

Marvel vs Capcom 2 Servbot Guide

by SirOrion

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Sir "O" Presents: The Servbot FAQ

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If or when you e-mail me with questions or comments about this FAQ, make the subject related to Servbot, or I might delete it. By the way, if you want to IM me, (assuming you have AIM,) it's just Sir Orion. Both are spelled with a zero, not an O. My e-mail address has no space in it. Feel free to e-mail me anytime and I'll try my best to respond quickly.

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Note:

This FAQ assumes you have at least a general knowledge of this game. If you have a hard time grasping some of the concepts listed here, please refer to CJayC's guide near the top of this FAQ list.

Versions:

8/23/00 - 1.0: First version

9/19/00 - 1.3: BIG update. Added the Vs. section!!! Really worked through the strategy section, added the new "Mega damage" chapter, a couple moves, and a combo theory. Also did some editing.

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Chapter 1: From the Mouth of Sir Orion

The bible is a well-known book. The universe is old. Servbot is a weak character. What do these sentences have in common? They're the biggest understatement in the entire world. Servbot is either the last or third last (it's random) character to be released in an arcade, the tiniest character in the game, and one of Capcom's strangest concoctions. Considering that this is coming from a company that has made a she-monkey, a bipedal talking tiger-man, and an evil robot based upon the general structural basis of a top, this is kind of a big deal. I don't know why I like playing as Servbot, because he's kind of... no... he's INCREDIBLY weak, but he's fun and VERY funny to play as. He's an expert's character, but no matter how good you are, do NOT expect to beat all three opponents with Servbot alone. He's weak, tiny, and has very little stamina. But if you DO practice and play him well, you can impress even the BEST opponents.

Chapter 2: To all newcomers

Marvel vs. Capcom 2 is full of surprises. My first experience with this game was an awkward one. It was at an arcade at an amusement park that has just re-opened. I put my money in, and I saw the massive amount of characters... their faces were a tad blurred in resolution (30" diagonal screen), and I had one heck of a time deciding on some characters. Next, the player modes were VERY confusing at first glance. Probably the biggest shock, and quite frankly a disappointment, was the 4-attack button gameplay that, while undeniably Capcom in every way, had me asking the arcade manager if he'd put the game on simple mode (if you're not familiar with arcade options, it's a mode in MvC1 that had the game always on easy mode). The switching options were also confusing, and I found myself pressing 1PK and 2PK back and forth trying to learn which buttons selected which guy to do what... not a pleasant experience... Also, as the Capcom veteran that I am, I had beaten the game around the 3rd or 4th time around; and then I get the misfortune to see that there are NO personal character endings to be seen! Not all these surprises were bad, however, as I state firmly that the cinematic graphics (not that I play only for eye candy) are second to none in the Capcom world, with what they call "perspective 3-D" graphics, meaning that depending on where the "camera" is, it looks like it's looking at the level (or on a team victory scene, the characters) from the angle of the camera. All of the characters are fully compatible and have just about every option you could really want or expect from Capcom. Just about EVERYONE who was in a crossover game, plus 20+ others made it into the final draft of this game. The 4-ab (attack button) gameplay WAS tragic, but since middle-level punches and kicks are/were rarely used in the series other than to call out partners for quick shots or in combos, it wasn't all that much of a change for me. All-in-all, I think Capcom has a keeper here.

Chapter 3: What is that... thing?

Ladies and gentlemen, allow me to present...

The Servbot. Servbot is one of the many glorified waiters and footstools for Miss Tron Bonne (also a character in this game). There is absolutely no special reason whatsoever that he's in the game. He didn't turn his back on his master, he's not trying to prove himself. He's just... there. That's one of the funniest things about him. His basic attacks all have something to do with food preparation - anywhere from cutting potatoes to bashing someone's head in with a tray to pulling a table cloth over an imaginary table. He is by far the

smallest character in the game. Really. I can't stress that enough. How should I put this? He's smaller than Hulk's FOOT! He's only HALF of ROLL'S size! He doesn't even come up to Ryu's knees! He's tiny.

Chapter 4: Abbvs.

C = turn

AC = Air Combo

xx = cancel to

S-Jump = Super (high) jump

MvC1 = Marvel vs Capcom 1

MvC2 = " " " 2

SAA - Servbot Attack Assist

SGA - Servbot Grab Assist

SF - Spicy Foods

BM - Bull Mover

HD1 - Helicopter Drop, type 1

HD2 - Helicopter Drop, type 2

SVR - Servbot Variable Rush

SLR - Servbot Lunch Rush

SDB - Servbot Dive Bomber

SS - Super Servbot

Fwd, Bck, DBck, DFwd = Forward, Back, Diagonal Back and Forth

DPM = Dragon punch Motion

a-o = air only

g-o = ground only

g/a = ground or air

The Buttons-

Picture the arcade pad.

O O O

1P 2P A1

O O O

1K 2K A2

P = Either punch button

K = Either kick button

PP = both punch buttons

KK = " kick "

1PK/2PK = the switch outs, 1P+1K/2P+2K

Chapter 5: General Strategy

So why play as Servbot? Well, his size is the biggest (or is it smallest? ^_^) reason. Servbot is one of the Capcom characters that I like to call "evasion types". What's an evasion type, you ask? Evasion characters are characters that have the skills to be played with the goal of getting hit as little as possible (by ducking and weaving), while getting a couple hits in yourself. Servbot's size makes him one tough guy to hit for human opponents. Certain attacks will fly right over Servbot's head. Some won't effect him even if they hit him. Take Venom Web, for instance. Even if Servbot gets caught in the web, Venom will just dash over to him and miss his first auto-attack. End of move.

Servbot is also rather quick. Second to the two Wolverines, he has the fastest dash (and I just found that out, too), and all of his normal moves have fair to good recovery.

He also has a big deal of variability. All of his assist types carry different supers, making it something to watch out for. His supers are all fairly

effective when used properly, and are another reason for using him.

However, Servbot is not by any stretch of the imagination a power character. He's got kind of bad defense, so he's not a turtler. He's got no beams (except arguably, Spicy Foods), so that's out. He HAS to be played as an evasion type, or he's doomed.

As I said before, he's not that strong. He'll have to pick at the enemy's lifebar bit by bit. The only things of his that will do any decent damage are his supers. Also, he's VERY frail. It only takes a couple of well placed hits to wipe him off of the battle.

Mostly, just play him for fun! He CAN be played to win, but it's extremely difficult. Do NOT play him unless you're of the mind set that winning ISN'T everything, and that you play to have fun rather than to win at all costs. If you're the kind that gets frustrated by losing, close this FAQ and give up, or prepare to work at changing your mind set, because you WILL lose with Servbot once in awhile, no matter how good you are (actually, that applies to ANY character, but Servbot especially). Don't get me wrong, I HAVE seen a few tournament quality Servbot players, but they're EXTREMELY rare and have obviously invested a TON of time to be that way.

-Strategy-

To get maximum effectiveness, ALWAYS use alpha assist type. ALWAYS. Why? Well, the lunch rush is Servbot's best attack. It's VERY effective. The others, while pretty good in their own unique ways, just don't have the raw usability that Servbot so BADLY needs. His actual alpha assist attack is the only one with any range at all, and works very good at knocking down an opponent who's not looking (keep in mind that he's VERY small, and sometimes hard to notice), leaving him open to certain OTG moves (Guile's Triple Flash Kick super comes readily to mind).

The best thing you can possibly do when an opponent is open is use SGA. This will set up ANY super (Lunch Rush, for example), ANY assist, ANY team super, pretty much any THING; and even if it's blocked, Servbot recovers fairly quickly. Also, if it hits, it can NOT be shaken off, like Web Ball and other capture moves can. It WILL last the full 3 seconds no matter what (unless, of course, you hit him out of it). However, don't use this tactic against guys with super armor, unless you have the guts to run in and combo into it (which is pretty darned tough), because otherwise it will only tap the armor, and won't catch them.

Doing a launcher cancelled into Helicopter Drop 1 will get you almost as much damage as doing an air combo ending in Spicy Foods, but isn't quite as fun. Keep it in mind for simplicity's sake, though.

A new trick that I've been working on is super jumping and charging Spicy Foods to avoid ground based super moves. Not a perfect strategy, but something to keep in mind, because he'll float in the air.

-Combo theory-

The "combo theory" is an experimental section I've been tinkering with. Basically, it shows where you can put his normal moves when doing a combo. In a later version (as soon as I've worked out the bugs), I'll add a "cancel" section, denoting what moves cancel into what. In doing this, I hope to save time so I won't have to type out ceaseless lists of combos to pull off.

On the ground, Servbot uses a modified "stronger" series (1P, 1P, 2P/ combo finisher, or 1K, 1K, 2K/combo finisher)

In the air, Servbot uses the "magic" series (1P, 1K, 1P, 1K, AC finisher.

The run-down:

of command moves: 0

of throws: 1

of special moves: 8 (3 with 2 variations apiece)

of supers: 4

Air combo finishers: 2P, 2K, SF

Attack Power (overall): 1

Servbot's the weakest character in the game. Don't call this an exaggeration. His normal attacks WILL do mere pixels of damage!

Defense power: 1.25

He has some wussy defense. He's not the weakest in defense, but you can't spend all his time getting beat up.

Speed: 8.75

Just about all Servbot's got going for him. His dash his quick, his attacks start fast, and has can get around the screen in a couple seconds.

Comboability: 7.75

He can combo with the best of 'em, but due to the fact the his moves have kind of bad range, and that he only has 6 ground attacks (3 standing, three crouching), his score isn't higher.

Assist modes:

Assist type/ Servbot Rush move/ Assist attack/ Team super attack

Alpha/ Lunch Rush / Servbot Assist: Attack / Lunch Rush

Beta/ Servbot Dive Bomber/ Spicy Foods / Super Servbot 2

Gamma/ Servbot Variable Rush/ Spicy Foods, AA/ Servbot
Variable Rush

Chapter 6: Servbot's moves

This is Servbot's moves section. I doubt that these are the official move names, but it doesn't really matter when you get down to it.

"A mouse!!!" FwD + 2P (Throw)

This is perhaps one of my favorite moves in the game. It's does completely worthless damage, but works oh so well as a taunt! Anyway, Servbot taps his opponent, then he sees an innocent mouse on the ground and freaks out, hopping onto his opponent's shoulders. The mouse runs away, and Servbot kicks off his opponent (knocking him to the ground), screaming "A mouse!!!". VERY fun to do, and VERY, VERY annoying to a human opponent. ^_^

Servbot Assist: Attack - QCB, 1P

Pretty much Servbot's least useful special. He puts on his headphones and calls out one of his buddies (be prepared to hear that a lot), who comes out with a tray of food, completely oblivious the battle that's going on. If it hits, it knocks the opponent down.

Servbot Assist: Grab - QCB, 2P

Actually, THIS is Servbot's MOST useful special. Servbot puts on his headphones (told you) and calls out 2 of his buddies. This is useful and fun to watch. One Servbot comes out carrying another, and then when he gets about 1/4 of the way through the screen and throws the other Servbot at the enemy. If he hits and isn't blocked (easier said than done), he'll latch on to the enemy for about 3 real time seconds. This is perfect to set up any move, super, combo, team super... ANYTHING! This move has another use. If you just sit there and let him stay on (in other words, if you don't attack the enemy), then his head will start smoking (the universal weak Servbot look), and he'll run back your way with a jewel of some sort on his head that will give you back a couple pixels of red life. The life recovered is pretty much worthless, so only use this for the grab part.

Fun note: The throwing Servbot will get this cute smile on his face and waves at the opponent after he throws the attacking one, then he'll realize the danger he's in and freak out, running from the scene.

Helicopter Drop, type 1 - QCB, 1K

Once again, Servbot whips out the customary headphones and calls a Servbot, who comes after the opponent from the air with a little helicopter on his head, but doesn't get very far. He hovers down, then his helicopter breaks and he falls. Then he runs away. This is pretty damned good for stopping jump-in assaults, but isn't perfect.

Better yet, cancel a launcher into this! It does almost equal (in other words, weak) damage to his air combo, and looks cool to boot. It does fair damage by Servbot standards.

Helicopter Drop, type 2 - QCB, 2K

Servbot puts on his headphones (again) and calls a Servbot (again) who comes after the opponent with a little helicopter on his head (AGAIN). This time, however, the air attack is successful. He swoops down, and swoops back up. This is the PERFECT, absolute BEST move for getting flying characters out of the air! No other real use, though.

Spicy Foods - QCF, 1P (hold to charge)

Servbot puts on his... just kidding.
Proving that Servbot is gutsy, he downs an entire meal that has a lot of hot stuff on it (curry, or something). Then he realizes it and he spits out a flame (and you wonder how Dhalsim does it). He can show his willpower by holding it in his mouth (hold down 1P), and his head will gradually get more and more red. As it gets redder, the flame will be larger when released. By the time his whole head is red, the flame will be almost Dhalsim's Yoga Flame size (and my God, it looks hilarious coming from such a little guy ^_^). Don't hold it too long, though, or he'll automatically spit out a flame even smaller than the default one.

Spicy Foods, Anti Air - QCF, 2P (hold to charge)

Same as normal, but at a 45 degree angle.

Paper Airplane - (DC, hold 1K and perform) QCF, Start

Shouting "FLY!" (I think), Servbot whips out a paper airplane and throws it. Hold start to make it go, and use up or down to direct it. When you release start, it fades out, then explodes. It doesn't do much damage (even by Servbot standards), and is easily blocked, but, like many of Servbot's moves, it's just so FUNNY to use!

Bull Mover - QCF, K

The only move that is the same move no matter which K you use. Servbot hops into a comparatively large robot, who goes on auto-pilot as Servbot hits it. As Servbot struggles to get up as the robot moves forward, shooting the guns downward. After Servbot gets it stopped, he gets dizzy and pauses for a second. 2K travels farther and does more hits, but has a LONG recovery. By long, I mean like "looking at your watch and impatiently tapping your foot" long. This is Servbot's only really damaging special, but it still doesn't do much, and leaves Servbot REALLY open at the end.

Servbot Rush !HYPER! QCF, PP

Depending on the assist you chose, this super does one of three things:

Lunch Rush (alpha)

This is, hands down, THE most useful Servbot super (or attack, for that matter) available. For once, this is the BETTER version between Tron Bonne and Servbot. Putting on a chef's hat and a serving tray, Servbot screams out "GOHAN DESU YO!" and proceeds to serve (hence his name) millions (actually 40) of his hungry pals, eventually spinning out of control. At the end, he cries, or catches his breath, or both. I'm not sure which. There are many good things about this move. First, like HyperMM/Roll, Servbot will hit the opponent into the move if they don't block the "transform" part of the move (when he puts on the chef's hat). Second, regardless of the opponent's defense, this move does a bit more than a fourth (actually, closer to a third) of a lifebar UNRECOVERABLE damage. Also, even if Servbot is hit out of it, the move will STILL go on for awhile (if Servbot walks or does something, the Servbots stop coming out sooner)! A VERY good hyper, even by other character's standards.

Servbot Dive Bomber (beta)

This is pretty dumb. A few Servbots fall down (starting from BEHIND Servbot... ugh...), and freak our hero out. It's his most damaging super, and you can trip a few characters into it, but it's not that useful. Trust me, you're better off without it.

Servbot Variable Rush (gamma)

For the final time, Servbot whips out the ol' headphones and summons all his buddies to attack on land, on air, and in the sea... err, scratch that last one. It covers the whole screen, and does pretty good chipping damage, but I still don't like this one. For one thing, it only takes a *jump* (then block) to avoid taking very much chip damage.

Super Servbot - QCF, KK !HYPER!

This is Servbot's version of Tron Bonne's super. He calls a few friends, and becomes a large version of himself, which you can control. You can't jump, but you can walk around with left or right, and use his squeaky mallet with P or K. Sounds cool, doesn't it? Well, it's not. While VERY cool looking (instead of tapping them like T Bonne's Servbot, he SLAMS his mallet), it only takes off a bit of lifebar. If it's push-blocked and the guy has a beam, you're screwed without a doubt. Just throw in the towel, because the match is over right there.

HOWEVER, there IS a time when this move is appropriate! Check out the next chapter for details.

Super Servbot 2 (beta) - Team super

This is only accessible by doing a team super on beta assist mode. Servbot goes ballistic, ramming the enemy rapidly (in T Bonne's Servbot's animation), ending in one final slam. Looks even better than type 1, but does the same wussy damage.

Death - Die (Simple enough)

When Servbot dies, he lays on the ground for awhile, then goes out with a poof, dropping several crystals which, if stepped upon by the enemy, will restore a little red life for your opponent.

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Chapter 7: Mega Damage

This chapter is about an oft-neglected subject, and applies when the damage setting is at max.

Servbot generally fares worse and worse the higher up the damage level is. This is one of the reasons he's not well-liked at certain arcades. I didn't notice this until recently. Here's a couple of things you should know if your arcade or Dreamcast is on damage level 4:

1 - Lunch Rush takes an unfortunate turn. Because each hit ALWAYS does the MINIMUM damage, Lunch Rush will still only take off 41 points, UNLESS you're up against the following characters:

Roll

Servbot

Akuma

Bone-Clawed Wolverine

Silver Samurai (ONLY applies when he has a level 1 flame sword)

In these cases, it will do about twice as much damage, but half of it will be

red bar. Hmmm... not bad.

2 - Super Servbot strangely takes a turn for the best. It does between one third and one half of a lifebar damage now. What this means is this: substitute Lunch Rush for Super Servbot at this damage level! The transform hits him into the rest of the move, just like LR, so if you follow my Vs. Strategies and it says to do Lunch Rush, do SS instead.

3 - His normal and special moves DO increase in damage, but not by much.

Chapter 8: Vs. Strategies

Ugh... this chapter is always the hardest to write... and I thought it was bad on MvC1 with the mere 21 characters to write for. Now there's ~2 1/2 times more. Hehe... oh well. ^_^

If you have ANY strategies for me (PLEASE! "Switch out" is NOT what I'm looking for!), please e-mail me. Also, keep in mind that these are NOT 100% accurate in all situations! It's not a play-by-play guide, so don't try to take it that way. It's simply friendly advice. This doesn't take assists or team supers into account, either, so bear that in mind.

Here they are in no particular order (just from memory):

-Vs. Ryu-

For the most part, there are two types of Ryu players. The first are the ones that don't do anything except hadoken and shinku hadoken. This kind is excessively easy to beat, even for Servbot. Jump over his hadokens and mix up some attacks like SF, BM xx Lunch Rush, and some air combos. The other is much harder; he'll rush in and out, trying to combo you. Try to catch him with SGA as he's rushing in, but more importantly, watch your feet.

-Vs. Ken-

Ken users tend to be a bit tougher than Ryu users. For one thing, Kens moves were meant to be up close, so his priorities will be set automatically. Servbot really suffers at close quarters, so be careful. Play evasively, and if he whiffs a special, SGA him and go for a super/air combo.

-Vs. Akuma-

Generally in between Ken and Ryu. Mix up their strategies (depending on how the Akuma user plays), and be careful of his supers (except the MASSIVELY toned down Shun Goku Satsu, which can easily jab him out of).

-Vs. Dan-

People seem to be realizing (for the most part) that despite the fact that he is so OBVIOUSLY a joke character, he can be played VERY effectively. He can be downright mean. Try your hardest to SGA him if he taunts, and avoid his air combos and supers. Shinku gadoken will fly over him and is easily countered.

-Vs. Guile-

Guile is one tough mutha. He is the master of block-and-response, and he has some wicked OTG attacks. Sonic Boom will fly over you if you're ducking, so don't worry about that. Play VERY defensively (force HIM to go on the offensive), and you should do okay.

-Vs. Charlie-

I REALLY hate saying this, because Charlie IS a fantastic character, but he's pretty much a weak Guile in every way. Play against him that way.

-Vs. Jin-

Very hard fight. Jin does a LOT of damage, so the slightest mistake you make will be punished SEVERELY. Try to evade and respond with attacks. Don't go for SGA if he's in desperation mode, because it'll essentially be ineffective.

-Vs. Gambit-

Argh... I HATE that stupid glitch of his! Okay, assuming he doesn't do his glitch, he'll probably work on tossing kinetic cards and alternating between Cajun Explosion and Royal Flush. Try to get in and pick little bits of his lifebar away at a time.

-Vs. Anakaris-

For some reason, you can usually catch him with SGA at the end of one of his jumps. Throughout this fight, your best bet will be to stay low. This means you should be ducking a lot. That nasty hand-grab special (I've heard it called "Idle Hands" or "Mummy Wrap") makes him dangerous, but can be ducked by Servbot. Beware of his odd-hitting supers.

-Vs. Psylocke-

This can be easy or hard, depending on your opponent. A beginner Psylocke will play almost exactly like a beginner Ryu. An expert, however, will utilize her teleports and fire numerous combos on you. If she teleports, try HD2 and hope it hits. If she makes a habit of teleporting behind you and on the ground, go for SGA and punish her for it.

-Vs. Thanos-

This can be one of the toughest opponents that doesn't have super armor. His fast supers (especially Power) make him a serious pain for Servbot. Try to stay on top of him, and outmaneuver him if you can.

-Vs. BB Hood-

Many have questioned my logic of hating BB Hood, and yet playing as her. I hate BB Hood as a CHARACTER. I hate her storyline, looks, and sounds. However, she's a pretty mean combo type, so look out. Do NOT block her Apple super (where she trips), because you can't.

-Vs. Zangief-

Another EXTREMELY hard fight. I can't stress enough how difficult this fight is. It only takes about 2-3 Spinning Piledrivers to eliminate Servbot, and Zangief has all the tools to get in on Servbot. *Whew*... okay, let's take this a step at a time. Stay on the ground for awhile. If he jumps in and does his body splash, do a defensive jump and a minor combo if you can reach him. BE CAREFUL! He might Spinning Piledriver you out of that combo! Back out again. If he tries a ground spinning lariat, *QUICKLY* ram him with SGA. He can cancel into an FAB from his lariat, so beware. Mech-Zangief is even tougher... actually WAY tougher! Try your very hardest to get some Lunch/Variable Rushes in before he gets you. If you're anywhere NEAR a corner, pray to God (or whatever religious leader you have. Chill! I'm P.C.!), because he can and probably WILL finish you off right there. Remember, SGA DOESN'T effect Mech Zangief.

-Vs. Megaman-

Whoops! Wrong Megaman! ^_^

Kidding. Anyway, much like Megaman Volnutt (the Megaman in MM Legends), Megaman can sometimes take Servbot to school. There's an easy way to see if you're playing against a beginner. He won't charge his 'buster if he is. Go ahead and go full force on beginners. Play evasively against guys that take the time to charge his 'buster and switch items.

-Vs. Roll-

It truly is a sad state of affairs seeing how bad Roll turned out. She was so

GOOD in MvC1, too! Anyway, Roll players, beginner OR expert, are few and far between - more so than even Servbot. Play her like Megaman with a double jump.

-Vs. Tron Bonne-

Ahhh... the servant versus the master. BRILLIANT! Here's a funny note: to add to the confusion, select the same color as the Tron user! It's hard to tell which one is HER Servbot, and which one is YOURS! Ha! Anyway, stay very defensive. This is the one and ONLY case where I advise you to turtle. Stay low and block, and if she goes for her drill (and she almost certainly WILL... =B), SGA her and follow with a super.

-Vs. Wolverine (Adamantium)-

This fight could go either way, really. Second to Cable, this Wolverine is a button-masher's dream. However, even expert Wolverines tend to rush in without thinking, so try and nail him there.

-Vs. Wolverine (Bone)-

Generally, people who use THIS Wolverine tend to be a bit more careful and knowledgeable. Be careful.

-Vs. Bison-

Although he's been toned down, he's still very lethal when used right. Try to evade his attacks and fight back.

-Vs. Captain America-

This guy is best known as THE expert's guy. One of the great things about SGA is that it can hit Cap even if he cartwheels behind you. Other than that, battle him like you would battle a combo-happy Ryu.

-Vs. Captain Commando-

Ahh... the master of the anti air. As with any character, be careful jumping in on him, even go as far as blocking while going in. If he does Captain Corridor, block, land, and rush in with a super/combo.

-Vs. Iron Man-

Ah, the infamous beamers. Servbot has an *advantage* over him. ??? No, you didn't hear wrong. Against beam users, Servbot does well. Uni Beam will fly OVER Servbot, and you can easily respond with whatever you want. Block his Proton Cannon attack, though, unless you're at point-blank range. Beware the GOOD Iron Man users that like to combo you, though. If he takes to flying, knock him out with HD2. This is a simple fight if you play your cards right, but don't get careless!

-Vs. War Machine

This is tougher than Iron Man. His low shoulder cannon will hit you even if you duck, so jump over that. Also, even though it might LOOK like it, you CAN'T duck under his Proton Cannon. 2 or 3 missiles will always find their mark. Other than that, play against him like Iron Man.

-Vs. Hulk-

Man, his super armor makes him tough. The ONLY tactic that could possibly take Hulk out with Servbot is a frantic hit-and-run strategy. Be extremely careful.

-Vs. Omega Red-

This might be a fairly easy fight for you. If the only thing he does is abuse his coil, simply duck under it, and smack him in the massive recovery (even if he retracts the coil). If he actually gets in and FIGHTS, you'll have to be much more defensive.

-Vs. Chun Li-

Though she's been thankfully (IMO) toned down, she's still got power, so try not to let her pressure you. If she does lightening kick, super OR normal, block, then push-block, and SGA her. Also do SGA if she does her upwards flying kicks, super OR normal, (sorry, the name escapes me right now) . You can duck under kikoken, so keep that in mind.

-Vs. Felicia-

This is basically like fighting Wolverine.

-Vs. Sentinel-

Believe it or not, this CAN be an even match! The BEST thing you can do is stay right next to him. In doing so, you essentially limit him to 3 moves: his crouching roundhouse, his Sentinel Assault (err.. the supers that send out a whole bunch of Sentinel Bombers), and his kikoshō-like super (unless you duck). You can slowly beat him senseless from there. If he tries to fly, HD2 him. Just be careful.

-Vs. Sonson-

I'll be honest. I'm not saying that they're not out there, but I personally haven't played against any real decent Sonson users. Use standard tactics. If they try Sonson's "wall-run", use SGA as they land.

-Vs. Amingo-

Amingo is a well-balanced character. If someone picks him, worry. They tend to know what they're doing. You can duck under his "flower-fist" launcher if he does it without comboing into it. For HIS helpers, use YOUR helpers! Toss out some SAAs and SGAs to combat his cactus friends, and be careful of his supers.

-Vs. Blackheart-

This battle is similar to Sentinel, but a bit harder. Try to avoid all of his moves. Don't forget to block his inferno attack, because the 2P version homes in on you.

-Vs. Colossus-

Yet again, this is NOT an easy fight. If he uses his armor power-up, I don't know what to tell you. Try to stay away from him. However, you don't have any real decent long-distance attacks, so the only thing I can suggest is to wait his armor out.

-Vs. Juggernaut-

Stupid Headcrush. I hate that move. Actually, it's fairly intelligent to turtle against him, too. Block anything he throws at you, then respond with a powerful super or combo.

-Vs. Cable-

Servbot actually has a fairly easy time against CABLE! He can STAND under Cable's 2P shotguns, and he can duck a non-generated Viper Beam ("generating" is a term I've heard of from someone meaning to move the joystick and make the beam move up and down). Just get in there and beat him upside his head.

-Vs. Dr Doom-

AGAIN, he's an easy fight! Cool! If he does his standing yellow laser special, just duck. If he does his cheesy aerial game, get under him (optional), and HD2 him until he gives up being in the air. If he manages to get you a full screen apart, AND stay in the air, AND does his Photon Array super, you can STAND between the lasers! Wow, neat!

-Vs. Iceman-

Not easy, and not hard. You have to be careful of his attacks, but don't be too afraid. You should block low for his super, but it won't be a problem,

because only about 2 or 3 rocks will hit him. This should be an okay fight.

-Vs. Spiderman-

There's a couple of odd things about this fight. First, Maximum Spider CAN hit you, but tends to be difficult to aim towards Servbot. Second, even if you get hit in the web ball, you'll retain your normal height, meaning that high attacks that won't normally hit him still won't. They'll just pop the webbing.

-Vs. Venom-

This isn't too hard. You can generally run under Venom if he does Venom Fang, and as I've said before, Venom Web will NOT work on a grounded Servbot.

-Vs. Cyclops-

This is a quick-draw guy if there ever was one. Avoid those beams, and if he rushes in, play him like a comboing Ryu.

-Vs. Shuma Gorath-

Another character that's been toned down. You can usually SGA him out of most of his moves.

-Vs. Morrigan-

Pffft... I've yet to see a significant difference between her and a beginner Ryu.

-Vs. Strider Hiryu-

This isn't too bad of a fight. Push-block his run-in combos, and be careful of his supers. It IS possible to super-jump over legion, but you might be better off blocking it.

-Vs. Silver Samurai-

Unless he uses his ice sword power-up, this shouldn't be a hard fight. That super armor supplied by the ice sword makes him pretty much immune to SGA. If he does use it, he'll slow down, so play it safe and play a hit-and-run game. Otherwise, spend the majority of your time trying to connect his SGA.

-Vs. Magneto-

He's a spaz when it comes to comboing, so try to avoid letting him get by you. You can duck under his beam attack, and if you duck-block his Magnetic Tempest super, it should act like Iceman's Arctic attack, and only hit him a couple times. As with anyone that takes to the air, you should HD2 him if he tries it. SGA him when he rushes in, and it'll hopefully hit.

-Vs. Cammy-

She's a bit overpowered in my opinion, but oh well. All of her specials have enough recovery to SGA her, but don't try to match normal attacks with her.

-Vs. Sakura-

She's one tough cookie, so watch out. Her combos will hurt you badly if you don't block or avoid them. She doesn't have all that much chipping ability, so try to capitalize on that. Don't let her air combo you, and hit her out of her moves with SGA.

-Vs. Hayato-

I've yet to see his Plasma Combo hit a standing Servbot (although it might be able to). Unless he's a good comboer, he won't be much of a threat. By the way, if you don't know, getting hit by the big ball super will give him the ability to use supers at no cost for awhile (some people asked me about that when I was using him at my arcade, because Hayato's not too big there).

-Vs. Spiral-

That teleport makes Spiral one of, if not THE best confusers in the game. Unless she uses an obvious pattern of teleporting onto the ground, ALWAYS HD2 when she teleports, so she won't be able to follow up. If she does her Dancing Sword super, duck block, and only 4 swords will hit you (meaning very little chipping damage).

-Vs. Sabretooth-

This guy is big, tough, and fast. Berserker Claw, when blocked, can usually be countered with SGA. Be careful his combos.

-Vs. Rogue-

I'm not sure what she absorbs from Servbot (I'll check), but it's either Defense Up or Life Up. Try to hit her if she dos her command throw.

-Vs. Storm-

Another spaz comboer. Play VERY defensively, and don't try to avoid her supers. Just block 'em.

-Vs. Dhalsim-

He has too many high-recovery moves to be that much of a threat. You can duck under Yoga Fire, and I THINK Yoga Flame. Don't get me wrong, Dhalsim's cool, but not very threatening to Servbot.

-Vs. Jill-

The second-biggest OTGer. Watch your feet on this one. It's funny; many of Servbot's helpers will negate Jill's. Be extremely careful on this fight.

-Vs. Ruby Heart-

She isn't played enough. She's got a few good moves, so look out for them. DEFINITELY Block her ship super, or you're asking for trouble. Her dash move is VERY similar to Jill's (only aimable).

-Vs. Marrow-

The bonerang'll fly over you, so don't be afraid of it. She's not all that much of a big deal. Just a normal fight.

-Vs. Servbot (you)-

I find it amusing to no end seeing to miniscule pipsqueaks like Servbot duking it out. Basically, do better moves first. ^_^

-Vs. Abyss-

Form 1: Forget it. I'm sorry. As much as I hate saying it, Servbot does NOT do any good against this form of him as far as I've seen.

Form 2: This one's much easier. Stay right next to him and keep comboing and doing Lunch Rush (do NOT substitute Super Servbot!!!). If he uses his bubbles, crouch and repeatedly doing 1Ps. The 'tato skins (no relation to the chips) act like a little barrier an front of him.

Form 3: Not all that hard, either. Whenever there's an opening, use HD2 over and over. If his "feet" are on the ground, try Lunch Rush. Keep in mind, he MIGHT go into the ground before the other Servbots come, meaning the super won't hit.

Chapter 9: Other cool stuff

There's a whole TON of things to notice when using this guy. Here's a few of them.

When Servbot taunts, he stretches his arms and yawns ("Waah..."), then he kind of moves his lips. It's a long taunt, and it's SO much fun to do when you have your opponent stuck in SGA. Not very practical, but fun nonetheless.

Servbot has THREE standing animations and he alternates between them. The first is his "Ack" look. He leans from side to side with a tense look on his face.

The second is his "happy" look. He kind of just stands there and smiles. The third is his "serious" look. He looks around with a normal expression on his face.

When Servbot's at "Danger" in his lifebar, puffs of smoke will come out of his head.

Servbot has two very amusing cheers:

1: He sits down and eats some rice (I think), then he rubs his tummy and passes out.

2: He throws out a big paper airplane (bigger than his taunt one) and happily chases it around, but sometimes it will randomly come out and chase HIM!

Unless he's blocking, Servbot won't demean himself by ducking when you press down. Instead, he just sits down and happily nods his head back and forth. When an opponent isn't doing anything special, I like to just sit down and wait. It's so adorable! ^_^

When he does a backwards dash, he freaks out and kind steps back, looking very cartoonish (is if he didn't already).

He'll do either cheer on a time over win. He doesn't have a specific one.

When he loses by time over, he gets a bit woozy, and a little red swirly appears in front of him.

Chapter 10: Thanks

Thanks to all the people who've written Servbot FAQs before me, and to all the people who said "What the heck" and read this FAQ to see if they can use the toughest character to use. Not to mention anyone who's ever played against me in a Vs. game, win or lose.

This is for you.

-Sir "O"

It's the little things in life that make you happy.