

# Marvel vs Capcom 2 Spider-Man Character FAQ

by Niko Komninos

Updated to v1.6 on Apr 18, 2000

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Nikojokes Spiderman Combo FAQ V.1.6  
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Best viewed with editor  
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SPIDERMAN COMBOFAQ  
FOR  
MARVEL Vs. CAPCOM 2  
DC VERSION  
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## CONTAINS

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## 1. UPDATES

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17.4.2000 ItIs not an update but itIs my first work on that Faq  
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18.4.2000 Added some combos  
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18.4.2000 (a few hours later) Ok I think thatIs all for Spideys  
combos I tried out every combination.  
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18.4.2000 (after school) I wrote how to beat Abyss  
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## 2. CONVENTIONS

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ub u uf X=lp-mp A=lk-mk ap=any punch D=hold down  
\ I / Y=hp B=hk ak=any kick rd=release down  
b - N - f  
/ I \  
db d df G=Ground or after a jump-in-combo

## 3. SPECIAL MOVES

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Web Ball : d,df,f+ap

Web Swing : d,db,b+ak

Spider String: f,d,df+ap

Web Throw : f,df,d,db,b+ap

Air Dash : in mid-air pp or f,f

HYPHER COMBOS

Maximum Spider : d,df,f+pp

Crawler Assault : d,df,f+kk

Ultimate Web Throw: d,db,b+pp

Assists

Alpha: Attack Assist Web Ball / Crawler Assault
Beta: Movement Attack Web Swing / Crawler Assault
Gamma: Air Attack Spider Sting / Crawler Assault

4. COMBOS

Ground Combos

Table with 3 columns: Start, Continue, Hit. Lists various ground combo sequences and their hit counts.

1=Jumping attack (after the Jumping attacks every ground combo works)
2=on ground (just to hit up your opponnent)
3=Aerial combos (push up to follow your opponnent after you launch him in air)

Table with 4 columns showing sequence patterns for 1, 2, and 3, with corresponding input strings like x,x,b and D,x,rd,x.

x,a,b	a,x	a,a,y	x,a,a,y
x,a,y	D,a,rd,x	a,a,y	x,a,a,b
a,a	D,a,a,rd,b	x,a,y	x,a,x,y
a,x,a	D,x,a,rd,b	x,a,b	x,a,x,b
a,b	a,d+a,b	a,x,y	a,x,a,y
a,x	x,d+a,b	a,x,b	a,x,a,b

## 5. Beat Abyss

### 1st With Armor

To beat the first Abyss you have to go before the fight begins close to him and when the the FIGHT appears start with your combos. Block if he try to make a hit and make a combo again. And if he start with the big moves, jump behind him and make a combo again. Believe it or not but.. that's the best way to beat the first Abyss. :-)

### 2nd Abyss (The green one ;) )

Is just like the first Abyss all you have to do is to go near him and when the FIGHT appears DUCK and make a combo and if he shot still duck. Or you can jump behind him before he shoots so you'll be able to hit him as long he makes the long shot. And if he starts with the ree "BALOONS" make a high jump and try to land behind him to make a combo again.

### 3th Abyss (The big red dog)

OK start with jumping combos and everytime he's near you jump and give him a combo. If he is going away jump and make the air dash to follow him. Just block and wait if he makes his moves or use one of your other two fighters to beat him.

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Never do a loose, all I do is win

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