

Marvel vs Capcom 2 Cyclops FAQ

by Supergeek

Updated to v1.0 on Nov 30, 2000

MARVEL VS CAPCOM 2: NEW AGE OF HEROES

CHARACTER GUIDE: CYCLOPS

11.30.00

COPYRIGHT © 2000

THIS IS THE SOLE PROPERTY OF TRUNG BUI, AND MAY NOT BE USED BY ANYONE ELSE WITHOUT CONSENT FROM THE OWNER OF THE FAQ.

Version History:

Ver. 1.0: First release

TABLE OF CONTENTS:

- 1) COPYRIGHT
- 2) CYCLOPS EXPLAINED
- 3) MOVE LIST
- 4) ASSISTS
- 5) STRATEGIES
- 6) COMBOS
- 7) THANKS

+++++

1) COPYRIGHT ©

THIS IS THE SOLE PROPERTY OF TRUNG BUI AND MAY NOT BE USED BY ANYONE ELSE WITHOUT CONSENT FROM THE OWNER, THANK YOU AND ENJOY THE FAQ.

+++++

+++++

2) CYCLOPS EXPLAINED

Who is Cyclops? Cyclops is Scott Summers, father of Nathan, husband to

Jean. Cyclops' mutant power is his ability to fire high-powered optic beams from his eyes, but a problem is that he cannot control them because of a head injury he sustained as a child when he was in an orphanage. Cyclops is a very good character in this game because of his flexible, he's got a double jump, he's fast, and he's got decent abilities in every field, Capcom sure did balance him very well.

+++++

+++++

3) MOVE LIST

Launcher: LP, LP, DF HP, and DF 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

RDP: Back, Down, Back-Down

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

SPECIAL ATTACKS:

Optic Blast: QCF + P Ground or Air

This is Cyclops' main attack and signature move. He opens a special lens in his visor and a small, red beam comes out. This is used for it's keep away ability and ending combos. This move is also great to counter Shotokan Hadoukens, beams can negate fireballs, and it can cancel them out with no faltering, which I think is invaluable already. The LP version makes Cyclops kneel down, say "Optic Blast!" and fire a beam, the HP version makes him lean his head back a bit, say "Optic Blast!" and he fires a blast, it serves as a poor anti air move. One thing to note about this move, if they jump the LP version of this move, you'll be in severe trouble.

Gene Splice: DP + P Ground only

This is Cyclops' main anti air move, he performs a Dragon Punch and says "Gene Splice!" and at the peak of the move, and he'll fire an optic bullet. I think this move is equal to the Dragon Punch, but it won't beat it by a long shot. This move is mainly used for ending ground combos or to prevent jump ins, this move is great for it.

Cyclone Kick: QCB + K Ground only

This is Cyclops' Hurricane Kick move, he does a 360, says "Cyclone Kick" and regardless if he connects, he'll hit twice. It's an okay move, but it's mainly used to end combos. It's an okay move, but it's not better than a Shotokan Hurricane Kick.

Optic Sweep: F, DF, D + P Ground only

This is basically a tripping version of Optic Blast, Cyclops lays on the ground and says "Optic Sweep!" and fires an Optic beam and it continues until the opponent is tripped, good priority, and it can it's good to get you out of a corner or something like that, also, you can cancel into a Mega Optic Blast.

Charging Punches: Charge B, F + P Ground only

Cyclops lunges forward, and, if he connects, tackle the opponent and punch them repeatedly, it's all right, but the only way to use it is to mash really hard for more damage.

Running Tackle: Charge B, F + K Ground only

Cyclops dashes forward and tackles the opponent. Honestly, I see no use for this move; it doesn't do a lot except tackle the opponent, pretty useless in my eyes.

HYPER COMBOS:

Mega Optic Blast: QCF + 2P Ground or Air

This is Cyclops main super. He puts his hands next to his head, says "Behold: OPTIC BLAST!!" and a giant optic beam that covers regular jumping height to the ground will be projected. This is a great move because of the little lag time and the ease of comboing it in. It's really great for ending ground combos and air combos, though you have to be really fast for the air combo version, or do a short one.

Super Optic Blast: QCF + 2K Ground or Air

This is a variation of the Mega Optic Blast. Cyclops fires a smaller, less powerful version of the Mega Optic Blast, the plus about this one is that it's controllable, you can fire up, down, either side, it's very flexible and handy for people who jump in and don't expect it. I don't use it too much though, seeing you're more vulnerable to people who are lower than the beam and can just crouch to avoid it.

+++++

Here is a list of Cyclops' assists.

ALPHA: Optic Blast/Mega Optic Blast

This performs an LP version of the Optic Blast and performs Mega Optic Blast for a DHC or THC.

BETA: Gene Splice/Mega Optic Blast

This performs the HP version of the Gene Splice and performs Mega Optic Blast for a DHC or THC.

GAMMA: Cyclone Kick/Mega Optic Blast

This performs the HK version of Cyclone Kick and performs Mega Optic Blast for a DHC or THC.

+++++

+++++

5) STRATEGIES

Cyclops is one of the few "balanced" people in the game, one with equal abilities in every field. Cyclops is blessed with a double jump, which is great for elongating air combos, he's also got an easy launcher to combo in, it's an MP, which is used to quickly start air combos. Cyclops plays excellent keep away, Optic Blast comes out quick and recovery is great. Cyclone Kick is real easy to combo in and is really used best as a finisher.

VS. ABYSS:

1st form: Combo him to death, use this one: LP, LK, HK, Cyclone Kick, or LP, LK, HK, HK. When he fires his beam cannon, hopefully you're already on the other side, just fire a bunch of Optic Blasts until he's done.

2nd form: Optic Blast him to death, when the bubbles come out, Superjump, then double jump. Simple.

3rd form: When the match begins, jump and fire a Mega Optic Blast, or just DHC or THC him to death. Simple.

+++++

+++++

6) COMBOS

1. LP, LK, HK, HK

2. LP, LK, HK, Optic Blast

3. LP, LK, HK, Cyclone Kick
4. LP, LK, HK, Optic Sweep
5. LP, LK, HK, Gene Splice
6. LP, LK, HK, Mega Optic Blast or Super Optic Blast
7. LP, LP, SJ, LP, LK, LP, LK, HK, HK
8. LP, LP, SJ, LP, LK, LP, LK, HP
9. LP, LP, SJ, LP, LK, LP, LK, Optic Blast
10. LP, LP, SJ, LP, LK, LP, LP, LK, LP, HK, HK (Work on this one, it take a while to work out.)

+++++

+++++

7) THANKS

GameFAQs: For putting up with my FAQs

CJayC: For posting my FAQs

Parents: You know why

Friends: You know who you are

Capcom: For making such an awesome game

God: Duh!

Life, liberty, and the pursuit of happiness: Without this where would we be?

COPYRIGHT ♪ 2000