops

Cyke is another one of those more balanced characters in this game. As such, he is a frikkin' a-hole in the hands of a master. Also look for him as an assist chracter, because his Anti-Air is amazing.

Cyke is one of the better characters of the game due to his amazing AAA, good damage and speed, double jumps, and nice combos. You do NOT want to be launched as his double jump can lengthen his air combos even further, and if you eat one of his HCs you'll be crippled for life. He can HC you from anywhere due to his Super Optic Blast, and his Hyper Optic Blast is the biggest in the game. Ashura Warps could be useful here. Remember to make judicious use of your MGS throughout the fight, as Cyke can do some mean damage with his moves. Also, Cyclops has ridiculous priority on just about all of his moves. Don't even dare try to contest his jump-in attacks aside from an invincible AAA, and try to pin him down before jumping in so that his launcher won't completely destroy you.

Cyke is basically the epitome of the balanced character. He's got good close combat, good projectile game...this is quite a tough fight, but also a good

test of your skills. Good luck.

14. Dan

Here we go. Though so obviously a loser >.>, Dan can be a beast in the right hands. Dan can do a lot of damage with his HCs. His basic moves are generally high priority and his corner combos are monstrous. However, he has NO LONG RANGE GAME. Dan absolutely has to get in close to fight. So what do you do? Kick his ass up close!

Akuma's relentless offense will generally overwhelm Dan, but you're gonna have to make sure you don't leave yourself open, Dan may use an Air Combo to flip the situation and try to get you in a corner. Don't let this happen. Whenever he tries to approach you, push him back with an LP Gou Shoryuken or MGS and begin your assault. Dan's defense ain't so hot, so you should go for the quick kill and utilize Air Hurricane Kick combos and MGS/MGH ground combos. Dan may be strong, but he's not very good at taking hits, and will fall to your ridiculous offense. Just watch out, because if he DOES land you in the corner, then provided he has lots of meter, he can give you a massive Shinkuu Gadoken corner juggle for some real damage. It's easy to not let him pull this off though, but it can happen.

ALSO, if he does the incredibly kickass Super Taunt, DO NOOOOT let down your guard, almost the ultimate fake-out involves DHCing this thing into super like the Headcrush. Also, his Premium Sign is hypercancellable, so don't get close when he's doing it unless you want a faceful of Koryurekka.

15. Dhalsim

Dhalsim can be an annoying SOB. Expect him to keep you at a distance with his long-range ubarpokes, and then teleport back to resume that crappy practice when you finally get close. How to deal with this?

Well, the thing with Dhalsim's pokes is that he does use his limbs. Limbs can be attacked, and Dhalsim's defense is crappy. Utilize this by Hadokening his limbs whenever he pokes. I'm not sure that if you cancel into an MGH, it'll hit, but try it. His projectiles aren't that great, so if he resorts to using them, utilize well your jump-in super pimpslap combos. If he gets too warp-happy, try any fast Projectile assist you might have, or try to fire off an MGH. Since Dhalsim's defense sucks, every hit will count. Just make sure not to get poked too much, because they'll add up.

There is another thing about fighting Dhalsim, though. He can run away FOREVER and there's really not much you can do about it. He can teleport, airdash, teleport, airdash, whilst you sit there and cry. If you don't have a good AAA such as Blackheart, consider yourself done. If you catch him, though, go super saiyan and annihilate him with a combo.

16. Doctor Doom

Doom can be an annoying fight, as his strategy of keep-away contradicts your offense directly, 'cuz he's pretty freaking good at it. You'll also see him as an assist, pretty much GUARANTEED his Anti-Air, the Molecular Shield. This move chips ridiculously and can be used for almost anything, you name it.

So how to go about fighting this moron? Have a good AAA at hand, preferably Commando or Blackheart. When he takes to the sky and begins a freakish aerial

game of projectiles and photon arrays, call out your AAA and smash him. When he gets up, try to throw him, combo him, or just generally pressure him. The thing is is that in addition to Doom's good keep-away game, he has high vitality; the guy can TAKE whatever hits you manage to give him! To win, you're gonna have to rely on your combos, preferably Air Hurricane Kick or HC combos, as those'll rack up the damage on Doom. Try to catch him off-guard with an assist and begin an assault. A very tough fight, so good luck.

Also, always prepare to see Doom as an Anti-Air Assist. It's one of the best in the game and appropriate for many characters, so prepare to see a lot of Doom.

17. Felicia

The combo kitty is your standard spazzer; she'll go in and try to hit you with a weak attack, leading into a long combo, with assists to back her up.

This sex-exploit-and-nothing-else has somewhat low power and priority in her moves; take advantage of that fact by moving in and wrecking shop on her scantily-clad ass with a launcher to air combo, or a MGS. The latter pretty much stops her game; but of course, she has HCs too. The Sonic-the-Hedgehog ripoff one is easily blocked or avoided; you can even jump and rain doom via TGZ on her if you're quick enough. The Litterbox of Death is her best one; she can combo it pretty much anywhere, but it's so easily jumped over. TGZ again or just kick her in the face. The Help Me HC will seriously put the hurt on you, so avoid it, stupid. >> Felicia is basically a test to see how good your anti-spaztard skills are, so have fun.

18. Gambit

If he does that moronic glitch of his, just punch your opponent in the face and walk away from the machine. >> << Assault and battery? WHO CARES. In any case, Gambit has got a nice amount of OTG combos, so avoid getting swept, or you're in for a world o' hurt.

Those cards of his are atrocious, they can stop your rushing offense in its tracks, and you don't want that, do ya. Luckily, the cajun's got some lag before and after his special moves. Capitalize on the lag before his cards by jumping, and the lag after by giving him a boot to the head. If he holds his cards in front of his face, he's going for a Trick Card; if you're in the air, fire off a Zankuu Hadoken or TGZ. If you're on the ground, do anything you want; he is completely open if he tries to fake you out with a Trick Card when you're on the ground, and it'll probably never happen. >< But it might. The Royal Flash is of concern; he telegraphs it pretty grossly like the show-off ass he is, by throwing his staff into the air. Jump over him and use a TGZ, or jump behind him and open up a can o' whoopass. NOTE, that his staff can actually hit you into the move, and it will just PISS YOU OFF if that happens, so be wary. Cajun Explosion is also a threat, but it's also telegraphed ridiculously, and easy to block.

Gambit has got some nice priority with his staff and cards, but his moves are just a little laggy. If you captialize on punishing his moves before or after they happen, your offense will overwhelm him.

19. Guile

Guile is a pretty balanced character, faring pretty well in most situations.

He is excellent at block-and-response, and you will eat it hard if he blocks one of your chains.

Guile's D.HK is definitely the main attack to watch out for, if he connects it you'll probably be eating some Sonic Hurricane or Somersault Death Thingy. If Guile jumps, intercept him, as his air game isn't very hot, all you gotta watch out for is his Crossfire Blitz, and that's easy to counter, as well as the Air Somersault Kick. Hit him in the air with a Hurricane Kick xx TGZ for massive damage.

One of the main things to remember here is to roll out of the D.HK so that you can avoid an OTG combo. Also, be on guard when he's crouching: he can do anything from this position, so be wary when you approach. Not that hard of a fight, but not a cakewalk either.

20. Hayato

The only thing this guy has going for him is the good priority and reach with his sword; however, he's got practically nothing else.

Hayato pretty much blows on the defensive; you'll probably be able to guess when he's gonna do a move. When he does, he will have some enormous lag on it usually. Take the opportunity to overwhelm him further. Just be sure not to actually get caught in that rushing double slash thing of his, he can cancel it into his Engetsu(shockwave knock-off), and then DHC, and your ass is grass. SO DON'T GET HIT! Otherwise though, have fun. Hayato has big lag on about everything he does, and this will help you immensely. His Plasma Combos are decent, but you really don't have to worry about them. Any of his high-priority moves are outclassed by any sort of AAA and your MGS.

So of course, the only thing to watch out for is his mid-range poking game and his Shiden xx Engetsu B&B. Your close-range offense will definitely outclass him, so have a field day. Just don't get thwacked.

21. Hulk

Hulk is one of the few characters blessed with something called Super Armor; This means he won't flinch from most one-hit attacks. Any follow-up to those single attacks makes him flinch, though, so an LP, MP is fair game.

Hulk has got a ridiculous amount of power, and can take hits; however, he is a combo magnet. Assault him like nothing else, all the while having your guard up. If you jump in, by all means watch out for the Gamma Crush. His upwards charge can knock you into the meteor he slams down on your poor self for massive damage. His other note-worthy moves are Gamma Charge and Gamma Quake; both are quite fast for such a large character. Gamma Charge can hit you basically whenever and it does hefty damage. Gamma Quake covers the whole vertical space in front of Hulk, also doing good damage. His Wave HC is very easily warped through and punished.

Hulk tends to need a lot of meter and can't really build it that well; his moves are quite laggy and easy to avoid. You want to capitalize on this by conducting an assault, blocking, and repeat. All the while throwing out a teleport to avoid an HC. You might take some damage, but you'll come out victorious in the end.

22. Iceman

Iceman's got beams. Anything else? Thought not. Actually, he does have a good AC combo ender in Arctic Attack, and he IS kind of a battery character and good Projectile assist. Even more, he is immune to chip damage from beams. But chip damage is all he's really got going for him on-point. His special attacks other than Ice Beam have very little use; Arctic Attack is his only HC and its hard to land in anything other than a combo ender. It's ass-rippin' time.

I think Iceman still takes chip damage from Doom. If he does, spam it. You'll want to not block his Ice Beams, but avoid them, rather, by way of teleporting or jumping. Just remember that he can shoot his Ice Beams diagonally as well as horizontally; so careful, there. Anticipate the direction of the beam and avoid it as such. Punish his moronic self with a jump-in HK xx Hurricane Kick (land) combo or a dash-in Ground Chain xx Super Combo. Spamming high-priority AAA assists or Projectile assists can also work.

So Iceman, despite almost everyone's first impressions, is not really hard at all to deal with; just watch out for any assists he may have (Doom AAA comes to mind) and his chipping power and you will prevail.

23. Iron Man

Iron Man is much more difficult to deal with than Iceman. In addition to a good beam, he has high priority attacks, good vitality, a very easy to do infinite that can be started off from a Psylocke AAA, a variety of anti-air attacks, a VERY damaging HC that, despite its SLOW startup, has a lot of ways to land, and has one of the better DHCs in the game through his Proton Cannon. In short, he's got a lot going for him, and is a top tier character.

Iron Man suffers from some lag on his moves and you can capitalize on that. If he does a Unibeam when you're at midrange, you'd better have an MGS ready. If you do, throw it out by all means; if you don't have meter you can try to anticipate the beam and then jump over it, starting a Hurricane Kick combo. You'll want to avoid getting caught in the middle of a jump or be hit by a Psylocke AAA; to do so equals being caught by an infinite. You may want to snapback in Psylocke or any other setup assist he has so that his infinite is weakened.

Jumping in is far too risky in this battle. You can try it, but Iron Man can either Repulsor Blast you(which can lead to a Proton Cannon), jump back and nail you with an HP attack, summon his Proton Cannon and hit you into the resulting beam of doom, or maybe even catch you in his infinite. You'll want to lock him down by some means to avoid this. Sentinel's Ground assist works well here. You really need to watch what you're doing in this fight; go on the offense like usual and pressure him, but ALWAYS watch out for his tricks mentioned above. A tough fight.

24. Jill

This tough-girl stereotype might give you some trouble, but generally isn't THAT hard of a fight. You've got the better offense in this situation due to your better strength and priority.

Jill players fall into 2 main groups: the offensive type and the defensive type. The offensive Jill will utilize her fast moves and good speed to rush you. This type of Jill should be easy to beat. She may have some nice speed and combos, but so do you. The battle of offense should be won by you if you're careful. Just don't let her launch you. MGS when she does something

stupid. It should be a fun battle with this kind of Jill.

The defensive Jill utilizes her zombie and animal summons to keep you at bay while calling assists. This type of Jill is harder to fight as Akuma. Her many zombies will force you to take to the air while she calls out a good AAA or one of her crows. All those hits will definitely add up. Stay on the ground against a defensive Jill; take out her zombies with Gou Hadoken or with assists. Ashura Warping through them is also an option. You'll want to look for any opportunity to punish her with a Hurricane Kick OTG combo or an MGS. Bust through her zombie defense and lay the hurt on her ass. Good luck.

25. Jin

Jin actually doesn't have too much going for him. His Power/Good AAA + Small Size are his main advantages. Jin suffers from big lag on a lot of his moves, but those moves he uses pack a ridiculous amount of power. Don't ever get swept, because he can Dynamite you; if he hits you with a Typhoon, he can cancel it into Blodia Punch. Despite this, he is actually an easier fight for Akuma if you're careful.

Jin outprioritizes you in a lot of situations. You have to move around and fool him into doing something he doesn't really want to do. When he whiffs a high-lag move, go in and do an Air Hurricane Kick combo or Gou Hadoken xx MGH chain. When you jump in, always be on guard for the Saotome Cyclone, as it does huge damage for a level 1 super. This battle is all about playing evasion and not making mistakes.

If Jin goes nuts (his allies die and he has low health), then you need to watch out, as he gains super armor, more vitality, and more damage. You'll want to make judicious use of good Projectile assists or Doom AAA to chip him to his death. If Akuma is your last character, then play cautious and Ashura Warp through his moves while waiting for an opportunity to MGS. Have fun.

26. Juggernaut

This is a fight where you need to be careful to the extreme. Juggernaut will generally come with a battery character to make sure he gets lots of meter. If you make ANY mistake, Juggernaut can destroy you with his Juggernaut Headcrush, a move that kills Akuma with two uses. Even then, he has a glitch that increases his power even FURTHER. Prepare for a tough fight.

This battle is difficult because Juggernaut is dangerous from all positions on the battlefield; Akuma's reach is nothing compared to Juggy's. He can nail you with one of his incredible punch moves from nearly across the field; F+HP and Juggernaut Punch come to mind. However, Juggernaut suffers from the worst recovery in the game. It is time to fake his ass out. Play an evasion game with Ashura Warps and sporadic moves until he does something with heavy lag like nearly any of his special moves, HPs, or HKs. When he does, you must take the chance to eat him. Hurricane Kick combos work well here due to Juggy's massive size, as well as the Tenma Gou Zankuu. Call out good assists all the while.

Unfortunately, you have two chances to make any sort of mistake in this fight. Juggernaut possesses one of the best HCs in the game in the Juggernaut Headcrush, and he can and will annihilate any whiffed move or any move with less priority with it, for sure. Eat 2 of these and you're screwed. This fight is similar to Cable's in the sense that mistakes = your doom. Don't discount his anti-air ability either; his D.HP is one of the highest-priority launchers

there is, so you'll have to be careful of that. You'll be the victor in this fight if you are REALLY careful. If not, then have fun dying. >>

27. Ken

Here's the guy you ripped your MGS off of. His Shoryuken happens to own yours as well. That being said, Ken is one of the better AAAs there is. The reason being is that his Shoryuken has got quite a high invincibility rate and thus excellent priority. He can Shoryuken you out of pretty much anything you can do if you're careless. And also, he gets the same freakishly-damaging Air Hurricane Kick that you're blessed with. However, his projectiles suck and he doesn't do as much damage as you. But then, he takes less damage than you. This is a battle that can go either way.

You don't have to worry about getting close, as Ken will definitely come to you. You have a speed advantage here, but it's not by much; you'll want to look for a hole in his offense, land a weak attack, and start a chain. Ken's vitality is poor(although much better than yours), and his defensive game kind of blows. Ken has 3 HCs, and one of them, the Shoryureppa, is very dangerous; it is nearly a carbon copy of your MGS and judicious use of it against you WILL equal your death. If he does it from long range though, use your own MGS to cancel his out and do damage. Be wary of the Shinryuken when you jump in; it's totally invincible and will annihilate you. If you block it, however, Ken is TOTALLY wide open. Punish him with an MGR or a launcher to Air Combo when he descends.

This is a match where if he hits you, you're screwed, but if he misses, you have a field day. Ken's rushdown is hampered by his poor dash and a good AAA such as Doom will stuff him even further. Just remember to keep your offense and pressure him, and you'll win the day. A fun fight.

28. M. Bison (AKA Vega)

Your fellow SF boss is an interesting opponent. Bison is definitely an expert character. A lot of his moves have strange properties, some of them are kind of useless, but the fact remains that Bison is strong and fast. Prepare for a fun fight.

Bison's most powerful combos require him to launch you. Fortunately, Bison's launcher sucks because of its poor range, low priority, and bad comboability. Still, be careful. His Psycho Crusher has DRAMATICALLY decreased startup in the air, and you don't want to be launched into an AC, followed by a Scissors Kick xx Psycho Crusher. If he's hoarding meter, you need to watch out for his Psycho Explosion corner semi-infinite, as it will kill you. His Psycho Field (floating time bomb special) is a threat, as the HP version creates pressure and the LP version is a good defense, but try to MGS through it if you can.

The only thing wrong with Bison is that he needs to be in specific situations to do big damage. If Bison is paired with Doom, however, you've got reason to worry. Doom AAA + Bison Psycho Field is a good chipping trap thats hard to get around. You need to make judicious use of teleporting and beam assists here to be successful. Not too hard of a fight overall, just watch out for his launches and bombs.

29. Magneto

You and Magneto are both offensive characters, but Magneto has an advantage

in the fact that he is way too ****ing fast. UGHHHHHHHHH. Let me put it this way:

Akuma's Offense <<<<<<<< God's Offense <<<<<<<<<<<<<<<<<<<<< Magneto's Offense.

Prepare to die. Magneto is a MONSTER. This is NOT a battle of being wary of being launched. It's a battle of being wary of getting HIT. One hit is enough for the God of Rushdown to eat you. Magneto is the fastest character in the game and many of his moves have great priority. If he hits you with a SINGLE crouching LK, you're doomed, as he will undoubtedly follow up with a sick air combo or one of his many ultra tri-jump combos. All in all, it's almost not possible to win this battle. But you want to try, don't you? ;D

Anyways, Magneto will DEFINITELY come to you, no question. To even have a CHANCE of surviving, you will need a good assist. Try Doom AAA, it works wonders. Magneto is faster than you, has better priority than you, and builds meter better than you. In short, he is better than you in every way. Call out Doom or any other setup assist (Cyclops AAA, Psylocke AAA) to see if you can catch him off guard. If you are able to nail him, take the opportunity to do an Air Hurricane Kick xx Tenma Gou Zankuu, DHC, DHC. If you kill him, good for you. If not, he'll be on guard for that tactic again, and it's doubtful you'd be able to land it. In addition, MECHA Zangief's Ground-type assist is pure Anti-Mag; Magneto can't hit Gief out of it and it will likely stuff his rush, leaving him open. So consider that as an option.

Other than that, your sole option is a Messatsu Gou-Shoryuu. Your other HCs are far too slow or need a specific setup, making them inadequate for dealing with Magneto's superior rushing. MGS his ass every single chance you get, and never stop.

I'm not even mentioning some more advanced Mag tactics. Say you block his C.LK successfully. You think, "w00t", but lo, Magneto does a super-jump and then cancels it REALLY fast into an airdash towards your position, and crosses you up, leading to a massive combo and your doom. You have just witnessed a tri-jump, named for the triangle shape it creates. It's almost impossible to deal with a good tri-jump, so just be on guard. Magneto also works wonders with Psylocke's Anti-Air assist. Her AAA is one of the best setup assists in the game. If she connects, Magneto gets a free combo. Try your absolute hardest to snapback his ugly ass out and deal with her first.

This is practically an impossible battle, but I wish you good luck. Just remember that Mag is the hardest god to use, so maybe your opponent will make a lot of mistakes. >.> Once again, good freaking luck. You'll need it.

30. Marrow

Marrow is not widely used. However, she's not too outstanding. Marrow is your standard pixie. She moves fast, and has above-average combos, but you've faced tougher comboers before. This match shouldn't be TOO hard.

Marrow's projectile, Bonemerang, sucks. If she throws it when you're point-blank, you won't even get hurt. You can easily jump over/warp through it otherwise. Her anti-air, Towering Spine, is of little concern. You can block it easy, and have ample time for an MGS when you land. Her wall dive attack can easily be countered with an AAA or a J.HK. Her dash-ins can be easily interrupted with any sort of Projectile or AAA assist, and you can capitalize from there.

Her HCs aren't too good. Her Stinger Bones HC(the homing one) can just be

super jumped and blocked. The super spine of doom HC is easily avoided. This battle shouldn't be too hard if you always stuff her dashins and annihilate her offense with yours.

31. Mega Man (AKA Rockman)

Mega Man is well known for his buster shots, but don't think he can do nothing else. Even so, watch out. If you don't do some wacky evasion, a lot of those Buster Shots will connect, and those will really add up on your crappy vitality. Ashura Warps can be used, but I wouldn't recommend it as he can nail you on the recovery. Projectile assists work GREAT here, as they can negate the shots while you rush in for the kill. Just watch out for his assists, too. Mega Man's keep-away largely consists of using his buster and Tornado Hold, the latter of which is difficult to avoid, but with enough mobility, you can pull it off.

Some Mega Man players like to use Mega Man's above average speed to rush you and combo you. This Mega Man will often utilize his other weapons, Rock Ball and Leaf Shield. Rock Ball can be goofy, and he might base traps on it. Don't let this happen to you, as he can do big damage with it. Leaf Shield can be used in complex Air Combos, which you do NOT want to eat. If he slide kicks you, roll out. Be VERY careful when you jump in, as his Hyper Mega Man can easily hit you out of almost everything you do, and it does big damage. Rush Drill sucks. Beat Plane can be annoying, but you can hit him out of it.

All in all, Mega Man is pretty average in all aspects. Both of you should just be having fun in this fight. Good luck.

32. Morrigan

Morrigan is strange. She fights somewhat similarly to you. Jump over ANY Soul Fists and punish her with your very own Zankuu Hadoken. Her Air Soul Fists can also be thwacked by an AAA or you can try to Super-Jump and nail her with a J.HK or Air Hurricane Kick. Shadow Blade is high-priority, but does less damage than it looks. Still, it does stuff to your crappy defense. Watch out for it as you jump-in.

Morrigan is quite fast. She has a strange air-dash that makes her go in an arc, which can easily cross you up. Be aware of this when she goes airborne. When it comes to combos, she is surprisingly average. She can only easily combo into one of her 3 HCs, it's the one that acts like a Shockwave-type super. The others are primarily for punishing mistakes, but watch out for them anyway, they'll take off half of Akuma's life by themselves.

You both are about equal in speed, but you've got a power advantage here. Use your usual tactics of rushing in and outprioritizing her moves, and MGSing her if she does something retarded. Use Projectile assists, or AAA, to further the pressure on her.

33. Omega Red

Omega Red can be difficult. He is one of the few characters that has above-average vitality, and his speed isn't too bad either. But what you need to watch out for are his coils. This guy can throw you from anywhere, and the damage from it adds up.

Be evasive. Omega has some massive recovery on his coils, and his Omega Strike

is the same. If you get hit though, it can get bad. The match is yours if you can try your hardest to avoid his high-damaging coil moves and strikes. His Omega Destroyer HC can be very dangerous when you're jumping or dashing in.

MGS can be useful here if you're at close range. If he's in the air doing coils, than you can try to super jump and do an Air Hurricane Kick xx TGZ, or try to catch him with an MGR. A tough fight, but rare.

34. Psylocke

Psylocke is a popular character mostly for her AMAZING AAA assist. This assist is probably the best setup assist in the game, as it comes out instantly and puts the opponent at jump height. If it connects, the Iron Man you're facing will infinite you to death. Psylocke is also a member of the powerful team known as MSP: Magneto/Storm/Psylocke. Magneto uses Psylocke's AAA assist to enhance his already amazing combos. When dealing with a team that is relying on Psy's AAA, you'll want to snapback her in as soon as possible.

On-point, Psylocke is one of the faster characters in this game. In addition to this, she has some pretty damaging and sick combos. She is similar to you in the fact that she can move quickly and chain Hyper Combos easily. However, Psylocke's on-point skills do not do justice to her amazing assist; she is really nothing more than a standard rushdown character. If you always be careful, outprioritizing her dash-ins with an MGS, never EVER getting launched and such, then you should be fine. If she takes to the air and jumps in, take her out with an AAA such as Commando. NEVER EVER get hit by her Psiblade (her Shoryuken-type move), because she will cancel it into her Psionic Butterflies HC for gigantic damage.

Also watch out for her as a Variable Counter, because she can counter into a Psiblade, which WILL lead into a Butterfly swarm. Have fun with this fight.

35. Rogue

Rogue might be difficult. It depends on how much she kisses you. Rogue kissing you means that she gets her strength boosted. Her strength was already good enough, but with this power-up, just one of her longer combos can mean the death of Akuma.

Fortunately, many of Rogue's more dangerous combos require her to have a Speed Up powerup. Don't let down your guard, however. The Power Up she gains from givin' Akuma a smooch more than makes up for this. As such, you don't ever want to be blocking a string that she can chain into her kiss. If you are caught blocking, pushblock her (PP) and then see if she does the kiss throw anyway. If she does, nail her with a Messatsu Gou-Hadou.

With this tactic gone, Rogue will have to rely on her rushdown game. Her power is alright, but yours is better. Outprioritize any rushing punch attacks with your MGS. Snuff dash-ins with Doom or something similar. This battle has become your standard pixie fight, if you watch out for her Goodnight, Sugar HC, it will give her the Power Up she needs to wreck you. Good luck.

36. Roll

This is a goofy fight. Roll happens to be the worst character in the game! Pretty much the only things going for her are her small size and double jump.

She has nothing else, however. Her defense is as bad as yours, she's slow, she's VERY weak, her HCs blow, and her regular combos kind of blow. Prepare to eat her.

Roll's buster has horrible, HORRIBLE recovery. You can use your Messatsu Gou-Hadou, jump over it and Zankuu Hadoken, or own it with a beamer assist. You have to watch out for Roll's throw, as a Roll player will probably be trying to throw you. A LOT. Otherwise, your offense will likely have her using her anti-pressure Rock Ball techniques. Otherwise, she might be using Leaf Shield. While this does have some big startup, she can do some air combos involving it that are pretty sick. That and it blocks single hits. Tornado Hold is quite fast, and she can combo the LP version off of her slide. Watch out for that. These are about her only tricks. Have fun walking all over her ass.

37. Ruby Heart

Ruby is a strange character. First of all, you're going to want to avoid the Sublimation, as it's one of her best moves, and it chips well. This means you'll want to avoid excessive use of air fireballs, because she will definitely nail you with this move if you do this. You want to get in close and annihilate her with your speed and moves.

A lot of Ruby's special moves have a big amount of startup, so you'll want to capitalize on that. Her Blue-Fire-Charge-thingy can be Gou Shoryukened, but you'll probably just want to block to be safe. You'll want to be especially sure not to make mistakes; a lot of Ruby's moves are near unlandable due to the startup, but if she blocks an MGS or a Shoryuken, prepare to eat crap. Overall this is an easy fight depending on if you make a ridiculous amount of mistakes or not.

38. Ryu

You should already know the strategy for dealing with the Hadoken spam morons. Call Projectile/AAA assists while using jump-ins and teleports. Ryu can be much more dangerous than that, however.

Ryu lacks the ultra-damaging Air Hurricane Kick that you and Ken are blessed with. However, he takes damage normally, can deal a lot to you, and his throws are WAY better than yours. Ryu, despite his stereotype, will rush in towards you to combo you and do damage. Your pathetic vitality is a prime disadvantage here, as any light attack he lands can be linked into a Hadoken xx Shinkuu Hadoken, and any sweep can OTG into a Shinkuu Tatsumaki if you don't roll. Getting hit by a Tatsumaki Senpū Kyaku will equal a Shinkuu Hadoken cancel to your face.

Your advantages here, though, are your Air Hurricane Kick, teleports, and your MGS. If he does a Hadoken at mid-close range, MGS through it. Any jump-in he tries can be stuffed by your launcher and linked into a Air Hurricane Kick xx TGZ. A Shinkuu Hadoken (if he's an idiot and throws it out without comboing it or while you are open), then teleport through it. You can also try stuffing his dash-ins with an AAA or Sent-Ground before moving in for the kill with a Tatsumaki Zankuu Kyaku.

39. Sabretooth

Sabretooth may be fast and strong, but he is way too damn big. Use this to your advantage by jumping in and crossing him up like there's no tomorrow.

All you have to watch out for are the Wild Fang and his very damaging moves.

Enter into this fight with lots of meter; almost all of Sabretooth's moves are asking for an MGS to the face. You'll still want to be careful, however; his moves will do massive damage to you. Sabre has little in the way of anti-air other than Wild Fang and the HC version of it. He'll probably be packing an AAA. Snapback that in and deal with it first before going after Sabretooth, as lack of an AAA will make your life easier.

Birdie is a crappy projectile. It is just asking for you to jump and Zankuu Hadoken/TGZ Sabretooth in the face. Hyper Birdie does massive chip, so you'll definitely want to jump behind him and fire off a Messatsu Gou-Hadou, THC, or something similar. This fight can be tough, but not overly so. Have fun.

40. Sakura

Sakura is an uncoventional shoto, but you do not want to underestimate her. For her small size, she's got a good amount of power, and her Hadoken has the ability to totally stuff your jump-ins.

Well, first of all, you've got a speed advantage here, so you'll want to rush her down as the round begins. Call AAAs to pressure her and do big damage. Her main weapon against your relentless offense is an AAA of her own or a Shou Ou Ken. Her Shou Ou Ken has a barrier on it that gives her a high rate of invincibility, and its 7 hits will do big damage to Akuma. Jump-ins are very dangerous here; her Hadoken can stuff you and her Shinkuu Hadoken just does disgusting damage. Her other moves besides the ones discussed here are of little threat. Be careful with your jump-ins and keep pressuring her and you will be fine.

If she gets ahold of 3 meters, she can transform into Dark Sakura. The fight becomes more serious in this case; she gets full-fledged Hadokens and a carbon copy of your Zankuu Hadoken, a teleport that's even better than yours, her Shinkuu Hadoken becomes a horizontal beam like Ryu's, and she gets a Shun Goku Satsu. However, she loses the invincibility barrier on her Shououken, and a LOT of her anti-air ability, and maybe some defense. You'll want to be on guard here, your offense can be broken if she plays mind games with her teleports. Her Hadokens have some big lag, so fire a Zankuu Hadoken if she uses them too much. You'll want to make judicious use of the MGS here, as it's one of your only ways to land big damage. Good luck.

41. Sentinel

Fighting Sentinel is like fighting a mechanical version of God. This is a battle that, if the Sentinel player is even HALF-competent, you will not be winning. Sentinel is in the god tier for several reasons: He's powerful as ALL hell, gains ludicrous speed in fly mode, insane priority on his moves, all of his normals do chip, he's got Super Armor, and one of THE best HCs in the game in the form of Hyper Sentinel Force. Not to mention he takes the least damage of all the characters of MvC2.

You may think, "oh, he moves slowly and is big, FREE WIN!!!!!!" but then Sentinel enters flight mode. He uses flying HP's and HK's to outprioritize you and you are smashed into the ground. You gape at the machine in shock. What this means is that SENTINEL IS FAST AS HELL in flight mode and his HPs and HKs in said mode have extreme damage and priority. In this mode, you will need some kind of good AAA or you are history outside of a lucky Gou Shoryuken and even then, it pushes him all the way back to the end of the screen for

minimal damage and he re-enters flight. Guile AAA is surprisingly anti-Sent flight, and Blackheart AAA and Commando are good as well. You might need to watch out for his assists, too: if he's also got an assist such as Spiral or a good AAA, then he can get you into the corner and use his HK stomp on you while calling out the assist to prevent you from dashing under. Thus is your whole lifebar chipped away, even faster because you're fargin' Akuma. >.<.

He can also go into the Flight Mode in several different ways. Since it is a special move, he can cancel normals into it, then unfly after a normal, then enter flight mode again. He also has several combos off of this fly/unfly nonsense, so you'll want to not let yourself be pressured by using Doom or another AAA or maybe even a Tatsumaki Zankuu-Kyaku, and not get launched.

Sentinel is also dangerous on the ground. He has a full-screen normal in his Standing HP and he can cancel that into his Rocket Punch for big damage. His D.HK hits THREE times and he can OTG it into a Rocket Punch and has even more options from there, so be careful. What you'll want to do on the ground is try to look for an opportunity to jump-in so you can start a double Air Hurricane Kick combo. This'll do big damage even on Sentinel, so go for it. Just be wary of his full-screen normals and deceptively fast dashing.

Also, he has an HC called the Hyper Sentinel Force. This involves 3 waves of Sentinel Drones flying at you at a FAST speed, doing big damage. What makes this move dangerous is that he can easily combo into it and OUT of it if you are close enough! If you're in the corner, he can go into his HSF Semi-Infinite and own you for free provided he has 3+ meter, maybe even 2+ due to your crappy, crappy stamina. So you have to fear the HSF most when you're comboed into it, as he has many options from there. If you're standing about the middle of the screen and Sentinel is in the corner, and Sent initiates the HSF, IMMEDIATELY begin the Messatsu Gou-Shoryuu! If Sent doesn't DHC, he will be nailed by the attack due to the invincibility, take damage, and give you the chance to DHC into something good like Hailstorm. If you don't have meter, Super Jump and then try to go for a jump-in to Hurricane Kick combo.

If you win this fight against a DECENT Sentinel who uses all the tricks described above, then consider yourself a master of Akuma. This is a very tough battle that is almost unwinnable, so good luck. You'll need it!

42. Servbot (AKA Kobun)

Servbot is one of the worst characters, but definitely not THE worst. That honor goes to Roll. Provided the opponent didn't just pick Servbot because he was small, cute, and goofy, then you will probably be seeing Dr. Doom AAA as one of his partners in this fight. Servbot has 3 things going for him: his VERY small size, his fast speed, and his unreal chipping game with Dr. Doom. This fight might just be harder than you expected.

Anyways, Servbot will enter into this fight with lots of meter. His chipping game involves holding you down with Doom AAA while he does his (Gamma) Lunch Rush HC, which does ludicrous chip damage. He will repeat until his meter is exhausted and you are dead, or close to death with NO recoverable life. The key here is to avoid the Doom assist. If that happens, Serv will probably do the Lunch Rush to get you as you land. You'll probably land close to him, so call out an invincible AAA such as Jin or Ken. Another option is to do a PP Ashura Warp to attempt to go through it and nail him upon the end, but this is difficult and not recommended.

Servbot's vitality is as horrible as yours, so you won't be needing to use massive combos in this battle. If you have one, use an assist that hits very

hard (Juggernaut Dash, or Commando AAA) to score huge damage. You can also try to use the MGS whenever he calls one of his helpers. Remember that all of his basics do 1 damage even to you, so have fun with this fight.

43. Shuma-Gorath

Shuma is a goofy character, but he has his strengths. He has very high priority moves in his J.HP(similar to Iron Man's), and his S.HK. However, the latter has some lag on it that you can capitalize on. His Mystic Smash can cross you up and does big damage, but it's very slow moving and thus easy to see coming. Shuma is in essence a grappler, as one of his basic throws recover his life, as does his air throw. He also has an unblockable command throw which does some real damage, not to mention his level 3 HC, Chaos Dimension, which does gross damage AND he can combo after it. Prepare for a good fight.

Your main concern here is the fact that you are easily outprioritized by Shuma-Gorath. All of his HPs and HKs own yours completely, and he'll always be looking for ways to use his Revitalization and Devitalization throws. If he uses a S. HK, go for the MGS; this move can beat it out in priority and Shuma will take massive damage. Be wary of entering into aerial battles; Shuma's HPs have insane priority and can be angled in 3 directions, and his Rock Drop (a la Kirby) can really screw with your mind. You need to capitalize on his slow speed and nail him as he's going for grabs, as his vitality is not so great. Also be wary of the chipping power of his Hyper Mystic Smash HC.

Chaos Dimension is your biggest fear in this match-up. Even though it requires 3 meters, you can easily expect your opponent to acquire that amount with a battery character before hand or just while fighting you. This move puts Shuma into a temporary trance in which he can grab you for extreme damage. This is the ONLY throw in the game that can get you while you're in hit stun. Needless to say, you're kind of screwed if he gets you with this early. Don't just jump away and throw Zankuu Hadokens while he's in his trance; Shuma will expect this. Call out Projectile or AAA assists to push him back or you could assault him, keeping him in block-stun as to not activate the throw. If you don't let him land his damaging throws and Chaos Dimension, you should come out on top.

44. Silver Samurai

In addition to his above average vitality, this guy's got unreal chipping powers with his Shuriken and Chou Shuriken abilities. His stupid little mode changes also add fantastic helpings of fun to the mix. You'll need to be evasive more than anything, as too much blocking of his shuriken WILL kill you good.

Normal-Mode Samurai is probably the biggest threat; if he launches you, you will either eat an air combo ending in a damaging Shuriken throw, or his Raimenken HC, which is a lightning spray super that does sick damage to Akuma. That move only works in close range, so no worries if you're playing a long-range game(which you shouldn't be). You need to watch out for lockdown assists like Sentinel or Doom because he will definitely take the opportunity to eat you with Shurikens; use your own assists or Ashura Warp. His Shurikens are slow-moving so an MGH is probably the way to go if he throws them out unassisted. Bring out your best combos and take advantage of his inferior speed and you'll win.

His mode changes aren't as threatening as you would think. His Lightning mode is the one to most fear, as he keeps the powerful Raimenken and gets a hell of a lot of more comboability, also gaining the ability to use Chou Shuriken

in mid-air. However, both his power and vitality get shafted, so even if he catches you in an enhanced combo, it won't do as much damage as it looks. When he enters Ice mode, lay off the HCs; his defense becomes so ridiculous that they hardly make a dent. He may use this to help ward off your rushing, but his offense totally goes to hell as he barely does crap for damage and some speed is lost too. An interesting note is his new Ice HC which creates spikes that can freeze you, where he can follow up with a combo; be wary for this. If he enters Fire mode, either be really relieved or really afraid. He all of a sudden gets extreme steroids but his vitality becomes even worse than yours. If you get the first hit, and follow up with an Air Hurricane Kick xx TGZ to DHC, then victory is almost certainly yours.

If ever he pours 3 bars into one mode, don't even try to contest it, as Sammy becomes a god in 3-bar modes; he gains all the benefits of one mode without any drawbacks. In this situation try to draw him away using AAAs or MGS him when you block a high-lag move like his launcher, unless he has Level 3 Ice in which he'll have Hyper Armor.

45. Sonson

Sonson boasts ridiculous priority on some moves with her staff, pretty good speed, and decent combos and speed, but you have the advantage of the latter 3.

Sonson will definitely take advantage of her weird-ass moves to try to confuse you and be goaded into getting smashed by a powerful hypercancel. If at any time she uses her monkey projectiles, Super-Jump cancel and smite her with a TGZ or a Zankuu-Hadoken. The move you have most to fear is her Seiten Rengeki, or the Dragon-Punch style staff twirl move. It has insane priority and if you are caught can cancel into her giant staff HC to cause huge damage to poor Akuma. You will want to avoid this so keep stuffing her with beamer or AAA assists. Barring that, you'll want to carefully rush her and be prepared to block a Seiten Rengeki and then smite her as she's coming down with a launcher or a Messatsu Gou-Rassen. Her weird wall-crawl thing can get her out of the corner and cross you up, so be prepared for that; any HC she has is pretty easily blocked except for her giant staff cancelled out of a Seiten Rengeki. An interesting fight, just watch out for her high-priority basic moves.

46. Spider-Man

Spider-Man's advantages come from his insane attack speed and the relative ease with which he crosses you up with his pseudo air-dash. However, even though he has a speed advantage, he's got jack for both damage and defense and thus you shouldn't have too hard of a fight here.

Either way, Spidey's jump-ins can easily be outprioritized by your launcher, and a good Anti-Air like Doom works wonders to stuff his rushdown. Another option is to block his jump-in attack(s), wait until he starts a ground chain, and MGS it. His HCs really aren't that great; the only move he has that can combo into 2 of them is a quickly-cancelled HP Spider's Sting, and Akuma's speed will make sure he doesn't land that. If Spider-Man takes to the sky and starts his web swing air-dash, you can either catch him with Commando AAA, Blackheart AAA, or an Air Hurricane Kick xx TGZ. Web Ball is slow-moving and Spidey telegraphs it, but if it catches you he pretty much owns you for free from there, so if he ever uses it be sure to smite him with a TGZ or Zankuu Hadoken. A pretty fun fight, just don't get caught in one of his long-ass chains.

47. Spiral

I hate Spiral. And you will learn to, also. Basically, Akuma can't do jack against her really because a good Spiral is just so damn hard to hit. This is a match where you'll really want to be rushing your opponent from the get-go and not try to let her get too much crap going on, because she builds meter better than any character in the game and you don't want to be owned by the subsequent Cable's million-AHVB chain when you freaking jab. That, and her chipping game is monstrous. Time for oodles of fun.

What Spiral will be doing is creating a crapload of swords and throwing them at you for massive chip. When you manage to avoid or warp through them, she'll teleport away and resume, whilst you assume the fetal position and cry your eyes out. You're going to have to catch Spiral off-guard and nail her as she's making swords; if at any time she gets hit, her swords go away. She'll most likely take to the air to make swords; super-jump at her while calling Doom so that she can't head to the ground. Try to air-throw her or Hurricane Kick xx TGZ her to oblivion. Note that it's gonna be hard to catch her either way since Akuma is pretty worthless at zoning by himself; Doom AAA or Sent Ground is pivotal to this fight. Try to make sure she doesn't charge up the meter too much or chip you to death. A very difficult fight, so good luck.

48. Storm

Oh, this is going to be fantastic. Easily one of the best characters in the game, Storm is quite a force to be reckoned with. Basically, you're pretty screwed in this fight, as Akuma's speed and strength just cannot measure up to Storm's, but of course, you'll want to try. Storm's got a variety of ways she can **** you up; she can run away, high priority and great air dash that allow her to rush your ass into oblivion, the best DHC in the game in her Hailstorm, as well as her easy to do Air combos that end her Lightning Storm HC. All in all, she's far more of a beast than Akuma ever will be.

There are 2 main types of Storm players: offensive rushdown or defensive runaway. The latter makes up the majority of them. This Storm will utilize her floating jumps and airdash, all the while throwing her sick-priority J.HP move in order to build ludicrous amounts of meter. Once she's got enough, she'll start to go for the offense and use her new meter to either combo you into her Lightning Storm or chip you to death with her Hailstorm HC. This is quite deadly to poor Akuma, as he kinda sucks at dealing with this sort of thing. You can't try to beat her J.HP, so don't even try. To bring down Storm's runaway, you will need Blackheart or Captain Commando, the former recommended. Blackheart's AAA is amazing for bringing Storm down, due to the tracking nature. If you're quick, you can combo off of the Inferno if it hits with an Air Hurricane Kick xx TGZ. It's impossible to do this with Capcom even if it does hit, so bring Blackheart. Without assists, Akuma has no way at all to deal with Storm's runaway.

Rushdown Storm is also scary. She will be using her high-priority moves in order to deal damage and chain into an Air Combo ending in her Lightning Attack xx Lightning Storm. If you can smack her with your launcher while she's airdashing at you, that would be excellent; it's doubtful that she would open with a J.HP while rushing. If she dashes at you from the ground, look out for that LK, as it'll undoubtedly chain to her launcher, and you can guess what will happen from there. The only attack Akuma possesses to outprioritize Storm on the ground is the MGS, so you might want to time it RIGHT when she commits herself to a move so that you can punish her. Watch out if you bring out an assist; if you don't cover it, she'll undoubtedly Typhoon it and cancel

that into a Hailstorm, which will really damage the hell out of your assist. If she Hailstorms you on-point, you can actually use the PP Ashura Warp to avoid the chip damage, as it actually doesn't last that long; you may even be able to punish her if you go through the whole thing.

Either way, this is just one of the fights that Akuma just isn't suited for. Locking her rush down with assists is a good way to go if you cover them, and you pretty much need Blackheart to deal with her runaway. Good luck, you will definitely need it.

49. Strider Hiryu

If you're fighting Strider, you're definitely gonna face Doctor Doom as one of his partners in this fight; this duo put together makes up the infamous Strider/Doom trap, which is the best in the game. This trap focuses on using the chipping power of Ourobouros and Doom's Molecular Shield in order to put you in permanent blockstun and thus chip you to death. You'll obviously want to avoid this, but it's quite difficult as Akuma because this IS the best trap in the game.

Anyways, if Strider has lots of meter, has Ourobouros on and attacks you, consider yourself screwed if you block (and if you're hit, it's not too much better), as he will begin the Strider/Doom trap and chip you until you're dead. The ONLY way to escape this trap is by way of a good Variable Counter into an invincible move like Ken's Shoryuken, as it will nail Strider and his low vitality for big damage. All in all, you're gonna have to pressure Strider into defense for you to not be trapped; this would be easy for Akuma and his speed if it weren't for Strider's teleport, which is far better than yours; it'll land him to the other side of you from which he can easily cross you up and begin an assault which can lead into the Strider/Doom trap. Unless you use Doom yourself, or Sentinel Ground to zone him, you're gonna find yourself in dire straits in this matchup.

Even if Strider doesn't have Doom, you can still be outprioritized with his Hard Attacks and zoned with his animals. Strider has a wide variety of useless moves, but the ones with uses are quite potent. The main priority here is not getting hit by the Ourobouros, it'll tear into Akuma's horrible vitality and if he tags into a partner like Iron Man, you can be caught in his infinite. Even then, being caught by Ourobouros will cripple your health, so that's the prime concern in this battle. Avoid his high-priority launcher when jumping in, and be wary of any animals he calls. Always be wary for his teleport as well, as it's quite a tool in his crossing up. A tough fight, so be careful.

50. Thanos

Finally, a character you're not worthless against. Thanos is quite strong and has high vitality, and a simple, albeit way easy to avoid, infinite. However, Thanos needs a LOT of meter to truly be effective, as he has plenty of versatile supers. If you can exhaust his meter, though, his effectiveness will truly be halved. Get ready for a fun fight.

Assume Thanos has max meter when he enters the fight, from a battery character or something similar. Each of his HCs can easily wreck havoc on poor Akuma. Gauntlet Power is easily one of the most dangerous; it comes out quite fast, the projectile is large and thus QUITE hard to avoid and punish, and it even tracks you to some extent. This super is quite easy to combo into, so avoid getting hit by a basic move on the ground or you'll likely be eating this. It is also too big to MGS through, and if you Ashura Warp, you won't be reaching

Thanos in time, so your only option is to block or super jump. Gauntlet Reality is only dangerous at the far end of the screen or at point blank range, as the walls will start comboing you. If you stand in the middle, though, super-jump out and either TGZ or start a jump-in combo. Gauntlet Space is also only dangerous point-blank, and it doesn't do crap if you're in the air; just be wary of the massive chip it causes. Gauntlet Soul is also to be feared; although it does the least damage of any of his HCs, it comes out HELLISHLY fast and tracks; as well as refilling Thanos' red health. It does almost no chip, though, and if blocked, Thanos is WIDE open for about a second and a half, which is just dandy. So, in other words, Thanos's HCs are quite comboable and this makes him dangerous from all distances, but they make him quite vulnerable when blocked due to big recovery, so an MGS or MGH will likely toast him (unless he uses Power). Also, he can't do HCs in the air.

Without meter, Thanos becomes far worse; however, you can still be kept away with his high-priority HP attacks. Thanos has quite a poor ground game without HCs; his HP is the best move at his disposal and it is easily MGS'd through, or otherwise blocked and punished with a dash-in. If you come at him from the air, he has little options other than an assist, because his launcher is poor in priority, so your J.HK xx Hurricane Kick combos will end up smiting him. Try not to go air-to-air with him; his HP in the air has sick priority and range and will beat out any attempt of yours; call Blackheart or Commando and knock him out of the air in order to destroy him on the ground. Any Titan Rush should be push-blocked and then MGH'd. Not a difficult fight, but remember to be cautious.

51. Tron Bonne

Tron's biggest advantages are her unorthodox moves, her relative strength, and her Projectile assist which does HC-like damage. On-point, though, she's not too hard to defeat.

Tron's moves are powerful and have high priority but she loses points for the massive recovery time on the more powerful ones. Any HP or HK attack she connects will do plenty of damage but they are all easily blocked and countered by an MGS or a launcher to AC. Her Servbot capture techniques are easily telegraphed by the red aimer dots, and the resulting invisible projectile will be easily blocked by you, or you can just time your MGS right so that you'd be invincible to the projectile and lay Tron out. Her HCs aren't much better; her Lunch Rush has no projectile, but rather a short-ranged flame that will knock you into the high damage move. However, she has LOADS of recovery time afterwards, so use your most damaging combos if you block it. King Servbot is quite easily super-jumped over. Not too hard of a fight, as Tron is more threatening as an assist than on-point.

52. Venom

Venom's main strengths are his reach and priority with his attacks. This is a pretty difficult fight.

A midrange Venom is quite fearsome to Akuma, as his high-priority HP attacks and his Venom Fang move can be a nightmare. You might want to Gou Hadoken his HP move if he tries it from out of reach, or rush in, backed with beam assists to try to force him into a corner where you can assault him relentlessly. His Venom Fang maneuver is like Shuma-Gorath's Mystic Smash without all the lag. It's one of his greatest strengths as it has high priority, low recovery time, big damage, and comes out fast and covers a big range. You'll likely be assaulted by plenty of these, so be on guard. If at any time you block a Venom

Fang, pushblock and then quickly MGS so that he will be just landing as you assault him for big damage. His jump-in attacks have ridiculous priority but it's possible to contest them with your launcher. Air-to-air fights are at a loss here, as his J.HK is a great defensive maneuver. As for his 2 HCs, the one you must fear is his Death Bite, the one that carries you; it comes out quickly and does massive damage, but it's possible to be super-jumped over. His Venom Web has way too much startup to be a good super. If you enter into this fight with lots of meter to counter his Venom Fangs, you'll be in good shape. Have fun.

53. War Machine

War Machine is, as you probably know, quite similar to Iron Man, but there are innate differences. War Machine boasts more chipping power in his moves and HCs, and a whole new anti-air HC, the War Destroyer, and he can pull off the same infinite; his basic moves are also stronger, and he fires missiles instead of beams for his special moves. Also, he has a low Shoulder Cannon to discourage crouching. However, he has more lag on his moves, and is generally slower and has less comboability than Iron Man.

Your main concern here is not being caught in his infinite or chipped too much by his Shoulder Cannon and Photon Cannon techniques. His Repulsor Blast is far weaker than Iron Man's so you'll likely have little trouble jumping in; be wary of his War Destroyer if you're directly above him as you're likely to be crossed up and then smote. His Photon Cannon is far worse than Iron Man's version; the startup is much worse and although the missiles chip, it doesn't matter if it hits the opponent in the air because they'll be bounced in the air and miss the bulk of the damage. However, War Machine is still a threat. His high-priority moves are an issue, so be wary when charging. He lacks a good anti-air, as his launcher has little horizontal range, so utilize jump in attacks to overwhelm him. Beat his knee-drop technique with your launcher. This fight is still somewhat tough, but if you can beat Iron Man, you'll likely do the same to this guy.

54. Wolverine (Adamantium)

Expect to be rushed from the get-go; you have the power advantage but Wolvie has more speed, less lag, and (slightly) more vitality. Still, this can be an easy fight as Wolverine's defense is quite poor.

Wolverine will likely use his quick dashes and light attacks in order to overwhelm you. These are all easily blocked and Wolvie's rush is very easily stuffed with a good AAA. From then, depending on the assist, you can easily combo into a launcher and take out a huge chunk of his life with the Air Hurricane Kick. If ever he uses the Berserker Barrage while you are blocking, definitely pushblock and come at him with a Messatsu Gou-Shoryuu for massive damage. Wolverine's HCs aren't THAT spectacular; the Berserker Barrage X will likely come comboed after its normal version, which is easily defeated; the Weapon X has quite a bit of startup and is easy to counter when blocked. The Fatal Claw is pretty useless and easily punished when Wolvie comes down by a launcher to AC. Berserker Mode can be intimidating, but keep at your usual tactics. Wolvie is still easily stuffed by an AAA and he still takes a whole lot of damage in that mode. Your jump-ins will work well here if you watch out for any Anti-Air assists he might have. A pretty fun fight.

55. Wolverine (Bone)

This Wolverine isn't TOO different from the other, but you'll definitely notice that he is even faster and more combo friendly. However, his vitality is now on par with yours (meaning, pathetic), making his defense all the more worse. The HCs he loses can easily be forgotten, as the new comboability and Air Tornado Claw he gains more than make up for them.

Like his adamantium form, this Wolverine will definitely rush the hell out of you as soon as the fight begins; however, he doesn't have too many new tricks in this form and once again can easily be stuffed by an AAA from which the offense is now yours. The HCs he has, Berserker Barrage X and Weapon X, are no different than the other Wolverine's and you should easily be able to counter them. This Wolverine will likely try to air combo you thanks to his new, damaging AC ender in a Tornado Claw. That, and the dive kick he had now goes at an angle instead of a straight line down. All you have to do is be wary of his slightly enhanced speed and range, use the same tactics as you used for Adamantium Wolvie, and you should be fine.

56. Zangief

Zangief is awesome. Unfortunately, he's pretty bad in this game. Zangief will, naturally, be looking for opportunities to throw your ugly ass around and do sick damage. If you unleash a relentless offense on him, you should do fine.

You'll definitely not be wanting to make mistakes in this fight, as Gief will transform those mistakes into a Spinning Pile Driver for craploads of damage. Throwing Hadokens is also not an option as they are easily negated by his Banishing Flat technique which moves him ever closer to Akuma. Beam assists, however, are fair game. In an air-to-air battle, definitely watch out for his air throw, as it has sick priority. His HPs and J. HK also have loads of power and priority and will add up on Akuma if he so lets them. Zangief's basic moves are bigger worries than his throws because it's unlikely he'll even be landing throws. A Siberian Bear Crusher from far away can easily be MGS'd or Hurricane Kicked for a free OTG combo. If you get caught in a Lariat, it'll be almost impossible to escape the Final Atomic Buster he'll cancel into. Despite his massive power, regular Zangief isn't too difficult of a fight due to your big speed and combo advantage.

Mecha Zangief, however, is much more of a serious fight. Gief loses the ability to block but in this form he gains HYPER armor and thus cannot be knocked out of any of his moves, as well as be launched. Basically, any up-close assault you try can be stuffed by a throw or a powerful basic move. In this mode, you might want to keep your distance and pelt him with Tenma Gou Zankuu because he loses a LOT of speed. You also might want to do a jump-in J.HK xx Hurricane Kick, land, and jump outta there. Call Projectile assists all the while because beam attacks eat Mecha Gief alive. Your MGH works wonders here if he doesn't avoid it; All in all a tougher fight than normal Gief, but not too hard.

Abyss Form 1 (Trash Can)

Basically, he takes like a million years to do a move so just have a field day blocking his moves and then retaliating with Air Hurricane Kicks. Note that he has Hyper Armor so you can't interrupt his moves, which do a hell of a lot of damage if they ever manage to hit. Don't use HCs here. Don't jump over it when it's raising its hand as the Green Rain HC is coming and it can easily cross you up.

Abyss Form 2 (Green Genderless Thing)

It'll likely sit there like a dumbass and throw its flame at nothing, so pelt the snot out of it with Zankuu Hadokens. The Green Bubbles are by far its strongest move, get caught in one and it'll use it's Photon Array-like HC to own you for free. Just jab to pop them and further the vanquishing of this easy form. Also don't use HCs here.

Abyss Form 3 (Big Freaking Thing)

Now is the time to unleash your HCs. Whenever he surfaces, unleash the Messatsu Gou-Hadou to do ridiculous damage. Don't get caught in any of his moves unless you want half your life to be gone. Enjoy the crappy ending of this game.

Damn, that was a lot of typing.

9. Other Fun Stuff

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Akuma's Taunt: Goes into his favorite stance.

Akuma's Colors

LP: His default scheme: Black Gi, Red Hair
LK: Dullish Green Gi, White Hair, Zombie-Gray Skin
HP: White Gi, Red Hair
HK: Red Gi, Bright Orange Hair
A1: Purple Gi, Yellow Hair
A2: Dark Turquoise Gi, White Hair

(Got this from Rikidozan's Color Schemes FAQ, kudos to him.)

Akuma's Assists

Alpha - Projectile - Gou Hadoken. Least useful of his assists.

Beta - Anti-Air - Gou Shoryuken. More useful due to invincibility, but lacking in damage department.

Gamma - Expansion - Tatsumaki Zankuu Kyaku. Most useful of the assists, no startup and juggles them, leading to a free combo.

9. Thanks!

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Capcom = Made this awesome game.
Marvel = Helped make said awesome game.
Parents = Helped make me.
CjayC = Made GameFAQs.
My Juggernaut FAQ = It kind of sucked and helped me make this one better.

Signing off. Hope you had fun with this. Now go kick ass with Akuma.

