

Marvel vs Capcom 2 Cable Character FAQ

by Matrix7

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Marvel vs. Capcom 2: New Age of Heroes (Arcade Version)

Cable FAQ

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Just so you know in advance, this FAQ is 27 pages long (on my printer anyhow) so you may want to print in shifts.

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I don't mind if you print this out and distribute the hard copy in arcades and such (actually I encourage it). If you find this FAQ helpful I would love to hear from you. I am always looking for new things to add (or correct).

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FAQ Creation History: |
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09-23-00	Concept originated of writing a FAQ	
10-01-00	Began research at the local arcade	
12-08-00	Finished research and started writing FAQ	
12-09-00	Began writing FAQ	
12-10-00	Started Basic Moves List	
12-14-00	Finished Basic Moves List	
12-15-00	Started Special and Super Moves List	
12-18-00	Finished Special and Super Moves List	
12-22-0	Took rest of year off to spend holidays with my and my wife's families.	
01-02-01	Back at it again, overhauled layout	
01-05-01	Finished Intro, Information and Bio	
01-07-01	Started Basic Moves Descriptions	
01-11-01	Finished Basic Moves Descriptions	
01-15-01	Started Special Moves Descriptions	
01-16-01	Finished Special Moves Descriptions	
01-18-01	Started Super Moves (Hyper Combos) Desc.	
01-19-01	Finished Super Moves (Hyper Combos) Desc.	
01-27-01	Added Specials At-A-Glance	
02-02-01	Tested all combos	
02-03-01	Added combos of any value	
02-10-01	FINALLY got Infinites and Glitches section	
02-12-01	Started on Strategy Section	
02-22-01	Finished Strategy Section/vs. Abyss	
02-23-01	Added Color Info and finished FAQ (whew)	

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Introduction: |
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With so many FAQ's (Frequently Asked Questions) and character guides out there many of you are probably wondering why people continue to write more. I can't answer for them but as for me I want to share what little knowledge I have gained (from getting my butt MAJORLY pounded might I add) over the past few months of playing the game. These are the strategies that I normally use, but as in any good game they MUST (and I can't stress this enough) evolve to adapt to your challenger be it computer opponent or human player. Don't stick to these combos however, explore your own variations and additions to them. And above all have fun. Now onto the good stuff...

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I: Character Information: |
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Team:	Marvel
Name:	Nathan "Cable" Summers
AKA:	Cable
Date of Birth:	Unknown
Height:	6' 8"
Weight:	350 lbs.
Eye Color:	One is Blue, but the other is Red
Hair Color:	White
First Appearance:	New Mutants #87 (comic book)
First Video Game appearance:	Marvel vs. Capcom 2
Damage Setting:	100% (average character)
Best Known Attribute:	Being hated for being "cheap" by people who can't get around him and taking out whole teams single-handedly.

=====
Abbreviated History |
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Nathan "Cable" Summers is a current (as of this FAQ) member of the X-Men and is the son of the X-Men's leader Cyclops "Scott Summers". As an infant, the future-villain Apocalypse infected Cable with a lethal techno-organic virus. (This is the reason one of his arms and eyes is metallic looking). Cyclops sent his son into the future so he could survive the virus. Cyclops and his wife Jean Grey (AKA "Phoenix") were cloned so they could raise their son. Time goes on and Nathan was soon able to take care of himself and he decided to stay in the future.

Nathan soon learns that his mutation is telekinetic in nature (much the same as his mother) and uses them to counteract the virus that still plagued him. The virus had already spread to his left arm and eye. A benefit of this is that his left eye can see infrared light. (Boy try playing hide and seek with

this guy!) He became a mercenary for the future U.S. Government (hence his weaponry and fighting skill). After all this he returns to our present to fight Apocalypse with his father Cyclops. He is (at time of this FAQ) a member of the X-Men.

(Major props go out to Dan Finch "PhatDan81" for the bio!)

=====
Color Selection: |
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LP - Blue Uniform, Yellow straps and Boots
HP - Light Green Uniform, Dark Yellow straps and Boots
LK - Purple Uniform, Yellow Straps and Boots
HK - Dull Teal, Yellow Straps and Boots
A1 - Dark Green Uniform, Yellow Straps and Boots
A2 - Dark Blue Uniform, Yellow Straps and Boots (My favorite, closest to black)

=====
Assist Selection and Descriptions: |
=====

Each character in MVC2 has three different assist types. Choosing the right one can make or break your match (Guile is a good example. His Anti-Air (Flash Kick) assist is one of the best in the game, but his Projectile (Sonic Boom) assist is useless). Now that we understand the importance of picking a good assist type let's proceed:

=====
Alpha Assist (Projectile) |
Assist Move: | Viper Beam
Variable Counter: | Viper Beam
Triple Team Super Move: | Hyper Viper Beam
Rating: | ****
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Beta Assist (Anti-Air) |
Assist Move: | Psimitar
Variable Counter: | Psimitar
Triple Team Super Move: | Hyper Viper Beam
Rating: | ***** (preferred)
=====

Gamma Assist (Capture) |
Assist Move: | Electrap
Variable Counter: | Crackdown
Triple Team Super Move: | Hyper Viper Beam
Rating: | **
=====

Descriptions:

Alpha: This is the one I started out on because I always picked Projectile assists. I only started picking other assists after about 4 months of learning the game. The Viper beam is a good assist if you need a move that holds your opponent for a few seconds (if you have a Super like Mega Man's where you have a few seconds startup for example). Call Cable in to assist and the second he connects do your Super. They should barely overlap, therefore covering Cable as he jumps out and giving you enough time to pull off your Super.

*Beta: Now here is the good stuff! This assist drives so many people nuts it isn't funny! Fliers and Dashers have an especially hard time with it because his spear (see Psimitar in Special Moves Section) goes all the way to the top of the screen! It also looks so freakin cool! Definitely my Assist of choice.

Gamma: Woo boy, you pick this and you must have a death wish the size of Texas. The first bad thing about it is its startup (see Electrap in Special Moves section). The second is the fact that since this is an assist you have no

control over when the grenade explodes. This means it explodes at the same place every time. AND it does not even hit some of the shorter characters (Mega Man, Roll, Kobun (Servbot), etc.) I picked this one once by accident and have never picked it since. The Variable Counter is cool (Crackdown) but that is not enough to warrant extended use of this move.

=====
Warnings, Death Threats, Cheapness Waiver, blah blah yadda yadda |
=====

Before we even start this FAQ I only feel it fit to warn you that Cable is viewed as the cheapest, cheesiest, and most annoying player in the game (his only rival for this place, in my opinion is Iceman). I am not responsible for any bodily harm that may be as a result of using these techniques (such as getting beat up in the parking lot for laughing at your opponent while using an infinite on them and their assist character or answering stupid questions like "How did you beat my Akuma (Gouki)that fast???"). The tactics listed in this guide are for the intermediate or advanced player, but I do throw enough in here so the beginner can get a solid grasp of the basics. In case you weren't able to tell already, this is my first FAQ so please be patient and bear with me. If you have any information please email it to me and I will give you credit for all contributions in the Credits section of this FAQ.

=====
II: Move Legend
=====

Okay, here is the confusing part. Just in case you haven't noticed yet kiddies the arcade cabinet's labels are WRONG with a capital R. For some reason when Capcom took out the Strong and Forward buttons (Medium Punch and Kick to you Capcom newbies) they failed to change the labels on the cabinets (anyone know the reason for this besides they had cabinets in stock already??). The buttons are actually laid out like this:

O			(Start Button)
	LP	FP	A1
	LK	FK	A2

with the buttons as follows:

(* denotes a move that is only available in a combo)

LP-Jab

*MP-Strong (tap LP twice while close to your opponent)

FP-Fierce

A1- Assist 1 (Not the Steak Sauce)

LK-Short

*MK-Forward Kick (tap LK twice while close to your opponent)

FK-Roundhouse

A2-Assist 2

P=Any Punch Button

K=Any Kick Button

2P= Both Punch buttons Simultaneously

2K= Both Kick Buttons Simultaneously

=====
IIa: Move Nomenclature:
=====

Since this wasn't really a separate section by itself I decided to tack it on here. This explains what I mean by QCBx2 + LP and such.

Note to Newbies: All joystick motions are in relation to you opponent! If it

says forward, that means toward your OPPONENT not your character. When you jump over their head and turn around the motions are reversed as well so keep that in mind.

B-Back

DB-Diagonally Down-Back

D-Down

DF-Diagonally Down-Forward

F-Forward (on joystick)

UF-Diagonally Up-Forward

U-Up

UB-Diagonally Up-Back

QCB-Quarter Circle Back (Down, Down-Back, Back)

QCF-Quarter Circle Forward (Down, Down-Forward, Forward)

HCB-Half Circle Back (Forward, Down-Forward, Down, Down-Back, Back)

HCF-Half Circle Forward (Back, Down-Back, Down, Down-Forward, Forward)

360-Rotate the joystick 360 degrees (all the way around once)

720-Rotate the joystick 720 degrees (all the way around twice *duh)

OTG=Off The Ground (Hitting the opponent while they are laying on the ground)

d.* = Must be ducking when performing this move. d.FP means ducking FP

j.* = Move must be done in mid-air (or while jumping)

sj.* = this move must be done while Super Jumping

(LP) 2= Hold the button inside the parenthesis for the number of seconds shown.

Here it would be hold LP for 2 seconds and release.

+ = press the indicated buttons simultaneously

> = 2-in-1 move. For those of you unfamiliar to this it means canceling a move into a Special Move or Super Move. For example FK > QCB+FK means you press the FK button. Then while your character is doing their animation do the QCB+FK motion. Some moves can be cancelled and others cannot. That is part of the experimenting process :)

/ = you can substitute either move at this point in a combo.

=====
III: Regular Moves |
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PUNCHES |

=====
LP (JAB)

1: Standing:

Your standard one-armed jab here. Misses most crouching (or short) opponents (Mega Man! Grrrrrrrrrr). I usually use LK instead because it hits low.

2: Crouching (D+LP)

Another one-armed light punch. This one hits low (obviously) but is not good for much (not even a combo-starter in my opinion)

3. Jumping (U+LP)

This is Cable's Air Combo starter (even though his AC's are VERY limited). Since I usually don't use light attacks in the air I can't really tell you any practical use for it.

=====
MP (STRONG)

1: Standing

Cable's only launcher and let me tell you, it sucks. He does a one-armed uppercut that launches your opponent, but it is difficult to follow up for some reason. (Remember, you must tap LP twice while in close to get a MP attack.)

2: Crouching

Cable backhands his opponent with his pistol (but doesn't fire it?). Range is all right, but I prefer his crouching MK.

3: Jumping

Again, Cable backhands his opponent with his pistol. Decent range and priority, low damage. Air Combo filler basically.

=====

FP (FIERCE)

Oh yeah, this is the good stuff. A big part of his keep-away game all three versions makes Cable fire his pistol, but each one has its own unique uses.

1: Standing (press FP repeatedly to make him fire up to 4 times)

Cable extends his arm and fires his pistol straight ahead about chest level. This move has incredible range as it goes all the way across the screen instantly but has an annoying habit of missing short/crouching opponents (Mega Man, Omega Red, Servbot). This move can be cancelled into the ground versions of his Viper Beam or Hyper Viper Beam. Use only at long range due to the slight recovery time. Mix up the number of shots to mess with their head. Great anti-dash (great for Storm and Wolverine players).

2: Crouching (D+FP)

Cable swings his arm up and fires his gun about a 30 degree angle. This move (unfortunately) is not as good at Anti-Air as one might first think. The opponent can be hit by him swinging his arm up, however and also by the bullet. While swinging his gun he has great priority. Learn this move and use it with caution. Use on annoying flyers, heh.

3: Jumping (U+FP)

Again Cable fires his pistol horizontally, but this time he only fires once. Insane range (full screen), I use this one as a pressure tactic to keep opponents on the ground. Since it has less startup than a air Viper Beam I usually use this one in long-range air-to-air conflicts (Never against a beamer though! Dr. Doom, Magneto, etc). This works good for big guys like Juggernaut and such to keep them far away from you.

=====|

KICKS |

=====

I think Cable's kicks are better than his punches for two simple reasons:

1: They hit crouching/short opponents.

2: You can use his LK, MK, FK for a great many things. Try chaining that with the punch buttons and the MP launches them out of the way of the FP.

=====

LK (SHORT)

1: Standing (LK)

A basic knee attack. Decent priority but WICKED FAST! I have beat out Psylocke and Storm with this move!

Tip: If they have a fast character (Never Wolverine or Stryder. Not THAT fast!) walk toward them and if they start the old "Let's see who's faster routine of jamming on their LP, start hitting your LK (just don't look like an idiot doing it okay?). 90% of the time your LK will beat them out! If you connect quickly LK, MK, HK > Hyper Viper Beam (the timing on the Viper Beam is tricky). This is my favorite starting combo and it takes about 50% of their life right off within 5 seconds of the match starting!

2: Crouching (D+LK)

Standard LK here. Not much to write about. Short range and decent priority.

3: Jumping (U+LK)

Air combo filler is the only thing I use this for, and I seldom use Cable's Air Combos so I rarely use this move.

=====

MK (FORWARD)

1: Standing

Decent range, normal priority. This is the move that connects his fast LK with his powerful FK, and it does a spanking good job of it! Use this often in ground and Air Combos.

2: Crouching

Now here's an odd one. This kick hits HIGH due to the fact that Cable kicks at a slight angle up. I definitely don't use this one that much...

3: Jumping

Cable kicks in an upward arc. Lousy range and priority, this is an AC (Air Combo) move only.

=====

FK (Roundhouse)

All variations of Cable's Roundhouse kicks are very good and I use them a lot in a match. Each one has great damage, range, and reasonable recovery. Learn them, use them, abuse them.

1: Standing (Can be cancelled into HVB)

A wide head kick where Cable leans back and swings his leg almost horizontal to the ground and kicks his opponent about chest height. Great damage, a little startup, but hey it's a roundhouse kick for pete's sake! Play Juggernaut then cry about startup on moves why dontcha?? The great thing about this move is it can be cancelled into his Hyper Viper Beam no problem!

2: Hop Kick (F+FK)

Cable looks like he turns his back to the camera, hops forward and kicks down at his opponent's shins (?????). The man has a gun and he is kicking people in the shin?!?! Sheesh... Not all that useful if you ask me unless as a surprise move.

3: Crouching

A sweep move with good range and a bit of power behind it. Cable swings his mighty hams out and sweeps the opponent's legs out from under them. All those years of military training to learn to trip people. Cable is definitely an odd character, that is for sure... On the up side this move cancels into his Hyper Viper Beam super (just make sure they don't roll behind you)

4: Jumping

A great jump in move (too bad I don't use them in this game much). Cable jumps in with both feet (literally) at a downward angle. This move has tons of range for a jump in and is a great Air Combo finisher.

=====
THROWS
=====

F or B+FK when close to your opponent.

*Can be done in mid-air

Cable's only throw. This is a bit like a typical shoulder throw, but it looks odd for some reason (don't know how to explain it and I don't throw much soooooooo). He grabs his opponent, rolls backward onto his shoulders, and kick-

flips them across the screen. This move can also be done in mid-air, and I have even seen this used as an Air Combo finisher. Odd, but effective.

=====
IV: Special Moves |
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Cable has a well-balanced bag of tricks when it comes to special moves. Because of the range and unpredictability of most of his moves most human opponents seem to get caught in the same traps and head games time and time again. Each move displays the rankings I have assigned to them for attributes such as Range, Usefulness, etc., and Damage (on average. Some moves damage varies due to button mashing or rotating the joystick) on a scale from 1-10 with one being the absolute worst and ten being the best (obviously, whoever heard of someone failing at something with a perfect 10???)

=====
IVa: Specials At-A-Glance:
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Snapback	QCF+A1/A2
Viper Beam (Ground)	QCF+P
Viper Beam (Air)	Jump, QCF+P
Psimitar	F,D,DF+P
Crackdown	QCF+K
Sightage (Elec Grab)	QCB+P
Elec Trap (Ground)	QCB+K (Hold kick to alter explosion time)
Elec Trap (Air)	Jump, QCB+K (Hold kick to alter explosion time)

=====

=====
Snapback: QCF+A1/A2 (Roundhouse Kick animation) |

Technically not a true Special Move, every character has a SnapBack in this game. If you connect this move causes the current opponent to be ejected from the battle (rather violently might I add) and rendered "unusable" for a space of a few seconds (I think it is 5, but I am not sure). After they get bumped out the next opponent on their team jumps in (much like a tag-in initiated by your team instead of the other guy. Every character has a Snapback and each one uses one Super Meter per use. Cable's snapback animation is his Roundhouse (FK) kick except it knocks your opponent off screen as the next partner jumps in. Great to use when the next guys is really low on energy and they are trying to heal them up. Can't say I use this much though (on purpose anyhow, I used to waste TONS of Super Meters because I was trying to do Supers with the "Firece Punch" and would do a Snapback instead. Rob got a kick out of this though, so it was worth it).

=====
Viper Beam: QCF+P |

(Hold the joystick up or down and rapidly press punch to change arc of beam)

*Can also be done in mid-air

Since the air version of this move is very different than the ground version (although they LOOK almost identical) I have put two sets of properties in here. The first is for the ground version and the second is for the air. Okay? Okay.

=====
Type | Beam Attack
Range | 8
Range (Air Version) | 8
Usefulness | 8
Usefulness (Air Version) | 10
Damage | 7
Damage (Air Version) | 7

Startup		4
Startup	(Air Version)	8
Recovery		4
Recovery	(Air Version)	9

=====
Description:

Cable says "Viper Beam" as he whips out a gun (I don't even want to guess where he hides that thing during a match...) and shoots a solid beam across the screen. One of the interesting attributes of this weapon is that Cable can change the beam's "arc". What I mean by this is that when you shoot a regular Viper Beam it shoots a fairly decent beam in a nearly straight line across the screen, but when you commence with the button mashing (and what fighting game would be complete without a little button mashing?) it will make the beam cover nearly 3/4 of the screen (if done correctly) and slightly increase the damage (not enough to really mention it though IMHO).

=====
Good Attributes:

- 1: Good air-to air move.
- 2: Good damage.
- 3: Can connect off tag-in for unblockable combo.
- 4: Good priority
- 5: Covers good portion of screen.
- 6: Great for killing assist characters.
- 7: Fairly combo-able.

=====
Bad Attributes:

- 1: Startup time is not that good.
- 2: If blocked close you could be in trouble.
- 3: Recovery time is fairly horrible.
- 4: Leaves you open to if someone jumps it.

=====
Tips and Warnings:

* Chaining this off Cable's FPx4 will do a decent amount of damage, and is a great way to take out assist characters from all the way across the screen while forcing their primary character to block and watch as their partner is blasted. Be warned though if you abuse this move people will get extremely ticked off and do great bodily harm to you (or pull out a supremely cheap team and beat you).

* Always, always, always use the LP version of this unless you are absolutely sure it will either force them to block the attack or hit them and do some damage. The reason for this is the HP version has horrendous recovery time. Even from across the screen I have been punished for missing this one (can you say Proton Cannon??). Be careful...

* Be extremely careful of using this attack at close range because as Cable holds the business end of the gun at arm's length there is just enough room for someone to stand reeeeeal close to you and bust you in the chops. Be very careful of "Dashers" (ala Cammy, Wolverine, Strider) when using this move. They can block it, dash in, and have you in an air combo faster than you can slap your opponent upside the head (trust me, I've tried :)).

* I have found it better to do a close to the ground mid-air VB while angling the beam down (you will get the distancing down with practice) than to do the ground version for reasons such as it makes it harder for your enemy to jump over you and back-hit you, it has less recovery time, and it has WAY less startup time. If you use the motion QCF, UF+P where you roll the stick from the down position to the UF position. If done fast enough this will cause Cable to jump into the air (about a foot or two off the ground) and fire his beam.

* When you are tagging Cable in and he hits the opponent, if you time it right you can hit them AS THEY FALL with this (actually, they should hit the ground right about the same time your beam hits them). It is a bit risky, but once you get the timing down it is well worth it.

=====
Psimitar: F, D, DF+P
=====

Type		Anti-Air/Projectile
Range		6
Usefulness		9
Damage		7
Startup		10 (Almost Instantaneous!)
Recovery		9

=====

=====
Description:

This is a "ground-only" move and is quite possible one of the best anti-airs in the game (when used properly). With the LP version Cable does a short hop into the air while heaving a glowing spear at about a 65 degree angle. If this hits the opponent they will be carried up to the top of the screen while engulfed in blue electricity and fall back down unable to block (albeit a little too fast to do an air combo). The HP version is the same except Cable throws the spear with more force and jumps farther into the air before he releases it. The only bad thing is it is pretty darn useless if they are in the air over top of you because Cable throws it at such an odd angle. Now if they had one that went straight up...

=====
Good Attributes:

- 1: Excellent anti-air.
- 2: Good damage.
- 3: Can connect off tag-in for unblockable combo.
- 4: Good priority
- 5: Excellent startup/recovery time!

=====
Bad Attributes:

- 1: Range is somewhat limited due to angle of spear.
- 2: If blocked close you could be in trouble.
- 3: Cannot block on way down after throwing spear.
- 4: Can be hit out of this since the contact point is the spear and not Cable himself.
- 5: Will not do jack crap if opponent is over you in the air.

=====
Tips and Warnings:

* Thanks to the odd angle at which the spear is hurled this is a great keep-away tactic. If they just block a long-range attack throw out a LP version of this bad boy. If they jump they must block the spear and if they don't the fast recovery time will leave you more than enough time to cover your tail (a favorite tactic of mine is to LP Psimitar, then FPx4 to catch them as they are dashing in.) If you miss this at close range expect an air combo or Super right down the throat. Even though it's recovery is fast, there is still a fraction of a second time frame where a good player could make you choke on half your life bar.

* Just like the Viper Beam, you can nail opponents with this when you get tagged in if your timing is right. This is my favorite move to use for this because

when you tag in and they are spiraling toward the ground they will catch the WHOLE thing before they hit the ground. And seeing as they are unable to block after being tag-hitted (is that a word? Is now I guess...) this is a great little trick. The only way they can reverse this tactic is by anticipating your tag in and blocking (which is REALLY aggravating, let me tell you).

* Although I seem to have trouble pulling this off I will put it in here. When you release the spear Cable is technically able to do his mid-air Super Move: The Hyper Viper Beam as they are still caught in the spear!! It is hard to explain but here goes. You land a small combo on your opponent and end it with a LP Psimitar (not sure if it works with the HP version. Could someone email me on that one?). As you are jumping in the air do the motion for the super and then hold up on the joystick and mash the buttons as fast as you can (Eh, not sure but I think you get a few more hits and look like a moron to boot! It does change the arc though so it is worth it.). Still testing this one...

* Unlike some Anti-Airs this one DOES NOT make you pass through fireballs or nullify them. Be careful of the Projectile Warriors when using this move from far away too (Magneto, Dr. Doom, and Cable).

=====

Electrap: QCB+K |

(Hold Kick button to delay explosion)

*Can be done in midair (The air version of this has the same stats as the ground.)

=====

Type		Projectile/Trap Move
Range	6	
Usefulness		10
Damage	2	
Startup	2 (A little over a second.....Yikes!)	
Recovery	4	

=====

Note: Despite a few low scores, this is a move I use A LOT during a match. The bad startup and recovery are not an issue if used correctly, and the move can be used to keep tremendous pressure on your opponents! Great for traps and pressure techniques!

=====

Description:

Cable grunts as he draws back and chucks some sort of grenade at his opponent (the strength of the kick decides the distance) If it hits them it explodes with a weird sound effect and they are frozen in a flash of blue electricity for about 2 to 3 seconds (depending on whether they try to break out or not).

=====

Good Attributes:

- 1: Good trap move. Holds them for a few seconds.
- 2: Ability to control explosion by holding kick.
- 3: Great for mind games.
- 4: Good priority.
- 5: Arc can tag opponents when they don't expect it.

=====

Bad Attributes:

- 1: Startup sucks.
- 2: Somewhat limited range. Takes some practice.
- 3: Can be blocked (booooo!!)

=====

Tips and Warnings:

* Needless to say the startup time severely limits your options with this move, but if used correctly it can be a very frustrating move indeed. I rarely use the ground version for the simple fact that it is way too easy to jump over and back hit you while you are recovering.

* HOLD THAT KICK BUTTON!! If you just throw out this regularly it will go about 3/4 of the way across the screen and explode about head level. Not bad except the fact that it takes about a second and a half to get there and your opponent knows EXACTLY where it is going to hit. If you hold the kick button though the grenade will fly through the air and actually bounce along the ground until you release the button!! I have had opponents already blocking this and when they saw it bounce they thought it was a "dud" grenade move or something and actually quit blocking! Release the kick and they are set up to eat half a power meter with the old FPx4 > Hyper Viper Beam combo while you still remain all the way across the screen (No wonder people hate Cable so much, hahahaha).

* Use the air version whenever possible to keep your opponent pinned down. Cable's main game is keep away (although he also a wicked up close game) so you have to keep them pinned down at all cost! If you do a defensive super jump backwards make sure to lob out one of these bad boys when you're still out of view of your ground opponent and hold the kick button. They expect the grenade to explode above their head, try to dash in before you land, and get caught as the bouncing grenade freezes them in their tracks because the camera is focused on you (due to the Super Jump) and they can't see that the grenade is happily bouncing toward them.

* The arc of the grenade is great for tagging opponents while they are starting their Super Animation (BB Hood, Iron Man, War Machine, etc.) If it hits them right this will grab them out of their Super, therefore wasting one of their bars and saving your butt from eating a Super.

=====

Sightage (?? not sure about name): HCB+P

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Type			Grab/Super Meter Charge
Range			0 (Yes, I meant zeroooo)
Usefulness			2
Damage			3
Startup			4
Recovery			4

=====

Description:

To put it quite frankly, this move sucks with a capital "ucks". Cable charges his hand with aelectricity as he attempts (key word here) to grab them in the stomach. If he connects he charges his opponent with electricity (hmm...yet another electricity move for Cable) for about 2 or 3 seconds while your Super Bar (and your opponent's unfortunately) get charged up like crazy! When he is done he shoves his opponent away with a small explosion of electricity. The main reason this move gets such low marks is because of its range. You have to be practically standing on your opponent's toes for it to connect, and they can block it!! Whoever heard of being able to block a throw attack, especially a throw special??? The startup is not terribly bad (not as bad as some moves that is) but combine that with the fact that you have to be extremely close for it to work and opponents see it coming from a mile away.

Personally, I think they should have made this move one of his regular throws instead of a command throw (After all Storm's regular throw is very similar to this move as far as charging up your meter and damage goes). The only time I use this move is as a finishing move against medium to low skilled opponents (never, never, never against an advanced player!!) who cannot really predict my patterns.

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Good Attributes:

- 1: Charges up Power Meter(s) like crazy
- 2: Cool finisher (if you can connect it)

=====

Bad Attributes:

- 1: Horrible range
- 2: Can be blocked
- 3: Slow start/recovery time
- 4: Low damage

=====

Tips and Warnings:

- * In case you didn't get it last time I said it, I will say it again for you, "The range on this move makes it completely useless unless you are wanting to show off or have a death wish." Plain and simple.
- * The damage is relatively low for a move that is so hard to connect.
- * Surprising an opponent with this move is really the only way to get any use of it. Be extremely careful when using this.
- * If you hold the Punch Cable holds his hand out until he connects with the move or it is blocked (or you eat a Super for standing there with your hand out like an idiot).
- * This move is NOT combo-able, just in case you try it. I will save you the time in trying.

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Crackdown: QCF+K |

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Type	Dash/Fireball Nullify Move
Range	7 (1/2 to 3/4 Screen)
Usefulness	7
Damage	5
Startup	8
Recovery	8

=====

Description:

Cable dashes at his opponent and punches at them (I am talking a BIG honkin punch here) at a downward angle (he nearly touches his toes if you can imagine that.) and creates a blue "shockwave" (...oh heck just do the move and you'll see what I mean). This move will knock them away from you, and the blue part will nullify normal fireballs (Not Supers or beams). Another little bonus is most people have never seen this move (or the Sightage move listed above) because nobody ever uses them. A lot of times when I use this move my opponent will say something to the effect of "What the heck was that?!?" because, even though they were fairly skilled at the game they had just never seen anyone use this move before.

=====

Good Attributes:

- 1: Very fast move, good for surprising opponents.
- 2: Shockwave part nullifies fireballs
- 3: Good range

- 4: Decent power
- 6: Good push away move
- 7: Decent recovery time if they block.

=====

Bad Attributes:

- 1: If you miss you are open to a Super Move.
- 2: Hard to combo into reliably
- 3: Shockwave won't nullify beams (Like anything does??)

=====

Tips and Warnings:

* The best way to use this move is as a surprise move since most people underestimate how fast this thing actually comes out. It can also be used to nullify part of the standard "trap" of fireball, jump in, combo, fireball... because Cable punches in an arc that goes over his head, therefore this move has a bit of anti-air priority (not enough to throw it out all the time mind you) so you nullify their fireball and nail them as they come down. If they air-block the move pushes them back, they take block damage and you still remain in control of the momentum of the round. I also use this move when my opponent is just far enough away that my Roundhouse won't hit them and they aren't expecting an in close move.

* Whilst you can pretty much use this at your leisure against large characters (watch those Supers though, i.e. Head Crush (Juggernaut), Plasma Storm (Sentinel), Power Ball (Thanos), etc.) you will get EATEN if you whiff this against the likes of Psylocke, Wolverine, Cammy and the like. No, they don't do a lot of damage, but once they get you in an air combo they can make quite a dent in Cable's life gauge.

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V: Super Moves |

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Hyper Viper Beam: QCF+PP |

Type		Beam Attack
Range		8
Range	(Air Version)	8
Usefulness		8
Usefulness	(Air Version)	10
Damage		9 (nearly half a health bar!!)
Damage	(Air Version)	9 (nearly half a health bar!!)
Startup		2
Startup	(Air Version)	10++ (This move is literally instantaneous)
Recovery		3
Recovery	(Air Version)	9 (Cannot block while falling to ground)

=====

Description:

*NOTE: Since the ground version sucks this description is about the air version. Try this stuff with the ground version and you WILL be punished by a good player. You have been warned.

Cable whips out a BIG honkin gun (I really don't know where he hides that thing. He wears spandex for crying out loud!) and says "Hyper Viper Beam" and commences to shoot the living crap out of anything on the screen. Just like the regular Viper beam pressing Punch rapidly and holding the joystick up or down will change the "arc" of the beam. This move is a severely jacked up version of the regular Viper Beam. This is the move that will make you hated for playing Cable because it is soooooooooooooo cheap. With this one Super you can absolutely

wreak havoc on any assist character, punish fireball attempts, and punish people who hit your assist characters (Like Juggernaut's Juggernaut Punch assist. Leaves him wide open if he misses and they just can't stand to let old Juggy get that close and not take a poke at him). Not only does this move have instantaneous startup, but it goes all the way across the screen in one frame!!!! This means this Super is faster than any LP's (Jab) in the game!! I have sent Juggernaut in, hopped into the air and pulled an AHVB on Psylocke as she JABBED him! Now that is speed folks! The possibilities are endless for this one! If you see someone rearing back with a Super as you are in the air (never never never on the ground). See Tips and Warnings for this move for more strategies with the AHVB (Air Hyper Viper Beam).

=====

Ground Version

Good Attributes:

- 1: Does a ton of damage if you can connect it.
- 2: Can connect off tag-in for unblockable combo.
- 3: Covers good portion of screen.
- 4: Great for killing assist characters.

Bad Attributes: (Where to start?)

- 1: Startup is horrendous!!!
- 2: Recovery is worse!!!
- 3: Hard to combo due to startup
- 4: Will not hit opponents very close to you.
- 5: Startup is horrendous!!!
- 6: Startup is horrendous!!!

=====

Air Version

Good Attributes:

- 1: Instant Startup!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
- 2: Does so much damage it will make you puke.
- 3: One word.....infinite!!! (See infinite section)
- 4: Good priority
- 5: Covers good portion of screen.
- 6: Great for killing assist characters.

Bad Attributes:

- 1: If they jump this you are dead meat!!
- 2: Cannot air combo into it (infinite is an exception)
- 3: Can't block until you hit the ground.
- 4: You MUST learn to arc the beam correctly!

=====

Tips and Warnings:

- * Because you can't air combo this it does limit your options to being "cheap" (I prefer the term overly resourceful) with it :)
- * Use this move as much as possible to take out assist characters with this from full screen distance.
- * Learn to chain this off a LP Scimitar for an absolutely wicked looking combo that will leave your opponent with his mouth hanging open as he watches his health fall.
- * If you shoot this off and they manage to Super Jump over it chain this into your partner's

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Time Flip: QCF+PP

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Type                               | Auto Combo attack
Range                               | 8
Usefulness                           | 3
Damage                               | 5
Startup                             | 0 (Notorious for being hard to connect)
Recovery                             | 6 (He just stands there for a second)
=====
```

Description:

Cable says "Time Flip" in that super calm voice of his as a semi-transparent version of himself appears (I guess from the future) and dashes about 3/4 of the way across the screen at your opponent. If this image of you connects he does an automated 15 hit combo while you are still free to move. You can rush in and add damage but it seems this will knock them away from your counterpart and he will disappear. While he is doing this Super Cable cannot do a HVB or AHVB (at least not immediately, see Advanced Combos).

Good Attributes:

- 1: Extremely cool looking Super.
- 2: This will up the respect level of your opponent if you actually connect this on them more than once.
- 3: A really good way to embarrass your opponent.

Bad Attributes: (Oh boy)

- 1: Startup is horrendous!!!
- 2: Can't do a HVB while the other Cable is on screen and for a second after.
- 3: Impossible to combo (not counting assists)
- 4: Considering how hard it is to get to connect it does not do much damage.
- 5: Startup is horrendous!!!
- 6: Startup is horrendous!!!

=====
Tips and Warnings:

- * It is impossible to combo into this move. Period.
- * Make sure you are in a position to cover your rear before trying this move because a good opponent (cough cough Omega Red) will have you sorry you even tried faster than you can say "What the heck?!"
- * I hate this move so that's all I got to say about it.

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VI: Regular Combos (*Coming Soon - number of hits and usefulness ratings) |
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This list is in no way meant to be a complete listing of combos here, I am not going to list lame combos such as LP, LP but I will try to give you a few good combos that can be used and chained. Each of these have been tested so I know they work. (Coming Soon - number of hits and usefulness ratings)

- 1: FP, FP, FP, FP
4 Hits
Usefulness: *****
- 2: FP, FP, FP > QCF+P (Viper Beam)
? Hits
Usefulness: *****
- 3: LP, FP > F, D, DF+P (Psimitar) (any more gun shots will knock them too far)
11 Hits
Usefulness: ***
- 4: LK, LK, HK > QCF+K (Crackdown)

4 Hits

Usefulness: ***

Hard to get Crackdown to connect sometimes

5: LK, LK, HK > QCF+P (Viper Beam)

? Hits

Usefulness: *****

6: LK, LK > F, D, DF+P (Psimitar)

11 Hits

Usefulness: *****

Those are basically the main ones I use. Experiment and I am sure you will find many, many more that are useful as well. If you have a sweet combo email it to me (guradianmatrix7@hotmail.com) and I will put it in here and give you credit!

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VII: Super Combos |
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This is the part where Cable really shines since most of his moves (Even his Psimitar!!) can be cancelled into his Super Moves! I have yet to find a way to consecutively combo into Cable's "Time Flip" Super. If you know a way please let me know! Besides capture moves that is..

=====
Basic Combos:

1: FP, FP, FP > QCF+PP (Hyper Viper Beam Ground)

? Hits

Usefulness: *****

*Note: Due to some character's weight and the startup on the ground Viper Beam some of the larger characters (Juggernaut and Sentinel to name two) may be able to land and block before the HVB can hit them.

2: LK, LK, FK > QCF+PP (Hyper Viper Beam)

? Hits

Usefulness: *****+

*Note: This is the move you use when playing "who's jab is faster" at the pre-fight screen (when both players walk toward each other and start mashing the LP button so as to get in that all important first hit. Cable's LK is faster than most other moves in the game so this goes from way fast to way dangerous in a very short amount of time.

=====
Advanced Combos:

*Note: I put all the combos involving Cable's Time Flip in here because you almost have to be a freaking pro to get your opponent to walk into it! The added difficulty of getting it to connect does pose a problem though, so I just stuck em here.

1: LK, LK > F, D, DF+P (Psimitar) > QCF+PP (Air Hyper Viper Beam)

? Hits

Usefulness: ****

*Note: This is one hard combo to do because of the fast that you have to do the Air HVB motion immediately after the Psimitar for it to connect. I have a hard time getting this to connect, and admittedly don't use it much but it does set up his infinite nicely...

2: This one involves two separate Supers so it is a multi-step combo, got it?

*QCF+KK (Time Flip) 15 Hits.

*Jump-in FK, LK, LK, HK > QCF+PP (Hyper Viper Beam Ground)

? Hits

Usefulness: ***

*Note: This combo is cool looking, but hard to pull off. The real trick to this one is the timing of the jump in. You must do it right as the Time Flip move is ending (about hit #12), but not too soon or you will be unable to do your HVB.

3: This one involves two separate Supers so it is a multi-step combo, got it?

*QCF+KK (Time Flip) 15 Hits.

*Jump-in FK, LK, LK > F, D, DF+P (Psimitar) > QCF+PP (Hyper Viper Beam Air)

*Land, Tiger Knee+PP (D, DF, F, UF+PP)

*Land, Tiger Knee+PP (D, DF, F, UF+PP)

*Taunt (Start) Of course this part is completely voluntary.

?? Hits

Usefulness: *****

*Note: If you can do this combo (in the arcade against a human, not the stupid computer) you deserve some sort of medal. The Time Flip start is hard, the jump-in is harder, the semi-infinite tacked onto the end is absolute murder! Expect some looks of awe and a serious boost in your reputation at the local arcade after you pull this one off! Oh, but looky at the damage!

I could go on here, but I have to save something for the next update don't I?? Another side note is in any of the Time Flip combos you can add more hits (and damage) by attacking your opponent while your "future self" is doing so as well. This throws my timing off for the rest of the combo though so I usually get in one FP, FP, FP, FP and then prepare to jump-in FK.

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VIII: Infinities and Glitches
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1: Semi-infinite Air Hyper Viper Beams

Due to the fact that Cable's Air Hyper Viper Beam has basically no startup time you are able to chain it together for as long as your Super Bars (or hands) hold out. The most basic way of doing this is this:

1: Instead of doing a regular QCF motion and then press Punch, what you do is the old Tiger Knee motion (Down, Down-Forward, Forward, Up-Forward+PP). This causes Cable to Superjump less than a half an inch off the ground and do his AHVB move if timed correctly. Jam on the buttons and hold down on the joystick to arc the beam down.

2:As soon as you end your move (we are talking fractions of a second here) repeat the motion (Down, Down-Forward, Forward, Up-Forward+PP) except when you jam the buttons aim the stick UP. Repeat steps one and two until opponent is dead (I have never needed more than three bars and that was for a full-power Juggernaut. Spiderman, Wolverine, Akuma, etc. only need two bars to kill).

NOTE: Some people use the LP Psimitar to start this combo, but I find the timing a bit difficult for it to be practical in a real fight.

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IX: Strategy and Suggestions
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Most people (including me) see Cable's main strength in his ability to keep an opponent on the opposite side of the screen for the entire match, but some believe this "dishonorable" and feel a more hand to hand method is to used for a true win. I am going to look at a few different playing methods here and you can pick which one suits your style best. Here are some strategies I have found to work best against the three types of characters: Close/Dashers, Mid Range and Keep Away.

1: Close Characters/Dashers (Cammy, Wolverine\both of them/, Spider Man, Marrow, Psylocke, etc.) These are the types of characters I used to have the most trouble with until I started to get Cable's combos down (and fine tune my assist selection to match). Now they are annoying, but they can be dealt with fairly quickly (except Phoenix's Wolverine squad it seems... still haven't beat them. Hmm...). Basically try to take them out via AHVB when they are called in to assist if possible. They take damage like babies (usually) so it should only take a couple shots to render them basically useless.

-Assist often. You need assist characters to cover your butt against these guys. Most people play a balance of speed, power, up close fighting and keep away (at least I do) so if you take out their up close fighters all you have to deal with is the slow (yet powerful) dudes and the other keep away(s).

-Pick good teammates/assists. I find that Cable plays the best in a balanced team. Juggernaut (Power, Fast Super, bait hehe) and Guile (great assist, up close wonder, good damage to hit ratio on combos) make great teammates for him. I play other characters of course, but I usually go that route because of their assists (at least partially). Think before you pick wee hopper.

2: Mid Range characters (Omega Red, Blackheart, Amingo, etc.) These characters can fight up close or far away, but have long-reaching moves that suite playing about a character length out of sweep range. These guys will give you fits, I will just tell you right now. The only really good mid-range move Cable has is his Crackdown (QCF+K). The rest are either close up moves (Sightage, Psimitar) or long distance moves (Viper Beam, Air Viper Beam, Electrap). Too far for a combo, not far enough to be truly effective. Play conservatively and carefully.

-Use your standing FK's reach to your advantage, as well as your full screen FP (be careful of short characters though, they dash under your gun and combo you fast!) to keep opponents from dashing in.

-Use the Crackdown move frequently. It has good range, power, and pushes them back far enough if they block to assure your safety.

-Pick a good assist that covers your mid-range area because Cable is a bit weak here. Guile's Anti-Air (Flash Kick) assist, Thanos' Dash Assist (Titan Crush), and Colossus Dash Assist (Shoulder Tackle) all do very nice. Beams also cover your butt well as they go all the way across the screen.

3: Keep Away Characters (another Cable, Dr. Doom, Baby Bonnie Hood, Iron Man, War Machine, Spiral, Blackheart, Iceman (grrrr), etc.) can be a bit of a problem in the right hands. While Cable excels at Keep away some of his moves have just enough lag to be punished by a quick beam or such. Keep the same basic game down of killing the assists whenever they send them in and keeping them pinned down with assists, Electraps, and Viper Beams. Every now and then dash in for a quick combo (make sure to do some damage though) then Super Jump back out (while blocking. Always block against a quick keep away).

Now that we've went over your opponent types, let's look at a few of the ways you can play Cable yourself. The styles I am going to list are as follows:
"Keep Away", "Chip em' Again Sam", "Up Close and Personal", "Death From Above", "Assistance Please?"

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Keep Away
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Ah, my favorite. Basically the object of playing a keep-away round is to keep your opponent as far away from you as you can. Most Keep Away players use Projectile assists (both his other ones only hit fairly close) and team mates such as BB Hood (Bulletta), Iron Man, Iceman, Dr. Doom, etc. All these characters can rely on projectiles and projectile assists to keep the opponent at bay. There are good and bad points with each observation though:

Good Points:

- 1: You keep more of your health than in up close combat.
- 2: Cable is well suited for this style with multiple projectiles, a trap move, a fireball nullify move, and an assist killing super (AHVB) if there ever was one.

Bad Points:

- 1: You will be called everything from "cheap *insert profanity here*", chicken, scrub (I hate that one), and basically be accused that you have no skills whatsoever. Get used to it.
- 2: If you get accustomed to this style and end up playing someone who is better than you at keep-away you have a serious problem because your main game is severely limited. Beware Dr. Doom and BB. Hood players and be scared TO DEATH of anyone who uses Omega Red (correctly anyhow)! Used correctly he can rival Cable quite nicely. Learn to use each of the methods I mention here to round out your game a little.

Suggestions:

Some opponents have no projectiles and must be played up close (Juggernaut, Zangief, Colossus, etc.) These are usually your "powerhouse" characters. They are big, slow and DANGEROUS up close.

-Use all versions of your FP to keep them at bay and blocking if possible. Call assists, toss mid-air Electraps, but never, never, never allow them to get close to you. If they do, roll away as soon as possible and run away again.

-Bombard them with Viper Beams and other projectiles. If they call in an assist hop in the air and Air Hyper Viper Beam them into oblivion. If you take out their assist characters, they are stuck using the player they started with who by now is chipped to death and not much good. Which brings me to the next point..

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Chipping

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Chipping is what happens when your opponent blocks an attack such as your Viper Beam or such. Even though they are blocking they take a fraction of the normal damage done by the move (I would guess it around 5% or 10%. This is called "chip damage". Nearly every character (except Iceman grrrrr) takes chip damage. Basically this style goes like this: You pick two teammates (such as Dr. Doom and Spiral) and use their moves to keep the opponent blocking (therefore not a threat to you) and gradually taking damage. Dr. Doom's "Molecular Shield" assist, Spiral's Dancing Swords, and (above all) Iceman's Ice Beam are renowned for their chip damage. I have actually been beat before by chip damage! This is viewed as even cheaper than Keep Away (if that is possible).

Good Points:

- 1: Your opponent is basically blocking all the time, and while they are doing this they are no threat to you because they cannot attack.
- 2: Cable's Viper Beams do pretty good chip damage, and keep you at a distance pretty good.

Bad Points:

- 1: (Again) You will be called everything from "cheap", chicken, scrub (I really hate that one), and basically be accused that you have no skills whatsoever. Get used to it.
- 2: Since chipping does such little damage matches against powerhouse characters may take quite a while if you do not get any solid hits in.
- 3: It may take a while to get a good team put together that suits this style. I find that Dr. Doom, Cable, and Sentinel work well for me though many people use

Iceman, Spiral, Blackheart, and many more characters to play the chipping game.

Suggestions:

While you have to (by nature) use a lot of moves with this style, do not throw out moves at random. Each move should have a certain amount of calculated risk to it. Make sure you do more damage to them than they do to you. Also use your assist characters, but do not put them in any danger just to get that last little bit of damage.

=====

Hand to Hand

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This section deals with those of you who like to stay as close to the opponent as possible and combo them to death (meaning you have a deletion wish, ha I love that quote). Cable does okay with this method (thanks mostly to his fast kicks) but I prefer to play Keep Away with him. Anyhoo, here ya go:

Good Points:

- 1: If played correctly you can take down your opponent really fast.
- 2: Most of Cable's moves are combo friendly, meaning if you can get the first hit to connect you usually get 10+ hits and decent damage.

Bad Points:

- 1: Since Cable's FP acts as a mini-projectile it has enough lag time so that you don't want to use this move up close very much (unless combo'd into).
- 2: People tend to fall into a pattern when playing up close, mix things up a little.
- 3: If you are playing a powerhouse character you will get beat nearly every time (assuming your opponent is of equal skill to yourself) because that is what their moves are designed to do. Their job is to get in, do damage, tag out.

Suggestions:

Beware of powerhouse characters (Juggernaut, Thanos, Sentinel, Colossus, Hulk, etc.) Block and use their severe lag time to pull off a quick combo into a Super Move.

-Calculate each move, but don't take forever to do it. To become a great MVC2 player you MUST (and I cant stress this enough) learn to make split second decisions that have been thought out seconds before hand.

-Learn to anticipate your opponent. Try to learn a little about each character in the game (this takes a long time but is worth it). This way you won't get caught off guard by a move you didn't know existed because you will have done your homework.

-Never Viper Beam or Electrap up close. Both have enough lag time to choke a mule and will get you dead fast.

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Death From Above

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Many consider this section similar to Keep Away (and in some ways it is) but there is a slight difference. This style requires you to almost constantly jump backwards or Super Jump and rain moves down on your opponent (Akuma's Air Fireball and Diving kick are a good example). While Cable can't play up in the air as well as Storm or Sentinel, he can hold his own in most matches just because of his awesome diversity of moves.

Good Points:

1: Powerhouse characters usually have little or no defense against this strategy besides dashing in, blocking, dashing in, blocking and slowly advancing on you then jumping up and swatting you down. To keep this from happening when they dash in and get a little too close Super Jump to the other side of the screen. Now they have to start all over (boo hoo).

2: Since most of Cable's moves are long-range and can be angled down (or go that way anyhow) a short hop backward, delayed Electrap, Viper Beam angled down will work wonders in pressuring your opponent to stay on the ground while you stay up in the air whilst raining down damage from above. And don't forget Cable's Air Hyper Viper Beam will go all the way across the screen in one animation frame!

Bad Points:

1: You are dependant on your opponent making a major mistake to do serious damage. Otherwise you will end up chipping them instead.

2: Again, people tend to fall into a pattern when playing this method, mix things up a little. Or if you find a pattern (aka trap) that works use it! People will scream but that's the breaks.

Suggestions:

Watch out for other keep away characters (Cable, Iceman, Dr. Doom) and Especially Iron Man, Sentinel and Storm! These three rule in the air (at least at my arcade). Be careful when you toss out which move and don't forget your moves CAN and will be interrupted if not used properly.

-Make sure you do not whiff an Air Viper Beam (Super or otherwise). The lag time while you are airborne gives powerhouse characters more than enough time to dash in and take a bite out of your life bar faster than you think possible for a guy who takes up half the screen.

-Again, learn to anticipate your opponent. Try to learn a little about each character in the game (this takes a long time but is worth it). This way you won't get caught off guard by a move you didn't know existed because you will have done your homework.

-Stay as far away from your opponent as possible. This method only works when you are far away because most players play better in the air and up close than Cable.

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Assistance Please?

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Playing this method requires you to pick characters that have assists so overpowered that it is not funny (Captain Commando's "Captain Corridor" assist, Blackheart's "Inferno" assist, Ken's "Hurricane Kick" assist).

Good Points:

1: By bombarding your opponent with other targets you take the focus off you (at least somewhat) and makes them rethink their strategy.

2: Picking the correct assist can make it next to impossible for your opponent to move without getting nailed. I have played a round where my opponent used assists so well that I let go of the joystick and I stayed in the block position for the rest of the round (Spiral, Dr. Doom, Cable just in case you were wondering) because he was constantly bombarding me with "Dancing Swords" and "Molecular Shields")

3: Instead of having one opponent to deal with now your opponent has three, and they can only keep an eye on one at any given time. Be unpredictable and bust out your assists when they least expect it.

Bad Points:

1: If you start throwing out assists without thinking you will end up getting them and you killed. Nothing stings more than not even getting a character in the match because he got killed while trying to assist.

2: This leaves two members of your team vulnerable instead of one.

3: If your teammates have crappy assists then both of you will be dead before you know it.

Suggestions:

Pick characters than cover your weak spots. If your character has no power moves pick a big boy to help you out (just learn how to use them as well), if you have no anti-air moves to speak of pick one that has a killer anti-air (Captain Commando, Blackheart).

IXa: Vs. Abyss (the end boss)

First of all Abyss is the easiest fighting game boss I have ever played (and I have been playing over 10 years). None of his forms can block, all take damage like a baby, and each can be taken down without getting your assists killed. Abyss has three forms you have to deal with. The first is a armor-clad warrior, the second a puddle of slime with an attitude, and the third is a hulking red beast (albeit a little pixilated) that takes up 3/4 of the screen. Now that we know what they look like let's move onto how to beat him (like you need it):

----- 1st Form -----

-Permanent Super Armor, can't block, can't jump, can't be tripped, can't be thrown, reeeeeeeeeeeeeeealy slow (except for his dash move).

-He is bigger than Juggernaut or Sentinel and has Super Armor all the time (Think Colossus' Super Armor move only worse). He cannot be thrown or tripped and if you try for a long combo you will be beat down (consider yourself warned). This guy will cheese you with big beams, heat seeking energy balls, and horns thrown at your ankles (ow). Once you get his patterns down he is simple, but make sure you pay attention to the warnings in this FAQ, I am not just spending months typing this to give myself blisters here.

-Although he is incredibly slow, can't block, and telegraphs most of his moves at least 5 seconds in advance you do need to use at least a bit of strategy with him. Here are a few scenarios that WILL present themselves, guaranteed:

1: When he rips his horn off the side of his head and throws it at you Super Jump over him and start attacking him from behind or far off (remember your FP has a bit of lag so don't use it much).

2: When he raises his hand and pauses for a second BLOCK IMMEDIATELY!! In a second the entire screen will be filled with glowing spears rained down from the sky. This move packs a punch and since Abyss has infinite Supers (look at his bar) he can pop this out whenever he wants.

3: If he doubles over holding his stomach as an energy ball forms there that's not gas pain people! He is getting ready to shoot a beam at you (similar to Cyclops's Optic Blast Super (size and damage wise anyhow). Super Jump over his head and Viper Beam him (I don't use Supers much on this form, he is too easy to waste them on). DO not hit him in the back from close up! For some odd reason the beam will still hit you and may even "suck" you in from behind him!

4: If he does an overhand slap at you three balls of energy will start tracking you. Block them and commence to destroying this guy. Probably the hardest of his moves to avoid since he is close when he does it.

5: Abyss will raise his arms above his head, lean back and dash at you with an

energy shield surrounding him. This move is very annoying because it comes out faster than the rest so you usually end up blocking it and taking damage (unless you are brave and Push Block it B+PP. However, be warned that if you push him back too far you will do a FP move and be hit with the rest of the move! Just regular blocking will work or *sigh* Super Jump over his head and back hit him. This move seems to go on forever, but it has quite a bit of lag afterward so take advantage of it.

6: Due to the fact that my assists usually get rammed by "Ol' Hornhead" I usually don't use them against this form (especially no throw assists! Abyss cannot be thrown in any of his forms).

Learn that and you have him down. On to the next form:

2nd Form

Once you beat Abyss's first form he drops to his knees and melts into a green puddle of goo. This form uses a flame-thrower to give you grief and laughs at you constantly! This form I would use a couple Hyper Viper Beams on (you should have a full meter after the last battle).

-Permanent Super Armor, can't trip him, can't throw him, Projectile Weapons, Super Fast Super, Multiple Trap Moves. Basically a big pain in the butt.

-This form is probably the hardest of the three forms. His "legs" are always fixed to the ground and he will glide across the screen at you. He has a few surprising moves that you do need to watch out for, however:

-1: His flame-thrower. He holds out the muzzle and blasts a blue flame about 3/4 of the way across the screen while laughing at you (hee huh huh huh huh, hee huh huh huh huh, repeat on and on and on). He does this move CONSTANTLY and it will annoy the crap out of you guarantees. If you have a big guy (Juggernaut, Zangief) I suggest you tag out BEFORE he gets to this form because they stand little to no chance of beating this guy (unless you are very very good, then ignore everything I just said). Stand full screen away from him and FPx4 Viper Beam over and over. An AHVB in the face from full screen doesn't do him much good either.

-2: After he does his flame-thrower a LOT he will hold the end of his gun out and fire a laser across the screen for a few seconds. The interesting thing about this move is that the longer the match lasts the bigger the laser gets and the longer it lasts! This is just added incentive to take him out ASAP. Block low or try to Super Jump behind him and hit him.

-3: Right when he is getting ready to do his (only) Super he will twist up and hold his gun up at chin level, the screen will flash, then he will commence to spin and shoot small (yet painful) energy pulses over the entire screen. Block when you see him do anything out of the ordinary because it will usually be this move.

-4: He will sink into the floor and three large green bubbles (Gas Bubbles of Doom I call em) float up from the ground. If they hit you they will hold you (a la Thanos Bubble move) for about 4 seconds (even mashing out of it). After this he will usually do his Super if you are stuck. If you mash out though he will sometimes sink into the ground again (I have had him do this up to 4 times!). A hop back and a Viper beam takes care of the bubbles and nail him when he comes up because he stands there like an idiot for about 2 seconds.

Now, onto the last (and final) form:

3rd Form

After you beat the green fart beast he melts into the ground (again) and the ground turns red, a warping effect appears in the background, and a huge red drooling monster comes up out of the ground (he takes up about 3/4 of the screen standing still). As fierce as this guy looks he is the easiest of the forms if you are fast enough. First let's go through his strengths, then his attacks:

-Permanent Super Armor, Moves do KILLER damage, can't throw him (can you imagine pile driving THAT??), can't trip him, interrupts most of your moves, takes damage like a baby!

-1: Right off the bat the first thing he will do is melt into the ground, almost guaranteed. You will notice a black ball where the "heart" should be. That is your target. Once he sinks you will have to watch the ball to see which direction he moves. When it stops he will resurface, attack, then sink again. Be warned that he also can attack while underground (see #2).

-2: Once he sinks into the ground flames will start shooting out of the ground. The best thing to do is Super Jump back and BLOCK! There is no way to reverse this move so just block and prepare to hit him with a Super (if you have one).

-3: Every once in a while he will swing his "arm" around and smash the ground. This move is incredibly powerful and pretty darn fast so watch out for it. Fortunately, he doesn't use this much.

-4: If you see the screen flash that means he is going to do his Super on you (duh). For this he leans forward and flames shoot out of his shoulders. This move is very fast and you should block when you see the Super Flash (And no that is not B. Orchid's Finisher off Killer Instinct 1 ya bunch of perverts).

-5: Another attack I forgot until I recently made a trip to the local Putt Putt to test my FAQ on the general populous is Abyss' lunge attack. Kind of like the Venom Fang only worse (if that is possible) because he takes up nearly all the screen. When he is flying toward you he kind of looks like a large red lump of Jello (with big teeth and LOTS of pixilated green drool). Simply block the attack and prepare to retaliate. He will sink into the floor and resurface (come on, you're used to it by now aren't you?). You know the drill, jump and hit the ball, block, jump and hit the ball, block, repeat as many times as needed.

I think that is it. I don't really know all this guy's moves because I know how to beat him fast and he doesn't get to use em much, heh..

As soon as the round starts wait for him to sink into the floor and dash over to where he will surface. When he FULLY materializes jump in the air and make him eat a AHVB (remember to aim at the black orb). As soon as you land jump up and do another one, mashing all the way. This loser only takes 2 Supers and he is done. No biggie. If he gets into his pattern though you may have a little trouble, just practice and stay at it.

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X: Thank You's
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Dave at Putt Putt Golf and Games on Refugee Road in Columbus Ohio: For having one of the best gaming environments around (The surround sound and big screen were a nice touch). The "Double your token" card was also much appreciated. 80 tokens for \$10!!!

Tony at Namco Arcade in Eastland Mall: Ah, the place where I first started playing MVC2. Thanks for letting me stay late a few times man, I appreciate it!

Aaron (I don't know your last name): For getting me to actually start playing Cable. When I first started I hated him with a passion because all people would do is FPx4 > HVB, FPx4 > HVB. You showed me that Cable could do much much more than that and for that I am eternally grateful.

Rob: My gosh, your Sentinel, Cammy, and Storm team caused more frustration than any other character I know! Thanks for never playing the same way twice and forcing me to find new strategies (and characters!
I never would have started playing Ken or "Doctah Doooooom" without you man!
"Cable does have kicks you know..."
"So THAT is what those bottom buttons do.."

Jakki: For all those late-night sparring matches in the arcade and for showing me how to do those killer Guile combos. Your blocking Iceman was a constant pain in my butt for quite a while until I found a way around him. Thanks for stretching me and believing in me man. You will always be the best in my book man.

Mark: The man who go me started on Guile, I owe you a lot dude. Thanks for all the input, tips, and butt whoopins via the world's biggest dog BB Hood. I learned a lot from you man.
"RYU?! You beat me 9 freakin times in a row with RYU?!?"
"I'm like Juggernaut, I'm unstoppable...(repeat) Hahaha"

Rodney: Master of the annoying air combo (haha). Your Morrigan, Psylocke and Akuma squad were a constant thorn in my side back when I was learning the game. You are one of the best at the game man, keep playing! (That air combo with Psylocke you managed to pull off on me that took 3/4 of my energy was pretty sweet, I don't care what I called you at the time :))

Quinton: Between you and Rodney I think I got beat by more female characters and odd-ball guys than anybody I know! "Hurt like a big dog", haha. I still love that man.

Jason: Your little "Victory Dances" on top of the counters provided much entertainment during those long days when a bunch of us would spend 5-6 hours huddled around the game at a time. You are the only person to consistently pull off Akuma's Level 3 Raging Super on me. One of the toughest dogs in the biz, to be sure.

Phoenix: You taught me a lot with Juggy man, and for that I am grateful. Thanks for the input on this FAQ and for telling me about <http://www.gamefaqs.com> (shameless plugs abound eh?). Psylocke, Strider, Juggernaut, nice, very nice. I still can't believe you took out my Cable with WOLVERINE!!! TWICE!!! Sheesh that stung...haha

Sit, T, and V: You guys were great sparring partners! You taught me not to underestimate someone because they are younger than me. By the way, what is up with all the "Vote for Ralph Nader" during a match man??

Everyone who has ever written a FAQ. I had no idea that this much work goes into these things. Everyone who actually writes more than one of these things voluntarily deserves a medal or something.

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XI: Legal Stuff...

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Thanx peoples!

Up and coming FAQs: Juggernaut, Guile, Thanos, Ken, Sentinel (for starters)
Peace

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