

# Marvel vs Capcom 2 Character Guide: Iceman

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MARVEL VS CAPCOM 2: NEW AGE OF HEROES  
CHARACTER GUIDE: ICEMAN  
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VERSION HISTORY:  
VER. 1.0: First edition

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2) ICEMAN EXPLAINED

Who is Iceman? Iceman is Robert "Bobby" Drake. Obviously from his name, his powers have something to do with ice. Drake can lower his body temperature to -107 degrees Celsius and sustain himself without any trouble. Iceman is one of the 'cheap' characters in the game, he can take zero block damage, and his Ice Beam, if blocked, causes massive block damage. Using Iceman efficiently is very hard, his combos are hard to perform and he only has one super.

### 3) MOVE LIST

Launcher: c. HK

S.: Standing

J.: Jumping

C.: Crouching

D.: Dash in

SJ: Superjump

QCF: Down, Down-Forward, Forward

QCB: Down, Down-Back, Back

HCF: Back, Down-Back, Down, Down-Forward, Forward

HCB: Forward, Down-Forward, Down, Down-Back, Back

DP: Forward, Down, Down-Forward

LP: Low Punch

HP: High Punch

LK: Low Kick

HK: High Kick

XX: Cancel

P: Punch

2P: 2 Punches

K: Kick

2K: 2 Kicks

A1: Assist 1

A2: Assist 2

DHC: Dual Hyper Combo

THC: Triple Hyper Combo

#### THROWS:

#### SPECIAL ATTACKS:

Ice Beam: QCF + P

This is Iceman's main projectile. It causes massive block damage and can negate fireballs. It's a great combo ender and is useful in air combos as a delay. Iceman basically puts his hands together, hand yells "ICE BEAM", and a beam of ice energy comes out of the palms of his hands. It's a really great fireball.

Ice Avalanche: QCF + K

This is Iceman's 'anti-air' attack, which is pretty pitiful. Iceman summons his ice powers and conjures a snowball, and depending on the strength of the Kick button used, will travel either close or far from Iceman. It's okay as a combo ender and is useful for taking out people below you.

Ice Fist: QCB + P

This attack is pretty useless. Iceman forms a snowball in his right hand and it will power up his punches for three hits, after that it 'melts'. Not very useful, I scarcely use it.

#### HYPER COMBOS:

Arctic Attack: QCF + PP

This is Iceman's only super. Iceman holds still and yells "ARCTIC ATTACK!" and bits of ice chunks come out of his body. Like Magneto's Magnetic Tempest, you get more hits the closer you are to the opponent. It's a good air combo ender.

#### 4) ASSISTS

Alpha: Ice Beam/Arctic Attack

This assist performs a Jab Ice Beam and performs an Arctic Attack in a THC or DHC.

Beta: Ice Avalanche/Arctic Attack

This assist performs a Short Ice Avalanche and Arctic Attack in a THC or DHC.

Gamma: Ice Avalanche/Arctic Attack

This assist performs a Roundhouse Ice Avalanche and Arctic Attack in a THC or DHC.

#### 5) COMBOS

1. LK, LK, C. HK, HP Ice Beam

2. LK, LK, C. HK, SJ, LP, LK, LP, LK, LP Ice Beam XX Arctic Attack

More to come

#### 6) STRATEGIES

To play Iceman most effectively is to play keep away. Also, you have to play him with surprises, doing Ice Beam over and over again is a little predictable. I'd suggest using Iceman as an assistor, his Ice Beam assist is very valuable. There isn't a lot to say about Iceman except "ICE BEAM! YEAH!"

VS. Abyss:

1st form: Jump in, LP, LP, C. LK, C. LK, LP Ice Beam. Then continue to Ice Beam him until dead.

2nd form: Ice Beam until dead.

3rd form: As soon as the match starts, jump up and do an Arctic Attack, if you did close, you should rack close to 50 hits or so. If you have the bars for it, do a DHC or THC.

7) THANKS

GameFAQs: For hosting

CjayC: For posting

My Friends: You know who you are

Parents: Moolah

Capcom: For making a tight game

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