

Marvel vs Capcom 2 Sakura Character FAQ

by Shinji

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Marvel Vs Capcom 2: Sakura FAQ

Sakura CHARACTER GUIDE

Version 1.0 - April 24 2000 - The Beginning

Version 1.5 - April 26 2000 - Major update on most sections!

Version 1.7 - April 29 2000 - Finished the section on defeating Abyss.

Version 2.0 - May 5 2000 - Corrected some major errors here and there.

Added in a few facts about Abyss and also a little note about her

Midare Zakura super.

Version 2.3 - May 19 2000 - Major update once again. Added a new section called Fun Stuff. Changed the name of Evil Sakura to Hiyakeshita Sakura.

Version 2.5 - May 24 2000 - Added MAJOR combos and team names. If you want to be a pro in using Sakura in MvsC2 then read the combos section NOW!

Version 2.6 - June 12 2000 - Even more combos added.

Version 2.7 - June 14 2000 - INFINITE MOVE ADDED!!!!

Version 2.8 - June 19 2000 - Updates on most sections once again.

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1 - INTRO:

I've have been playing MvsC2 in the arcade(I don't own a Dreamcast.) for quite some time now. I just keep wandering- Why do people just like to use Spiderman or Wolverine so much? So much so that all other characters are neglected. Are they really that good? Well, I think it is high time someone step stepped to put a stop to this and kick Spiderman's and Wolverine's ASSES! THAT SOMEONE IS SAKURA!

Sakura is an excellent fighter in all areas. Most people are "afraid" to use her due to the fact that she plays differently from other Shotokans. Her punches and kicks are very unique (not like Shotokan-style attack) and hence even her moves are different.

I must admit that it takes time to really get to "master" Sakura. But then again practice makes perfect.

2 - LEGEND

D = Down
DF = Down-Forward
F = Forward
DB = Down-Back
B = Back
P = Any Punch
LP = Light Punch
HP = Heavy Punch
PP = Both Punches
K = Any Kick
LK = Light Kick
HK = Heavy Kick
KK = Both Kicks
dp = Dragon Punch (f, d, df)
rdp = Reversed Dragon Punch (b, d, db)
qcf = Quarter Circle Forward (d, df, f)
qcb = Quarter Circle Back (d, db, b)
PA = Partner A (the higher partner)
PB = Partner B (the lower partner)

3 - NORMAL ATTACKS

LP = A weak, straight punch with very little range.

HP = Sakura places her two arms together and swings them diagonally, just like someone swinging an axe.

LK = A short ranged kick.

HK = A straight kick that carries quite a range.

Jumping LP = Sakura uses her palm to attack.. Short-ranged and at a diagonal angle.

Jumping HP = Double-hand chop aiming downwards.

Jumping LK = A straight kick that has A LOT OF RANGE. Use this move often when Sakura jumps.

Jumping HK = Weird looking kick at an angle of 45 degrees downwards. Never ever use this move. Unless you want to eat an air combo or two.

Ducking LK = A short ranged kick(again...) to the shin of the opponent. THIS MOVE CAN CAUSE AN OTG EFFECT.

Ducking HK = Looks just like Ryu's.

Ducking LP = More or less the same as the standing LP except with a ducking animation.

Ducking HP = An uppercut. Launcher. Air combo starter.

Forward HK(Flower kick) = An overhead. Sakura moves her leg up in an n-shaped movement and lands it one the opponents head.

Aerial Rave Launches: D + HP, DF + HK, LK -> LK

4 - THROWS

Sleeper Hold(fw+HP) = Rapid button throw.

Usagigeri (Rabbit Kick)(fw + HK) = Sakura climbs to the opponent's chest, turns around and kicks him away.

5 - MOVELIST

Note: There are 2 types of Sakuras-the normal Sakura and the Hiyakeshita(Sunburned) Sakura. I'll separate the movelists of both of them.

SAKURA

QCF+P: Shououken(Cherry Blossom Punch)

Sakura charges an enemy with a blue field in front of her. If it connects, it will result in 7 hits. If blocked, Sakura just bounces away. The field will absorb most projectiles. Also, when absorbing, her dash is slowed down. This move can be done in air or on the ground. LP version of Shououken does the same damage as the HP version and has less startup and recovery time.

QCB+P: Hadoken (Wave Movement Punch)

Sakura shoots a big projectile diagonally upwards. LP version has almost zero range, while the HP version goes a long way.) HP
Hadouken is a decent anti-air move which can stop jump-ins cold

QCB+K: Shunpu Kyaku(Spring Breeze Kick)

Sakura lifts off in a hurricane kick. LK is a little hop, while HK flies you across the screen. Time this move correctly.

SAKURA SUPERS

QCF+PP: Midare Zakura(Cherry "Storm?" Riot)

Sakura dashes forward and lets the opponent eat about 15-17 hits worth of beatdown that ends with a Shoryuken.

NOTE(by KronoVortx@aol.com):

This move can connect during a partner assist. Most auto combos (Cable's Time Warp, Rogue's Goodnight Sugar etc) will only cause one hit if used when a partner assist connects. But strangely though, it seems that only Sakura's work in such a situation.

QCB+PP: Shinkuu Hadouken(Shaking Sky Wave Movement Punch)

Must be on ground. Sakura fires off 10 long-range projectiles. Useless due to the fact that it is aimed upwards. An extremely good move to use on the 3rd form of Abyss though.

QCB+KK: Haru Ichi-Ban(Spring's First Storm/Number One Storm of Spring)

Sakura takes off straight up with several hurricane kicks. Remember STRAIGHT UP NOT FORWARD. Another point to take note is that Sakura's legs are not very long.

RDP+LK: Hiyakeshita Sakura Transformation

Uses 3 Hyper Combo levels

HIYAKESHITA SAKURA

QCF+P: Hadouken(Wave Movement Punch)

Sakura fires off a projectile, this time horizontally. The distance the projectile travels depends on the strength of the button used.

QCB+K: Shunpu Kyaku(Spring Breeze Kick)

Same as normal Sakura's.

DP+P: Shououken(Cherry Blossom Punch)

Another dashing attack that ends in a dragon punch, except that the energy barrier is only present in the air version of this move.

DP+PP or KK: Ashura Senkuu (Asura Warp) (Forward)

Same as Akuma's(Gouki's). This move moves through supers too! I've once escape a triple team super with this move! Boy, was that guy pissed off!

RDP+PP or KK: Ashura Senkuu (Asura Warp) (Backwards)

Same as above except that Sakura teleports backwards this time.

HIYAKESHITA SAKURA SUPERS

QCF+PP: Shinkuu Hadouken(Shaking Sky Wave Movement Punch)

Unlike normal Sakura's, this one is a horizontal blast just like Ryu's. Use it often in combos and to deal block damage.

QCF+KK: Midare Zakura(Cherry "Storm?" Riot)

Exactly like normal Sakura's.

NOTE (by KronoVortex@aol.com):

This move can connect during a partner assist. Most auto combos (Cable's Time Warp, Rogue's Goodnight Sugar etc) will only cause one hit if used when a partner assist connects. But strangely though, it seems that only Sakura's work in such a situation.

QCB+KK: Haru Ichi-Ban(Spring's First Storm/Number One Storm of Spring)

Same as normal Sakura's

LP -> LP -> F -> LK -> HP: Shun Goku Satsu (Imprisoning Death Flash)

(uses 3 Hyper Combo levels)

The raging demon. 'Nuff said.

RDP+LK: Normal Sakura Transformation

Uses 3 Hyper Combo levels

6 - COMBOS

Note: These combos work for both dark and normal Sakuras.

Air Combos:

-LP, LK, LP, LK, HK

-LP, LP, Shououken/Hadouken

-LK, LK, HK

Ground Combos:

-Jump HP, LP, LP, Shououken/Hadouken, Shinkuu Hadouken

-LK, Senpyuu Kyaku

-Ducking LK, Ducking LK, Ducking HK

-LP, LK, HK

-Jumping LK, Jumping HP, Dashing Crouching LK, Dashing Crouching HP,
Super Jump LP, LK, LK, Light Senpuu Kyaku, LP, Light Shououken

-D + LK -> D + LK -> QCF+P -> QCB+KK

-Jumping HK/HP, Light Senpu Kyaku(still in air), low LK, Low HK,
Low LK(OTG),...The next part depends on wether you're normal or
sunburned Sakura.

Normal: ...standing HP, Hadoken cancel into Shinku Hadoken.

Sunburned: ...standing HK, Hadouken cancel into Shinku Hadoken.

-LP -> LP -> Shououken -> Shinkuu Hadouken ->

Cammy's Arial Super (Maximum Cammy)->OTG Cammy games*

*Note: You must have Cammy in your team for this combo to work.

-(Normal Sakura) Jumping LP x 2-> Ducking LK x 2 -> Ducking HK
->H.Sakura Morph-> Ducking LK(OTG)-> Standing HK -> Hadouken
->Shinkuu Hadouken**

**Note: This is the BEST Sakura combo I've done so far. Hits 32 times
and reduces your opponent's life meter by 60%!

-(Normal Sakura) Jumping LP x 2-> Ducking LK x 2 -> Ducking HK
->Ducking LK(OTG)-> Standing HK ->Shououken->Shinkuu Hadouken
-> Cancel into Dr. Doom's QCF+KK Super (40++ hits!)

-(Hiyakeshita Sakura) Jumping HK -> Standing LK -> Standing HK
-> Hadouken-> Shun Goku Satsu!(Your opponent will not have time to
recover.)

-jumping LP, LK-Shunpu Kyaku, (land) dashing LP, LK, (S.Jump) LP,
LK, LK, LK-Shunpu Kyaku, HP, HK, (land) ducking LK (OTG), ducking LK
,HK (14 hits)

-jumping LP, LK-Shunpu Kyaku, (land) dashing LP, LK, (S.Jump) LP,
LK, LP, LK, LK-Shunpu Kyaku, HP air-throw,
(land) dashing-ducking HK (OTG), Midare Sakura (18 hits, 85% damage)

-jumping LP, HP, (land) dashing LP, LK, (S.Jump) LP, LK, LK,
LK-Shunpu Kyaku, HP air-throw, (land) dashing-ducking LK (OTG), ducking
HP, (S.Jump) LP, LP, LP-Shououken

-standing LK, LK, (S.Jump) LP, LK, LK, LK-Shunpu Kyaku, HP air-throw,
(land) dashing-ducking LK (OTG), ducking HP, (S.Jump) LP, LP,
LP-Shououken, repeat to juggle the opponent to an infinite!*
NOTE: This is possible only if the opponent doesn't do a recovery
roll.

-(Hiyakeshita Sakura) Jumping HK -> Standing LK -> Standing HK
-> Hadouken-> Midare Zakura -> Cancel into Dan's Otoko Michi (95% damage!)

(Hiyakeshita Sakura) Jumping HK -> LK Shunpu Kyaku -> Dashing LP -> LP ->
HP -> Hadouken -> Shinkuu Hadouken

(Normal Sakura)LK -> LK -> Hadouken -> Shinkuu Hadouken

HP -> Midare Zakura

Jumping HK -> LK Shunpu Kyaku -> Dashing LK -> HP -> LK Shunpu Kyaku

Jumping HP -> Dashing LK -> Haru Ichiban

(Hiyakeshita Sakura) Jumping HK -> LK Shunpu Kyaku -> Dashing LK -> HP ->
Hadouken -> Midare Zakura

(After launcher) LP -> LK -> LP -> LK -> Shououken

Jumping LP -> Jumping HK -> LP Shououken

Jumping LP -> Jumping LK -> (jump toward again after landing) Jumping LP ->
Jumping LK -> Jumping LK -> LP Hadouken

Note: Try this one on tall characters only.

INFINITE MOVE:(Opponent trapped in corner)jump LP, jump LK, jump HP,
(still in air)LK Shunpuu Kyaku, repeat...

Download the movie featuring this infinite here:

<<http://www.geocities.com/warganic/mvc2/Mvc2sak1.mpg>>

More to come...

7 - ASSISTS

Assist Type

Alpha: Dash Type - Shououken / Haru Ichiban

Beta: Projectile Type - Hadouken / Shinkuu Hadouken

Gamma: Balance Type- Shunpu Kyaku / Midare Zakura

8 - STRATEGIES

1) A normal two-hit jump in, followed by a pop-up, a quick air-combo, then fished off with a light Hurricane Kick, if it's done REALLY fast, Sakura will be slightly above the guy in mid-air. Then add another hit, by simply pressing HP and finishing the combo there.

2) Sakura is not an air combo freak like Spiderman. Try your best to make your opponent stay on the ground where your chances of winning increases.

3) Tag Sakura with the right partners(and with the right partner assists). Good examples are Iceman, Cable and Ryu. Always make sure you have a partner with a beam-like team assist move(e.g Cable's Viper Beam). Call out that partner as often as possible and use him/her to deal damage and as a combo starter.

4) You might want to use her flower kick once and a while on an opponent who is getting up as he/she will MOST PROBABLY be guarding downwards.

5) Against air combo happy characters like Spiderman and Wolverine - Oh great...this is going to be a tough match. Turtle around(I know there are many people out there who hate turtlers. I myself am one of them. But then again in such a situation, you have no choice but to do so.). Be defensive(But not TOO DEFENSIVE.). Push your opponent away whenever possible. Air combo happy players will USUALLY do very little to defend against themselves. Use this to your advantage.

Here's a little tip: Team assist-> combo -> super move -> repeat...^_^

6) You might want to try out this team: Sakura, Dan, Ryu. To me this is an extremely challenging team due to the fact that only Ryu is considered the "easy one" to use.(This is not really a strategy, but I'll just add it here just for fun.)

7) Don't always rely on the Hiyakeshita Sakura morph too much. Why? Well here are the reasons:

-The morph takes up 3 levels of your super meter. You might as well

do a triple team super to dish out damage.

-By the time you charge up your super meter to level 3, your "normal" Sakura (and perhaps even her team partners) will be dead.

-"Normal" Sakura's Shououken has a protective blue shield both in air and on the ground while Hiyakeshita Sakura only has it in the air.

8) Another tip is to use the LP version of her Shououken on the ground a lot. It has a lot of protection and it has very little delay on it, as well as flipping Sakura backwards a bit; thus protecting you from counter-attacks.

Also, if you do a LP Shououken on an opponent who blocks it, quickly do it again, usually you'll catch them trying to counter-attack and then you can quickly link it into a super. At the very worst you'll end up being blocked again and safe from attack.

9) Midare Zakura will connect fully on the Third form of Abyss, just as long as he is in the large demon form. Most auto-combos simply won't work, but the Midare Zakura acts like normal. Guess all her Shotokan training finally paid off.^_^

10) Sometimes a LK Shunpu Kyaku will make you hop over smaller characters that are ducking. Just make sure you use a Projectile assist for protection

9 - WIN POSES

-Fist up in air, skirt flapping (panties showing...hee...hee...), laughing.

-Her friend runs out and they both do THE SAKURA SWAY (hips waving back and forth, dreamy look in eyes) together.

-Two kicks, stance and SCREAM!

=Same kicks, stance, and scream, but her shoe flies off, bounces on her head and shoulder, then lands on the ground.

-Her friend runs out carry a school bag. She then falls causing Sakura to have that sorry look on her face.

Another trick returning from MSHvSF are Sakura's selectable win poses. They are as follows:

LP Sakura lifts an arm up while laughing, with cherry blossoms falling around her.

LK Sakura sways back and forth, doing a little dance.

HP Sakura throws several kicks while yelling, and her shoe flies off and hits her in the head.

HK Sakura rubs her nose and then waves her hand while saying "Konna toko da ne!" (That's the way it should be done!)

PP Same as her HP pose, but her shoe stays on.

KK This one works in two ways--normally, Kei (her friend), will run on-screen, trip, and fall over, while a shocked Sakura watches on. However, if you performed a Hyper Combo or Variable Combination

during the battle, or if you hit your opponent with Sakura's taunt, then Kei will run up to Sakura and the two will start doing her LK dance moves.

10 - COLOUR GUIDE

(Gloves & Shoes)/Skirt/Tie | (Dark Colors have Tan Skin)

LP: Red/Blue/Yellow | Black/Navy Blue/Red
HP: White/Dk. Green/Yellow| Black/Dk.Green/Red
PA: Yellow/Blue/Pink | Black/Blue/Red
LK: Purple/Black/Pink | Black/Black/Blood Red
HK: White/Red/Lemon | Black/Red/Blood Red
PB: Tan/Tan/Lemon | Black/Dk. Grey/Red

11 - DEFEATING ABYSS

FACTS ABOUT ABYSS

Abyss was a character taken from the X-Men comic crossover about 5 years ago called "Age of Apocalypse." Abyss was one of the 4 Horsemen of Apocalypse, and he consumed human being's hope and joy. Really a sick and twisted individual. Quoted as saying "Tell me, do you spit out your gum when its lost all of its flavor?" after completely consuming a child's hope, then spitting it out. Besides being somewhat elastic, he pulls people into an abyss inside of his body.

Form 1

Don't waste your super meter by morphing into Hiyakeshita Sakura. Use it on supers to dish out damage.(Might as well as Abyss cannot block.) Always super jump to Abyss's back and combo from there. Try not to make him face you. If you must, do a short combo then block. Do not disencouraged with the block damage.(It's quite high.) Watch out for his two supers. His first super makes spear-like projectiles rain from the sky, while his second(look out for that blue light that forms near his head before he does this super) fires a thick blue beam from his chest area.

Form 2

I recommend that you morph into Hiyakeshita Sakura. Do two air Hadoukens then block. Another way is to keep doing Hadoukens on the ground and charge up your super meter. The moment it is full, do a Shinkuu Hadouken. Watch out for those huge green bubbles that appear once and a while. To avoid them just simply duck down or hit them. If you DO get hit by them, rotate the joystick rapidly.

IMPORTANT NOTE: Never ever get close to Abyss when he is in this form. Attack him with projectiles and long-range attacks.

Form 3

NOTE: This strategy works for both Sakuras.

Do not be frightened by this form of Abyss. I know it's BIG but then again, it has an EXTREMELY LOW defense. Aim for that sphere that is hovering above him(it's easier to hit) and keep doing this air combo-LP, LP, Shououken. Block once and a while and watch out for that Venom Rush-like move of his. Once your super meter is charged up, do Shinkuu Hadoukens. A friend of mine(who does not want to be credited) told me that a triple team super consisting of Cable, Sakura, Tron Bonne/Cyclopes can actually kill Abyss in one short! I have tried it out and IT WORKS!

12 - FUN STUFF

NOTE: This is just a section of some of the names you can give to the teams that you formed. These team names are not official. I invented them for fun.

Ryu \
Akuma > Shotokan Supremes
Hiyakeshita Sakura /

Ken \
Dan > Shotokan Wannabes/Shotokan "Failures"
Sakura /

Ryu \
Zangief > Classic Street Fighters
Chun Li /

Chun Li \
Nash > The..erm..Cops?
Guile /

Strider Hiryu \
Silver Samurai > The Swordsmen
Hayato /

Rockman \
Tron Bonne > Team Rockman/The Kids!
Roll /

Morrigan \
Bulleeta > Women from The Darkstalkers Series
Felicia /

Chun Li \
Cammy > Street Fighting Gals
Sakura /

Zangief \
Juggernaut > The Titans/Team Whoop-Ass!

Hulk /
Ironman \
War Machine > The Armoured Bastards
Dr. Doom /

Cyclops \
Ironman/War Machine > Beam Team
Cable /

Hulk \
Shuma Gorath > Green, Mean Fighting "Machines"
Amingo /

Ironman \
Spiderman > Classic Marvel Super Heroes Fighters
Hulk /

M.Bison \
Ironman/War Machine > High Flyers
Magneto /

Capt. America \
Psylocke > Double Jumpers
Bulleeta /

Sakura \
Zangief > Mighty Morphing Power Fighters
Spiral /

Spiderman/Venom \
Dan > The Taunters
Psylocke /

Rockman \
Roll > Microscopic Organisms
Kobun /

Akuma \
Anakaris > Servants of The Dark Side
Blackheart /

Wolverine/Sabretooth \
Felicia > Human Animals
Spiderman /

Rogue \
Marrow > Women from X-Men Series
Storm /

Morrigan \
Rogue > The Seducers
Psylocke /

Jill \
Captain Commando > The "I can't fight alone." Team*
Tron Bonne /

* The name of this team was invented due to the fact that all members
rely on outside help to assist them during the match.

Chun Li \
Psylocke > Sexy Fighters
Morrigan /

Dhalsim \
Dr. Doom > Team Keep Away
Omega Red /

Sakura \
Roll > Team Kawaii, or Team Humiliation (Beaten by a Bunch of
Sonson / Cute Little Girls!"

Iron Man/Sentinel \
Tron Bonne > Team Mecha
Jin Saotome /

Captain America \
Guile > Team G.I.Joe(Real American Heroes)
Charlie(Nash) /

M. Bison(Vega) \
Dr. Doom > Team World Domination
Magneto /

Anakaris \
Dhalsim > The Contortionists! (All 3 have normal attacks that
Amingo / morph parts of their bodies)

Jill \
Guile > Team SWAT
Chun Li /

Iron Man \
Cable > Team Big Gunz
War Machine /

Dr. Doom \
Colossus > Team Heavy Metal
Sentinel /

Captain America \
Iron Man > Team Avengers
Hulk /

Sentinel \
Juggernaut > Team BIG Boys
Hulk /

Captain America \
Iceman > Team Anti-Beam
Bone Wolverine /

Jill \
War Machine > Team Rocket (Launchers)!
B.B. Hood(Bulleeta) /

Dr. Doom \
M.Bison > Caped Crusaders
Magneto /

Wolverine (Bone) \
Wolverine > Team Berserk
Sabertooth /

Cammy \
Guile > Team Special Forces
Nash /

Captain America \
Cammy > Soldier Squad
Guile/Nash /

Jin Saotome \
Sakura > Team Ranma 1/2 (A Saotome, a cute tomboy, and a girl
Felicia / who turns into a cat

Pink Dan (assist Beta) \
Pink Captain Commando (assist alpha) > Cotton Candy
Pink Jin (assist beta) /

Sakura \
Ryu > Headband team
Jin /

Brown Sakura \
Brown Ruby Heart > "Hot" Chocolate
Brown Jill /

Sakura \
Jin > Team Annoyance (Sakura's screaming, Jin's stripping,
B.B Hood / B.B. Hood's singing)

Ryu \
Strider > The Silent Warriors (They almost never talk)
Akuma /

Ryu \
Ken > The Newbie's Team
Akuma /

Spiderman \
Wolverine > Old Favourites
Strider /

Akuma \
Storm > The Diving Kickers
Rouge /

If anyone has a unique team name, please mail it to me. I'll put it up
and give you full credit for it.

13 - CREDITS

- Game FAQs <<www.gameFAQs.com>> OF COURSE!

- Vgstrategies(<http://vgstrategies.about.com>). Here's another place where my
FAQ can be found.

- Rikidozan (rikidozan@hotmail.com). I've taken the colour guide from your FAQ. Hope you don't mind.^_^
- (KronoVortx@aol.com) for correcting my mistakes here and there.
- fireball13@earthlink.net (Fireball 13) for giving me some very useful combos and strategies.
- "Matt McD" <daslapstick@hotmail.com> for giving the history of Apocalypse.
- John Jones <duomax.geo@yahoo.com> for giving me the name of Sakura's HK throw.
- MaXeEmOe <wizard1980@yahoo.com> for giving me some combos.
- Joseph Christopher (Got the concept of team naming from your Ryu FAQ.)
- Kao Megura. Took the pick Sakura's Win Pose thingy for your FAQ. Hope you don't mind.
- "Jeff Ravatt" stuntz@usa.net for giving me some combos.
- "Damien Hailey" <samas_1@hotmail.com>,"Erik Peterson" <piccolo_0233@hotmail.com>,"Paul Wolfstien@aol.com" for their unique team names.
- "James" <jamesbragado@sprint.ca> for corrections, team names and combos.

If I left any one out please e-mail me. THAT'S ALL. HOPE YOU ENJOYED READING MY FAQ.

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