

Marvel vs Capcom 2 FAQ/Movelist

by bahmat

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Marvel Vs Capcom 2 Arcade & Dreamcast FAQ

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*This movelist can only be found on

www.gamefaqs.com

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www.cheatcodes.com

www.psxcodez.com

Ver. 01 - First FAQ. Alot of mistakes.

Ver. 02 - Patched up a few mistakes & added Assist Types

(Man at long last this thing's done!)Welcome, ladies and gents to my second try at a fighting game
FAQ. I'm Bahmat. I shall be your
guide into the greatest crossover fighting game ever. (or probably just until the next best thing comes
along. You can never really tell when it comes to the fickleness of fighters. Oh well.) As
it stands, I
have absolutely NO idea what the story is. The absence of any understandable and visble
story reduces
this game to a simple, mindless bashfest. MVC was a bit better, because there was some
semblance of
a story line. This one has no story at all. Capcom must have been in such a hurry to put
this one out
that they forgot to put in something called a storyline. Oh brother. You win this one and
what do you
get? No ending for any of the characters. No little explanation as to why the heroes had
to be gathered
once more. Just some crappy guy saying, "Thanks for playing Marvel versus Capcom 2. Your
name
will be inscribed in fighting history." while the credits roll out, and some song which
sounds like
something from the 99.1(for us here in Bacolod) Crossover radio station, andd a few
pictures showing
the characters riding Ruby Heart's ship and that's all. What the hell is the story!? Why
DO they have
to fight Abyss? Ah but what the hell. It's a great game, nonetheless, so let's get ready
to kick ass! But
before we begin, let me remind all of you out there that I don't mind very much if you do
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FAQ for home use. Hell, have a blast!! All I ask is that if this FAQ is to be copied for
purposes such
as freebies or magazine FAQ's or what not, please be civilized enough to give me credit.
Also if you
see anything wrong or missing in this FAQ, (typographical errors do not count) feel free
to contact me
at bahmat @eudoramail.com or you can check out Kao Megura's FAQ at gamefaqs.com for a more

complete guide. I'm doing this to gain more experience in writing FAQs and hoping to entertain those who have read my previous FAQ at Marvel vs Capcom. So strap on your mouse cord, crack your knuckles, rest your reading eyes, clean your glasses (if you wear any) and hang on tight. But most importantly, have fun. Let the games begin.

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I. Basic Controls and Tricks

As you all well know, Capcom lets you now control THREE fighters ala King of Fighters, instead of the usual two. How you're going to beat all three fighter before the clock runs out depends on skill. Capcom also decided to do away with the six button configuration of their games and merged the LP with MP and WK with MK, placed the HP and HK in the second button spot and added a new feature on the third buttons. That's right, quick helper summons. The set up is something that looks like this:

| | | |
|-----------|--------|----------------|
| A - WP/MP | B - HP | E - 2nd Helper |
| C - WK/MK | D - HK | F - 3rd Helper |

So what this means is that to get MP/MK, you gotta press A/C twice. For beginners who are used to the old configuration, it may take quite some time to get used to it. But when you do get the hang of it, you'll see that it may prove to be very advantageous. Pressing either E or F when your opponent least expects it, say when he/she dashes towards you, or while your opponent is busy striking you while your blocking, letting him/her think all you're doing is blocking his/her big, bad ol'button combos, can make either you 2nd or 3rd character land a devastating sucker punch. Devastating, because if your chosen helper is a projectile user, like Gambit or Gouki, or a dash character, like Captain America, the moment their attack hits, you can follow up with another button-link combo of your own or really give it to your opponent with a powerful Super. I should know. I used the same tactics against one guy who just would not quit. (Gambit, Morrigan, and Juggernaut). Oh he was good, let me tell you. He struck with decent button linkers and Super Cancels. Problem was, Juggernaut came in and Juggernaut Punched him when he least expected it! AH HA HA HA!! What was even funnier was that he was one stubborn sonuva*****! Challenged me NINE times, just to prove to his cronies that he could beat me! What pride! What courage! What STUPIDITY! But, more

of that later. Now, some assist launches your opponent in the air for an air combo, some heal a small amount of Hp, others knock your foe out of the sky (anti-air), and some simply grabs and pounds your foe. It all depends on who you choose and what type of assistance you want them to give you. On the assist list, I'd suggest you look for it in some of the other MVC2 FAQ, because you sure as hell are not going to find any here! The only thing that can make you decide on what perfect assist type to use for what character is experience and familiarity. Once you become familiar with your characters, you'll be able to know what assist type is perfect for your fighters.

Also, by pressing both E+F together, you can do a very easy Hyper Combination Finish with all three if you're at level 3 or higher, (max is level 5), two fighter if level 2, or a quick Super Cancel if on Level 1. That's the other thing that's good in this game. I was always wondering why was it that on the PSX version (by the way, does anyone know if MVC2 is coming out on PSX, or will it come out only on PSX2? I'd really like it to come out on PSX. If it does, I hope Capcom makes it a perfect arcade translation instead of all the EX crap they keep sending us!) I could do a Captain Corridor, then cancel it immediately into a Captain Sword, but in the arcade version of MVC, I couldn't do that. Now in MVC2, canceling is here with a vengeance! YES!!

By the way, here are a few basic button commands and terminology when in my FAQ. (There are those who have read my MVC FAQ before and know the terms well. For the newer ones, weeeeee...):

f - forward

b - back

d - down

u - up

joystick direction - wherever you move the joystick.

dp - dragon punch (f, d, df)

rdp - reverse dragon punch (b, d, db)

qcf - quarter circle forward (d, df, f)

qcb - quarter circle back (d, db, b)

hcf - half circle forward (b, db, d, df, f)

hcb - half circle back (f, df, d, db, b)

Charge - hold indicated direction for a while

d, u - Hyper Jump

Quotes - what each fighter has said in old Capcom games/from comics/or what I think they would say.

Launcher - anything that strikes an opponent into the air for a quick aerial combo.

Special Moves - the usual ordinary moves

Super Moves - moves that deals tons of damage

WP - Weak Punch

WK - Weak Kick

MP - Medium Kick

MK - Medium kick

HP - Hard Punch

HK - Hard Kick

PP - both punches pressed/ also dashes forward automatically/ pushes attacking foes when

pressed
while blocking
KK - both kicks pressed / automatic Hyper Jump
f+HP+HK - Tech. Hit (do this when grabbed)
WP+WK - Tag in second fighter
MP+MK - Tag in third fighter
QCF + E/F - Snapback (prevents your opponent from assisting or tagging in for a while.)
Crossover Tag - b,db,d + E/F when blocking an attack. E-2nd fighter, F-3rd fighter
Beam Supers - projectile Supers that have the ability to deal alot of hit point damage
(i.e Soul Eraser,
Royal Flush, Magnetic Shockwave, Hyper Megaman)
Charge Super - Body or weapon is thrustted either upward or forward (i.e Hyper Charging
Star,
Messatsu Goushoryuu, Bone Storm, Shinkuu Tatsumakishipuukyaku)
Impact Super - fighter runs forward and hits. If it connects, hero goes into a combo. (i.e
Weapon X,
Captain Storm, Good Naiht Sugah, Midare Zakura)
E+F - Hyper Combination (Deal INCREDIBLE DAMAGE against your opponent!)

XMCOTA - X-Men: Children Of The Atom
MSH - Marvel Super Heroes
XMVSSF - X-Men Vs. Street Fighter
MSHVSF - Marvel Super Heroes Vs Street Fighter
MVC - Marvel Vs Capcom
MVC2 - Marvel Vs Capcom 2
MVC series - starts from XMVSSF to MVC2.

There is also what is known as a Crossover Super. Super because it involves using
Super
combos, and Crossover because I chose to call it that way. What you do is cancel out one
fighter's
Super for his/her partner(s) Supers by doing that Super's command, depending on how many
levels of
power you got. I mean is, say you're using Morrigan, Gambit, and Captain Commando, (In
that order),
when you fire Morrigan's Soul Eraser/Silhouette Blade/Darkness Illusion, if it connects,
at the peak
of that Super, if you want to do Gambit's Royal Flush/Cajun Explosion, do its button
command before
Morrigan's chosen Super ends. Gambit will then jump in and join the party while Morrigan
takes a
hike. Now if you have Level 3 or higher, before the Flush/Explosion ends, if you think you
want to
throw a Captain Storm/Sword, do its button command at the middle of Gambit's Royal Flush.
Captain
Commando will then replace Gambit and finish this little dance. Problem with this is, you
can only
throw the next Super in order. You know, First chracter, second, then third. Now, whoever
is the last
one to do his/her Super will continue the round. However, not all Supers will connect with
the next
one. You'll need patience and practice before you can master which Super of your chosen
characters
will flow continuously. Obviously, the easiest to Crossover Super are the beam-type Supers.
For Charge
and Impact Supers, practice, practice, practice.

Now Crossover Supers are a safe way(along with Crossover Tag) to switch characters.
Pressing
WK+WP/MP+MK is too obvious and has a 90% chance of being blocked and counter attacked. The
good thing with connecting with a Tag move is that it sends your opponent flying and

| | |
|-----------------|------------------|
| Colossus | BB Hood |
| Cable | Anakaris |
| Gambit | Chun Li |
| Iceman | Cammy |
| Rouge | Morrigan |
| Psylocke | Ryu |
| Sabertooth | Ken |
| Cyclops | Dan |
| Marrow | Sakura |
| Juggernaut | Gouki |
| Hulk | Roll |
| Captain America | Megaman |
| Spiderman | Zangeif |
| Silver Samurai | M. Bison |
| Omega Red | Jill |
| Magneto | Captain Commando |
| Iron Man | Guile |
| War Machine | Nash |
| Venom | Strider Hiryu |
| Blackheart | Hayato |
| Wolverine | Tron Bonne |
| Wolverine Alpha | Aminggo |
| Storm | Jin Saotome |
| Doctor Doom | Ruby Heart |
| Shuma Gorath | Dhalseim |
| Spiral | Sonson |
| Sentinel | Felicia |
| Thanos | Kobun |

<=====>

Now from what I understand and have heard, some of these characters are released by the experience points the machine earns over the days. Don't ask me how that works because I have absolutely no idea. All I do know is that at certain levels, random characters from Marvel and Capcom, or sometimes different color boxes, gold boxes around fighters which allows you to choose a different color for your fighter, appear. How was I able to get this roll call list? Over time, I simply kept going to the arcades not paying too much attention to that strange Exp. box below the title, every day a new character coming into the picture, till one day, lo and behold, all the ? boxes have been filled and all characters present and accounted for.

II. Marvel Characters

1. Colossus - the real man of steel is back! Alright! It's been what? 4 Marvel/Capcom games (MSH, XMVSF, MSHVSF, MVC) when he last saw action. MVC didn't even cut it, reducing this X-Man to a support character role? Watch out for this one. Although he's big, he's alot faster than Zangeif, Hulk or Juggernaut. What's worse is that just like the three aformentioned heavyweights, he's just as strong as they are, only he's faster. Speed and strength. Deadly combination. Colossus can take out an opponent in only a matter of seconds. How's that for being a tad miffed at being excluded for so long, eh?

Quote: "You can't make a better world by destroying the one we live in!" (Uncanny X-Men # 293)

Assist Types:

A: Rush Tackle
B: Soaring Rush Tackle
Y: Launcher

Launcher - Standing HK

Special Moves:

Rush Tackle - qcf + LK
Soaring Rush Tackle - qcf + HK
Hammer Throw - qcf + P (can be done in air)
Hammer Typhoon - after H. Throw, spin the joystick like crazy for more power.

Super Moves:

Super Armor - qcb + PP
Power Dive - qcf + PP, then P again to dive (can be done in air)

See what I mean? Others have brains and power. Him? he's just power. Pure and simple. Now I wonder how come he's not in the X Men movie? Why?! He's my favorite character of all.

Using Colossus - Play defensively. Never try to get the first hit in unless you are sure that you will connect. Remember. Colossus may be fast, but only in comparison with the other powerhouses in the MVC2 game. Against the other characters like Rouge or Gouki, he'll eat their dust. So don't be in a hurry. Be patient. Take advantage of every opening you see to show you opponent just how mean Colossus can be. Don't skimp on the Super Armor whenever you get the chance to use it. It sort of increases your chances of winning just a bit. It's up to you to make good use of that advantage. Also, NEVER throw a Power Bomb at anyone out of the blue. Although one hit from it is equivalent to one ShinkuuHadoken or probably even more, it has Horrible starting time and when it is blocked, it has an even more horrible recovery time, leaving you very susceptible to a vicious counterattack. What I suggest is to use the Super when you have the opponent in the air. After Launching an opponent, A, C, A, C then strike with a descending Power Bomb. That means the moment he connects with the second C, do the Power Bomb Motion then quickly press d+P. 2-3 of that kind of treatment will send your opponent to the dentist for a dental check up just to see what teeth are left after eating Colossus' metallic frame. Shoulder Charges can be used as defense against projectiles without block damage. With the Hammer Throw, when you make contact with an opponent, spin it quickly to make it go into Hammer Typhoon for even more damage. Might I suggest that when using Colossus, do not EVER, underestimate the power of his Super Armor move. It gives him all the qualities of Gold War Machine and Mech-Zangeif. Which means in this mode, he cannot be stunned, tripped, launched,

thrown, etc.

What's even more to your advantage is that he can move normally even in that mode! He can even block! Only problem is that his speed is reduced a bit. Learn how to use Super Armor to your advantage and you are invincible.

Against Colossus - Use fast characters against him. The faster the better. The CPU enjoys using Super Armor almost all the time. To get around that, wait for mistakes such as blocked Shoulder Charges or Hammer Throws to be able to counterattack and don't get stingy with using helpers. Don't get too close because Colossus has a very powerful B-button slam and don't keep on throwing projectiles at him. His Shoulder Charge move gives him the ability to shrug these things off without damage, just like Captain America's Charging Star. Wait for Colossus to throw either a misplaced Super or Special Move and let 'im have it! You'll want to get rid of him as quickly as possible, because he is so very Bad News when against you and even deadlier as a support character.

2. Cable - the time traveling, kick ass, no-nonsense, heavy duty, over the top leader of X-Force, Cyclop's bouncing baby boy, Nathan Christopher Summers-Askanison makes his video game debut on this version. And just like his father, he's got just about as irritating a beam special and Super as his old man. Ain't Papa proud?

Quote: "There's a difference between being too forceful and refusing to compromise."
(XForce/
Youngblood Crossover)

Assist Types:

A: Viper Beam

B: Psimitar

Y: Electro Trap

Launcher - Standing WP twice

Special Moves:

Pistol - HP rapidly

Viper Beam - qcf + P

Psimitar - dp + P

Elec-Trap - qcb + K (can be done in air)

Crackdown - qcf + K

Psytaga - hcf + P

Supers Moves:

Hyper Viper Blast - qcf + PP (can be done in air)

Time Flip - qcf + KK

And just like daddy, he's also a very balanced fighter. Cyclops must be so proud of him. But then again, if he dares to go up against Cyclops, then, oooohhhhhh! Father no happy!!

Also, he's perfect for all novice players in the meantime that the cheap little runt Mega (ugh!) man

has not yet been released, although he's not as annoying as the little butt wiper. All they need to do is fire his Pistol from far across the screen, then Cancel it with a Viper Beam for an 8-10 hit combo. Or if they can, cancel the Viper Beam and throw a Hyper Viper Blast for even more cheap and cheesy damage! AWWW, what am I saying?! This guy IS just as cheap as that Megaman!

Using Cable - If you're feeling very cheap (boy do I hate you! NYEEEEEEHHH!), follow the instructions above, while utilizing your helpers for extra damage while you sit back, pick your nose and fire that beam, you can pass this game with your eyes closed and crossed and your thumb in your mouth, with drool coming out. This kind of strategy does not work against HUMAN fighters, though (except for the very mentally challenged), and all of you cheapsh#!\$ can take that to the bank! Instead, utilizing your Electro-Trap well and with precise timing will stun your oponent long enough to let him or her have it with a button combo or a Super. Use his balance well. Don't play defensively unless you really have to. If not, jump in, block a few shots and bust heads. Or try this. Jump in with a deep D attack, then button chain on the ground, (do not Launch unless you would like to.) a simple A, C combo, end it with a double B pistol fire then Cancel with a Viper Beam and Cancel again with a Hyper Viper Beam. Incredible to look at, a crowd wower and shows those of the Cheapo ranks what Cable is really capable of. However, be careful about letting go of your pistol when your opponent is near without any support fire like an Assist or a Viper Beam push away, because after three shots, Cable sort of freezes, leaving him open to a very nasty spanking. So watch it! If by some miracle your Time Flip Super connects, a shadow of Cable's comes out and begins to tango with the opponent. What's great is that it's like an old Ouroboros. While that shadow is busy pummeling your foe senseless, back it up with some moves of your own. You can even back it up with a Hyper Viper Blast if you feel like it.

Against Cable - in the CPU genepool, boy did Cable ever get the raw deal. Cyclops can put up a better fight than he can. The CPU version is pathetic, always leaving itself open to air kicks or low WK air combo starters. Other times, he simply doesn't block. However, be careful of the human players. When you see Cable pull out a pistol, either Super Jump/ Dash Jump over it and always expect a Viper Beam to follow it. Jump over the beam and strike Cable's fool head. Also, watch out for Electro- Traps. Those things are major trouble. Against HUMAN opponents, don't be so quick to dash in after Cable. Keep your distance, but close enough to jump in, as most of his moves have big recovery time, (not that long, but long enough to give you an edge), then counter appropriately.

3. Gambit - the ragin' Cajun is back for his thrid strike at a Crossover game. Not much to say about

Remy, although some say, he's become alot faster than his MVC version, although I don't see it yet. I

do however see that some of his moves have become very quick, easy to sucker punch an opponent with.

Quote: "Lebaeu....Remy Lebaeu. Remember dat name." (MVC)

Assist Types:

A: Kinetic Card

B: Cajun Slash

Y: Launcher

Launcher - d+HP

Special Moves:

Kinetic Card - qcf + P (can be done in air)

Trick Card - qcb + P

Cajun Slash - dp + P

Cajun Strike - Charge d 2 sec, u + K

Cajun Smash - Charge d 2 sec, u+P, then P again overhead

Super Moves:

Royal Flush - qcf + PP

Cajun Explosion - qcf (forward)/qcb(back) + KK

To all Gambit fans, this is what you want right? Gambit ranks right up there among some of the greatest fighters in MVC series. Probably because of his quickness and his ability to block on the fly.

Now with cancelable moves, he's even deadlier than before! Now I've heard that some issues back ,

Gambit's secret past was revealed. Someone care to tell me all about it? I'll thank you very much for the info.

Using Gambit - Use his speed and quickness to your advantage. Make every hit you land on an enemy

ones that will make him/her regret ever going up against you. Link every hit, either button-link,

special, or Super, because you can. Keep your opponent guessing by spinning his head with the Cajun

Explosion. Let it loose where he/she least expects it to be, either from the right or to the left. Not

only

does it do incredible damage, but it also has a very small recovery time. Also, forget that rule that

throwing is cheap. This is the twenty-first century! Gambit's air throw (f+HK) (I'm sure most players

know) can be used end an air combo with decent results. And although the damage ratio of his Royal

Flush move has been slightly increased, so has his recovery time. Y'know? The one where, if his

Flush ends, he snaps his fingers and looks pretty cool? Well, if that Super is blocked and he's standing

too close to an opponent, he'll look cool alright. Cool and dead! So try to keep from tossing the

Royal Flush just like that. Wait for the right time to make your opponent eat those 37

cards.

Against Gambit - Be very careful going against this one. He can pull off devastating combos and Super Cancels. The CPU AI for Gambit has also made him even craftier than before. When going up against Gambit, it's best to use someone whose just as fast or even faster than he is to outmove him. Also watch for his spinning move, which(Yes, I know that there are you big strapping players who can take on Gambit using slower chracters like Zangeif, Juggernaut,Cyclops, etc. Hell. I use Captain America myself sometimes against him and I can still kick his butt. This suggestion is for those who would like to play it safe. Even I, if I have a speedster in my team, I'd rather let my fastest fighter go up against him rather than risk getting my strongest fighter whacked.)

4. Iceman - the icy cheap ass from XMCOTA has returned along with Colossus. He's just as fast as before and he is still also just as cheap. Although you can't throw Ice Avalanches anymore like crazy and win like in XMCOTA, his Ice Beam does massive damage and now his Super is doable in air!

Assist Types:

A: Ice Beam

B: Avalanche

Y: Ice Beam

Launcher: crouching HK

Special Moves:

Ice Beam - qcf + P (can be done in the air)

Ice Avalanche - qcf + K (can be done in air)

Ice Fist - qcf + P

Super Moves:

Arctic Attack - D, DF, F + PP (can be done in the air)

Yeech! This bastard is just as cheap as before!

Using Iceman - Sit back and use the Ice Beam, cheapos! But if you get the feeling for a battle royal, use Iceman's speed. He's one of the faster characters in the game. Use that and use your Avalanche sparingly. Nowadays it comes out so slow and only in a straight down direction that anyone can cancel it with a projectile, assist character, or worse, a Super. Use the Avalanche to prevent your foes from getting too close to you. Also, it seems that there are some projectiles from which Iceman takes no block damage. Figure that out yourselves because I don't have a clue. One of my friends just told it to me, and since I seldom use Iceman, I couldn't really care alot. Also, you can link his Arctic Attack in the air after a blistering air combo. Just launch your foe into the air, A, C, A, C then the moment your 2nd C hits, qcf + PP. Always connects. Very Damaging.

Against Iceman - You may not notice this, but Iceman takes just a bit more damage than the others.

How do I know this? Well, It takes 3 Power Dives to take out Cyclops. It takes only 2 to take him

out. The damage difference is not immediately noticeable, but it's there. Use the advantage of an

incredible recovery when Iceman uses his Ice Beam. Jump over it and kick his stupid icy head!

Always expect Avalanches and also expect a Super to follow that Avalanche now that Cancelling has

returned to MVC2. Keep an eye on Iceman and a quick glance at the Super Meter from time to time.

Cancel Avalanches with projectiles or an assist character, (better an assist char. so you won't have your

hands full) and take the dance to him.

5. Rogue - the lovely Southern belle makes a return appearance in the fighting game scene. It seems

she's meaner, faster and with cancelling, a bit deadlier. Beauty and strength. It can't get any better

than

that. Gambit's gotta be pretty happy with this development.

Quote: "Darlin', you just don't know when to quit!" (XMOVSSF)

Assist Types:

A: Rising Gatling Fist

B: Machine Gun Fist

Y: Status Drain

Launcher: standing HK, d+HP

Special Moves:

Machine Gun Punch - qcf + P (can be done in the air)

Rising Gatling Punch - dp + P

Power Dive Punch - dp + K

Power Drain - qcb + K

Super Moves:

Good Naiht, Sugah - qcf + PP

Machine Gunner Blazer - E+F

Oh yeah, she's back. After so long an absence from the fighting scene, (No, a third character assist

appearance on MVC does NOT count as an appearance.) she has returned. One of my

favoritewarriors

from XMVSF has returned. But I've heard in the comics that Rogue split with the XMen and joined

Magneto. What's up with that?

Using Rouge - Oh man, is she ever FAST! She's one of the fastest fighters in the game, if not the

fastest. Use her speed to your advantage. Dash in and out of fights and throw Machine Gun Punches

with an air combo. And always go low. Rouge is so fast that sometimes players expect a high attack,

not a low one. Take advantage of that factor. Break through their guard with a dashing low LK, use a

launcher, (preferably d+HP. More controllable) then button combo your enemy. I added the Machine

Gunner Blazer as a combo because it looks so cool, even though it's just another backup Super for use in case of a Hyper Combination Finish. This is Cancelable and linkable. WP, WK, then E+F will do wonders. Her Good Night Sugar Impact Super is incredibly fast. Use that to counteract any misplaced combos or ill-timed Supers. Also, if you're expecting Rouge to retain her abilities of copying an opponent's power, forget it! She doesn't copy powers no more, my friends, (I mean, how the hell do you expect her to copy the powers of, say, Tron Bonne? or that crappy little runt Megaman, or even War Machine? Oh I get it! When she copies War Machine's powers, a Shoulder Beam comes ripping through her shoulder?! Or will it be through her ass for more room? Oh come on!) What she does is that, whenever she makes contact with anyone, she gets either a Defense, Power, or Speed Up enhancer. Sort of like drugs. (AHHHHHH!! Rouge's an addict! MOMMMEEEEEE!!!!) Speed Ups will make her the wiriest fighter in the game, impossible to follow. Power ups will make her just as strong as Hulk, and Defense Up will give her the defensive status of Juggernaut. It all depends on what kind of enhancer each fighter is programmed to give.

Against Rouge - Oh good God! She makes my eyes go crossed! Her speed is amazing. If you value your health, stay away from her! If she's a supporting character, she will be called out to do her stuff most of the time. She's probably the most pathetic support character when the CPU uses her. So take advantage of that little info. Every time she's summoned and if you feel that your present opponent who is doing the summoning can be fought to a standstill with both eyes closed, attack her in anyway possible. Concentrate on taking her out or reduce her health considerably before she comes out onto the field. Now attack her with fast characters as well, but go on the offensive cautiously, because the CPU has that annoying and dangerous ability of trapping you and doing low jump kick combos at you. Some players out there know what I am talking about. She goes into some incredible combo which it seems that only the CPU is capable of pulling off, throwing Assist Characters at you while she's at it to increase damage effect, then ends with a flying kiss taunt. This attack is almost humanly impossible to do (because I have never heard of anyone pulling it off successfully. However, if you do, please e-mail me. I'll verify it and post it on my ver. 03 With full credit to the sender, of course.) and extremely difficult to get out of once you get caught in the middle of it. If you find yourself in this kind of situation, when she does the first low jump kick and you blocked it, either get out of her way by Hyper Jumping away from her or throwing an Assist character, which attacks, at her before she can go into the second jump kick. The Assist Character may either take the damage or knock her off her combo. or do a jumping block. Y'know, while jumping back, keep holding back to

continue

blocking. It's alot safer than trying to block it on the ground where she can overhead kick you if you duck while blocking. Either way, you're saved from a humiliating combo defeat. Pretty soon she'll stop and throw that taunt of hers. Nows your chance to lauch your counter attack and let'er have it!. And also, her Good Naiht Sugah Super, when blocked, as horrible recovery time. A blocked Sugah (get it? BLOCK SUGAR!? EHHEHEHE! "ahem" You're not laughing. Sorry. Got carried away. Boy is my face red.) just might give you the window of oppurtunity that you need to bust her out!

6. Psylocke - After her last appearance in MSH as a full time fighter, Betsy Braddock's decided that maybe now's the time to take a little walk back into the fighting game scene. She was one of my favorite characters in MSH, just so you know.

Quote: "I have danced with the devil himself. You are no threat." (MSH)

Assist Types:

A: Psi-Blade

B: Psi-Blast

Y: Psi-Blade

Launcher: d+HP

Special Moves:

Psy-Blast - qcf + P (can be done in air)

Psy-Blade - qcf + K (can be done in air)

Ninjitsuu - hcb + Any P or K

Super Moves:

Psy-Thrust - qcf + PP (can be done in air, joystick direction+PP again makes her thrust a second time for double damage.)

Psy-Maelstorm - qcf + KK

Kochou Gakure - qcb + KK (can be done in air)

An original X-Man sex bomb. I wonder how come she's not in the X-Men movie as well.

Using Psylocke - Since she's a fast one, use that to fight. Be quick to take advanntage of every mistake your enemy makes, and make full use of her short dashes from which she seems to recover from more quickly than the others. Because it seems that all of her Supers are Cancelable and linkable, whenever you get the chance, always cancel or end a combo with a Super whenever possible. Here's one I saw done in the arcades. Start with a dashing low WK to break through your opponents defense, d+HP, WP, WK, MP, MK, u+HK, then cancel that flip move with a HK Psy Blade, then Cancel it again with either a Psy-Thrust or a Kouchou Gakure in the air. Plenty of OHHHS and AHHHHS there, people. When you find yourself in a tight spot, don't skimp on the Ninjitsuu move to avoid a beating or to teleport out of a corner to prevent trapping.

Against Psylocke - If I thought Gambit was a hard opponent, Psylocke's AI is even harder. She has a

nasty habit of Canceling every move she makes into a special or a Super move. Don't allow yourself to get trapped by her or you'll be eating psychic energy for a while. Instead, always let her make the first move, because she has this disadvantageous habit of doing the "WP, WK, cancel-to-a-Psy-Spin or a Psy Blast" kind of combo, even when the opponent blocks. So use that. Whenever you block a Psy Spin, rush in and counter that move. Also, sometimes Psylocke goes so fast, sometimes she can be sucker punched by Assist characters. Block a move and while she's busy ramming your defense, slyly press an Assist call button to shock her and take advantage of that little window of opportunity. She also enjoys grabbing on the fly, so begin mastering that Tech. Hit counter measure that I placed above.

7. Sabertooth - well, well, well, well! Wolverine's better counterpart has finally resurfaced and he's just as bad as ever (Is the rumor true of what I've heard, that Sabertooth's skeleton is laced now with adamantium?) Time to kick butt and make his presence felt.

Quote: ''This ain't no street fight! You lose...'' (XMVSSF)

Assist Types:

A: Berserker Slash

B: Birdie Call

Y: HP Attack

Launcher: d+HP

Special Moves:

Berserker Claw - qcf + P

Wild Fang - hcb + P

Birdy Call - hcb + K

Supers Moves:

Berserker Claw X - qcf + PP

Berserker Rage - dp + PP

Birdie Cannon - hcb + KK

Wolverine's nemesis is back with a vengeance after being put on hold for so long. Wait. Just a sec. I thought Birdie was dead. Hmm. Must be the game where the dead come back to life! Whoa! I can see dead people! That's AWESOME!

Using Sabertooth - he's changed much since his stint in XMVSSF. For one, he's wirier now. Which means, he's faster than before. And without that stupidly annoying stall everytime you dash in XMVSSF, his true potential has been released. His Berserker Claw X can't be linked along with a chain combo anymore, like in XMVSSF (launcher, WP, WK, MP, MK, then grab in mid-air with HP, which results in a slam that sends your opponent flying straight into the air, just like the kind of reaction you get when you make contact with a WP+WK Tag or a MP+MK Tag, which, with

proper timing, can be linked with a Berserker Claw X Super. Expert Sabertooth players know what I'm talking about. With that gone, almost none of his Supers are linkable anymore. (I'm still experimenting if Berserker Rage is linkable.) If anyone wishes to correct me on this score, please contact me at my e-mail address above. However, his Berserker Claws have become mucho rapido! Use these every once in a while to blindside an unsuspecting opponent. If timed right, they say it can even go through some projectiles. (I'm testing this claim as well.) His Wild Fang move can hop over projectiles. So use this move frequently on jerks like that sonuva"bleep"! Megaman and Cable! It can go over projectiles and hit them where they least expect it. Or better yet, his Berserker Rage for more painful results. Not only does it go over projectiles, but gives your opponent a spanking like nothing any of their fathers had ever given them before! Dash in and out of a fight, slashing with every opportunity you get. Summon Birdie once in a while for a few hits (as well as a few laughs), but in the name of all that is good and reasonable, DO NOT throw his Birdie Cannon Super unless you know how to time it well enough to hit an enemy. It's enormous starting time which leaves the bank door wide open for counter attacks to counter this move. And even if no one counters this, only those who are so damn ignorant who do not know of the existence of something called a back direction which activates the blocking mechanism, will eat Birdie's shots.

Against Sabertooth - Watch it! He is fast! But then, the CPU version should prove no problem. However, it enjoys throwing Assist characters every now and then. Learn to counteract that little problem. Also, Sabertooth has a very damaging aerial rave combo, so try to avoid getting struck up into the air often. But then, you're biggest window of opportunity comes from the CPU's annoying habit of sometimes standing still and jamming on the WP buttons for no good reason, even when you are on the otherside on the screen. Don't question the morality or the legality of the situations, my child. Go for it! Break that guy wide open. Try to keep firing projectiles at a minimum and keep your eyes open for a quick Berserker Claw or a Wild Fang which could break your defense startegy wide open. Learn to recognize his Birdie Cannon Super animation and throw a Super of your own, preferably a Beam or Charge Super. Impact Super have a 50-50 chance of being successful before Birdie comes out. Why take the risk, eh? Or better yet, HYPER COMBINATION FINISH!

8. Cyclops - Behold! Optic Blast!! The original master of gigantic Beam Supers has returned to the playing field. Probably to keep an eye on his bouncing little boy.

Quote: "You know why I won? I kept an eye on you!" (MSHVSSF)

Assist Types:

A: Optic Blast
B: Gene Splicer
Y: Cyclone Kick

Launcher: standing A twice

Special Moves:

Optic Blast - qcf + P (can be done in the air)
Rising Uppercut - dp + P
Cyclone Kick - qcb + K
Optic Sweep - f, df, d + P

Super Moves:

Mega Optic Blast - qcf + PP (can be done in air)
Tracer Optic Blast - qcf + KK (can be done in air)

Hmmmmmm. Could Papa be coming in to get his little boy out of trouble, or to prove to the world that this old geezer still has what it takes to whoop ass!

Using Cyclops - Just like Cable, he's also a very balanced fighter. So it's only logical that, except for a few differences, they really do play alike. So what's good for Cable is also good for Cyclops. So play as you would with Cable. If you're a cheapo, sit back and Optic Blast away. But if you want to do it like a master, ready your fists and gird your loins. Cyclops, like Cable, is an excellent Assist character when you pick his Projectile Assist Type, so keep him back for a while, don't be so quick to jump into a fight with Cyclops for a while. If you have other fighters you know how to use well, use them and have Cyclops provide back-up. Also, like some of the other fighters, for the novices, here is a free combo. Launcher, WP, WK, MP, MK then qcf + PP. This is why it's great now, because he can finally do a real Super in the air and it doesn't matter if it is blocked. He has almost zero recovery time from a blocked Mega Optic Blast.

Against Cyclops - Always expect your opponent to Cancel his Optic Blast into the Mega one. However, if your opponent is one of those cheapos, then what the hell do you have to be worried about? Cyclops, just like his son, (unfortunately) has a quite a recovery time while doing his Optic Blast. Not as long as his son's but long enough to be taken advantage of. The thing is that, if say, an Assist character intercepts the blast, you're not affected. So use your Assist characters as shields and take it to this one eyed menace to society. Also, he telegraphs his Mega Optic Blast all of the time. So learn to recognize the opening sequence of his Mega Optic Blast, ("Behold! Optic Blast!!") Hyper jump over it, and counter with a Super of your own. Watch out though for opponents who keep Cyclops in the rear for a while. Always expect him to come out once in a while to wreak havoc on your sanity. Be careful because his Optic Blasts can cancel out alot of moves, even some Supers.

9. Marrow - now this has got to be Marvel's most disgusting superheroine yet. I mean with BONES coming out of her body as her own mutant power? Whoa! She should've been in the X-Men movie! I thought Storm ripped her heart out with the bomb strapped to it before. But then I also heard that she had joined the X-Men! How the hell is she still alive? And to think that Sarah had grown to this...

Assist Types:

A: Boneerang

B: Tearing Spine

Y: Ricochet Strike

Launcher: d+B

Special Moves:

Boneerang - qcf + P (can be done in air)

Tearing Spine - dp + P

Ricochet Slash - qcb + K

Let Me Ride - hcb + P (can be done in air)

Super Moves:

Stinger Bones - qcf + PP

Bone Storm - qcb + PP

To think I had seen the limits to which ugly could go to.....

Using Marrow - Oh but is she fast! (Isn't it any wonder that most of the female characters are speedsters? I wonder what they're in such a hurry for.) If you think that you can use the Boneerang like any other projectile, oh no, no, no, my son. You have to be in a certain position for the Boneerang to come into contact with. What it does is to act as a barrier behind your opponent, so that when you throw one, you quickly give your opponent a quick button combo which pushes him/her towards the spinning projectile for extra damage. Also, play at keep away, because Marrow is an incredible keep away gihter. Use her Ricochet Slash when the opponent least expects it and when she is blocked, she'll jump back to a safe distance to prevent attacks. What's also best to do is to place her in the Assist character's role, use one fighter, and have her back up every attack with her one Assist. (Might I suggest, ladies and gentlemen, to either choose a painful Expansion Assist Type which utilizes her richochet Slash, or a trapper Projectile Assist Type..) You'll find out that she's a great Assist character in time. With her speed, she has almost no recovery time from her attacks, so come in low, d+WK, d+HP, WP, WK, MP, MK, then qcb + PP as fast as humanly possible to finish with a Bone Storm Super (Actually, it's better to do a Bone Storm in the air than on the ground because if done on the ground, she sort of floats back for a few seconds and lets it go, horribly telegraphing her move.)

Against Marrow - Be careful of this speed demon. Always learn to play defensively when going up against characters as fast as she is. Although she has almost no recovery time, no fighter is that perfect as to have zero recovery time. Stay on the defensive because her d+HP has some recovery time and also her Ricochet Slash. A blocked launcher can give you time to sneak in a quick sweep kick or a quick HK/HP attack (nothing too fancy, unless you know what you're doing.) Watch for Ricochet Slashes, (the CPU seems to be fond of doing that) block, then when she jumps back, which she's bound to do after a blocked Ricochet Slash, (it's best to use a speedy fighter for this one) dash after her and lay the smackdown on her. Or use a Super which comes out quickly enough to catch her just before she recovers from the blocked Ricochet Slash. (personally, I prefer an Impact Super.) Also, beware when fighting against the CPU. If Marrow gets you in the air, hold back on your joystick to continue defending. You may think it's a lost cause because you're in the middle of a button combo. Wrong! She almost always finishes every aerial rave combo with a Bone Storm. it comes out pretty fast, but it still has a stall in it. Proper timing will prevent you from eating bone shards.

10. Juggernaut - Oh my God!! My God!! The big red machine! The big red machine is back! and he's back to kick some ass!

Quote: "I'm the unstoppable force, didn't ya know?" (XMVSSF)

Assist Types:

A: Earthquake

B: Juggernaut Punch

Y: Juggernaut Splash

Launcher - d+HP

Special Moves:

Earthquake Slam - f, df, d + P

Juggernaut Punch - hcf + P

Juggernaut Body Smash - hcf + K (can be done in air)

Cytorak Power-Up - dp + PP

Super Moves:

Juggernaut Headcrush - qcf + PP

After so long, the Juggernaut has returned to his proper place in the fighting arena as the strongest fighter in the world! (maybe in the game only).

Using Juggernaut - First thing to remember is: Juggernaut is HUGE. Which means his level of speed is extremely low. He more than makes up for that in power. If you noticed, his attacks can take out quite a bit more than the others. So that's why it's important to remember to keep your guard up,

especially against faster foes who seem to just hop all over the place. Don't be so quick to throw special moves because, truth to tell, Juggernaut has the WORSE recovery time in the entire game. An Earthquake Slam leaves him open to jump attacks. Juggernaut Punches/Body Smashes leave him very susceptible to counter combos or Supers, and Cytorakk Power Up, if near a foe, will leave him out in the open. Learn to block and strike. Block and strike. Let your opponent go wild throwing his/her moves then counterattack with every opportunity that presents itself. One thing to be said about Juggernaut, his attacks may have horrible recovery time, but they come out pretty fast, which can sometimes catch an opponent offguard. So learn to time your attacks. Also try to Power Up every once in a while when you do get the chance. It makes you even stronger than normal. With a Power Up in place, 2 Headcrushes will blow your foe away. Hell, I've seen the CPU Juggernaut, after one Power Up, who was also done to probably less than 15% of Health Meter, use a Juggernaut Headcrush on a full life Wolverine and drained the rest of the ol' Cabuckle-head's like water. Took out a full lified opponent with ONE Super! Now THAT is power!! Make good use of your Super Armor. Take in the fact that it will take two hits / one HP/HK to stun you. But Juggernaut's real potential is best put to use in the Assist mode. Choose the Juggernaut Punch (Dash) Assist Type and while one of your fighters is blocking, summon him for an unexpected Juggernaut Punch. It takes away loads of life and it's so fast that very few fighters will see it coming before it's too late, and they come face to face with one mother of a big fist!

Against Juggernaut - Against him? AH HA HA HA!! He's my favorite enemy! The CPU version can be put away in your sleep! Consider him a give away character. Simply block all, and I do mean all, of his attacks and counter appropriately. He's only dangerous when he's down to almost 25% of life. That's when he starts throwing unexpected, and often times very fatal, Headcrushes. The real danger comes in his Assist mode. Always keep the side of your eyes on the screen's left and right sides for a quick block in case Juggernaut comes thundering through, especially against an opponent who loves to call for help. Against a HUMAN opponent, however, do not be fooled by all the blocking jive. Be wary when jumping in and attack because you might just begin eating a mouthload of fist. Bait your opponent into attacking first all the time. Let him/her make the mistake of making the first move, then take advantage of Juggernaut's recovery time to kick the big guy's massive ass!

11. Hulk - the Jade Giant makes another appearance into the fighting scene, but now, he's got incredible competition coming. With the return of Colossus and Juggernaut, it looks like

the Hulk will
have to really fight his way into the "'Strongest Character"rank.

Assist Types:

A: Gamma Rip

B: Gamma Charge

Y: Aerial Gamma Charge

Launcher - d+HP

Special Moves:

Gamma Hurricane - hcb + P

Gamma Rip - qcf + P

Gamma Charge - Charge b 2 sec, f + K

Aerial Gamma Charge - Charge d 2 sec, u + K

Super Moves:

Gamma Wave - qcf + PP

Gamma Crush - qcb + PP

Gamma Quake - qcf + KK

Ever wonder what would happen should the Hulk return to normal in the middle of a fight?

Using Hulk - Just like the Juggernaut, he has Super Armor, reduced speed, fast moves, and terrifying

recovery time. Play like you would the Juggernaut. Bait your opponents and strike. Make good use of

Hulk's tremendous strength. Let them strike first, and when they make a mistake, make'em regret it!

Hulk's Gamma Rip creates a small wave of rock which is perfect for playing keep away and prevent

low jumping enemies from getting too personal. His Gamma Hurricane comes out pretty fast, so use

that as a counter measure against blocked specials which have incredible recovery time.

His Gamma

Charge, (for those of you who have yet to use the Hulk) can be done twice by first executing one

Gamma Charge, aerial/ground, then pressing f+K when in an Aerial Gamma Charge to continue pounding your foe with a horizontal Gamma Charge in the air, or u+K after a ground Gamma Charge

to follow up your opponent in the air with an Aerial Gamma Charge. Also, Although the Hulk is slow,

he's somewhat faster than Juggernaut and the 'Geif, plus he's got very damaging Supers. So when you

do get an oppurtunity, d+HP, then qcf + KK to shower them (75% success)/ qcb + PP to crush them

(99% success)Also, try this. Dash forward with d+LK, d+HP, (when laced with a d+LK, d+HP only

gets one hit. Two hits from d+HP is necessary to launch your opponent.)then qcf + PP for a quick ride

on a rocky Wave. Intensive damage. Again, the Hulk, just like the rest of the big guys, are at their

best when kept in an Assist mode, especially when Hulk comes out of nowhere and bashes an enemy.

Also, be quick to answer to Hyper jumps or jumpy opponents, (i.e Spiderman, Strider Hiryu)and any

aerial attacks with a scathing Gamma Crush when your opponent least expects it. Make him/her fulfill

their daily Recommended Dietary Allowance with a big healthy helping of rock!

Against Hulk - Just like Juggernaut, you can put him away in your sleep, only the CPU Hulk is a bit trickier than Juggernaut. For one, he enjoys using jump attacks. He also likes to call out support when you least expect it. But the real danger comes when he has energy in his Super Meter. Avoid jumping too close to him because, more often than not, he'll respond in a way most painful. So take advantage of his recovery time. Keep baiting him into using a special or a Super. When he does respond, block, then strike away with your best combo. However, if he's got no Super Meter juice left, by all means, attack him like you would Juggernaut, but be cautious. His power doesn't only come from his Supers, you know.

12. Captain America - the living sentinel of liberty, truth, justice, and democracy, Mon Kapitan America!
Not a speedy character, but has great balance. Let Communism and oppression fear him!

Quote: "Believe in your country, but first believe in yourself." (MVC)

Assist Types:

A: Shield Slash

B: Stars & Stripes

Y: Charging Star

Launcher - d+HP

Special Moves:

Shield Slash - qcf + P (can be done in air)

Stars & Stripes - dp + P

Charging Star - hcf + K

Cartwheel - hcb + P

Super Moves:

Final Justice - qcf + PP

Hyper Stars n' Stripes - dp + PP

Hyper Charging Star - qcf + KK

After all these years, Cap still hasn't changed. This is his, what, 3rd appearance in the fighting game scene?

Using Captain America - Remember, he's fast, but he sure ain't no Road Runner! Let's say, reasonably fast. When going up against foes using Captain America, it's always good to put your best foot forward. Case in point, his shield. Use Cap's balance speed, and wide HP range to weave your way to a victory. Having one of the most painful button link combos, running up towards an opponent, WP, WK, then dp + PP to go into Hyper Stars n' Stripes, make sure to learn when to use it, preferably against those who have incredible recovery time. Remember, if you don't want any block damage, cancel any projectile with a Charging Star. His Cartwheel move gives you the opportunity to sneak up behind opponents and let them feel America's might. Plus, it's also a great way to get out

of corners to

avoid getting trapped by characters who enjoy trapping and opponent and pummeling them out. Never

Underestimate the defensive power of the Hyper Charging Star. It grants invincibility to anything, and

I do mean ANYTHING, even most Supers. Also, it can be brought out from a block, so when your

opponent throws something, block it and throw a surprising Hyper Charging Star which can really fool

some opponents who think you're still blocking. Hell, I once went through three guys who did a Hyper

Combination on me, (Morrigan, Gouki, and Iron Man.) If your close enough, like I was, Cap shrugs

off their Supers and make'em it shield! All THREE!!! AHHAHAHA!! But , if say, your at the end of

the screen, what will happen is, they throw their Supers and when you throw yours, you cancel out

their Supers, taking their shots like a man, a receive ZERO block damage. Incredible.

Against Captain America - This one is dangerous. Always expect Cap to Cancel everything. Just wait

your ground. Cap always throws Shield Slashes, but once in a while, he lets go of a Charging Star or

Stars n' Stripes. When the sequence ends, counterattack. His worse recovery time comes from using

these moves. It's wven worse during a Hyper Stars n' Stripes Super, the only one in his Super arsenal

which has any recovery time to speak of. (Final Justice has almost none and Hyper Charging Star,

when block, pushes Cap away from you.) Don't pursue an attack after he blocks a projectile, because

chances are, while he's blocking, a Hyper Charging Star is just waiting for you to come closer. When

faced with a Hyper Charging Star, do not attempt to cancel it, especially if it's close, (yes I know that

there are big players out there who have practiced Canceling out this Super, but, again, this is for the

players who would just like to play it safe.). Either block it, or Hyper Jump of over it if you don't

want any block damage. Learn to see where he goes when he does a Cartwheel and block appropriately. No need to get smacked from behind. Then counterattack like a good little soldier.

13. Spider-Man - The accursed insect is here AGAIN!!!!!! UGH! Is it just my imagination, or has he

gotten faster and more agile than before? I dunno. I've never been much of a Spidey fan.

Quote: "You're not so tough! I expected better." (MSHVSSF)

Assist Types:

A: Web Ball

B: Web Swing

Y: Spider Sting

Launcher - Standing A twice/ d+WK, MK, standing HK

Special Moves:

Web Ball - qcf + P (can be done in air)

Web Swing - qcb + K

Spider Sting - dp + P, then P again for a second hit

Web Throw - hcb + P (can be done in air)

Super Moves:

Max. Spider - qcf + PP (can be done in air)

Crawler Assault - qcf + KK

Ultimate Web Throw - qcb + PP

The one thing on my mind whenever I watch him fight is that, why does he look so different from the rest of the fighters? It seems as though, when you use him, he doesn't seem to blend in with the background? Hmmmm... Also if he wins, it's "One for J.J." If not, well it's "None for J.J".

Using Spider Man - Bad thing about this guy is that none of his moves are Cancelable into Supers, (probably except only for his Crawler Assault (low C, d+HP, then qcf + KK) or so I've observed watching other Spidey players play.) That's their same complaint here. Cammy's Lock On is the same like Spidey's Max. Spider, yet this one can't be Canceled into from the air, unlike the Lock On which will be discussed later on.) however, his Max Spider can only be Canceled when you throw an LP Spider Sting then quickly cancel to Max. Spider before they fall to the ground. This is very difficult to do and timing and practice is necessary to get this baby. But his Supers DO come out mighty quick. Well except for the Ultimate Web Throw. Spidey is still a very fast character, so use that speed. Jump in and out of fights, spin an opponent's head in wondering from which direction you will strike next, and use Spidey's speed to take maximum advantage over blocked Supers, missed special moves, or a miffed combo. Tossing Web Balls to stun an opponent for a while gives you the chance to pummel the trapped opponent senseless. Toss Web Swings when they least expect it and learn to keep your distance from the stronger fighters. Spider Sting opponents who like to go in the air or better yet, throw a HP Web Throw (goes straight up) at an opponent above you to swing him/her back down to earth. Be careful about throwing Supers out of the blue, especially his Max. Spider, because of the, you guessed it, recovery time. If blocked, these Supers can sign your death warrant. Also, it would be great to choose the Throw Assist Type of Spider Man. Surprises foes who get a bit too close to you.

Against Spiderman - Use fast characters against him to keep him off his feet. One thing irritating about him is that his attacks seem to always be able to strike you first. Dash in, block and combo. Always keep an eye out for a Super. Learn to recognize the Max. spider. Block it and when he begins to jump back after a blocked Max. Spider, let him have IT!! For those of you Captain Commando users (WHHOOOO!! PHWEET!) I'm sure you know Spiderman's weakness when the CPU plays him. This was evident in MVC. If not, here it is. Hang all the way back in the end screen using Capt.

Commando, then fire a Captain Fire. Spiderman will block it and Hyper Jump towards you. Move two steps back, wait for him to land, and the instant he does, let'im have it with a powerful Captain Corridor which will throw him right back to the other end of the screen. Repeat process, because the CPU just doesn't want to learn until he croaks!! Some practice will be necessary to get this move right, but when you do get it, consider a Spidey victory in the bag.

14. Silver Samurai - Hmmm. Never saw him for quite sometime now. His last appearance was in XMCOTA. And now he's decided to resurface after all these years. Will wonders never cease.

Quote: "For what cause would the Silver Samurai draw his sword on your behalf?" (XMen Annual #3)

Assist Types:

A: Sword Storm

B: Shuriken

Y: Launcher

Launcher - d+HP

Special Moves:

Shuriken - qcf + P (can be done in air)

Sword Storm - P repeatedly or dp + P,

Dashing Storm - While in Sword Storm, f, f

Super Moves:

Triple Shuriken - qcf + PP (can be done in air)

Lightning Sword - qcb + P

Ice Sword - qcb + LK

Fire Sword - qcb + HK

Thunder Storm - Switch to Lightning Sword Mode, then qcf + KK

Infernal Hurricane - Switch to Fire Sword Mode, then qcf + KK

Glacial Rush - Switch to Ice Sword Mode, then qcf + KK

Every time he moves, he always seems to groan. Wonder what's so painful. It's like he's doing all the screaming whenever he moves just to lessen the pain of whatever ails him! NEEYAAAAWH!

Using Silver Samurai - This one is probably just as slow as Captain America. Also his launcher comes out pretty slow, so you'll have to learn how to mix it with some button combo or better yet, stun your opponent with a jumping HP hit, then quickly follow up with d+HP. The Shuriken attack is a multi-hitter, even when blocked, so for all you cheese fighters out there, remember that. Try incorporating that into a combo, i.e after launcher, A, C, A, C, then qcf + P for a bigger combo. Or even better, qcf + PP for REAL damage. The Sword Storm comes out pretty fast. Use it to corner opponents who seem too fast for you. If you want, you can even move while doing the Sword Storm, taking out more damage. But Samurai's real strength lies in his ability to switch elements on the fly. Think of Gen of Street Fighter Alpha. Only instead of switching styles, Samurai switches the element of his sword.

>From ice, to fire, to lightning. Hang back once in a while to switch his elements. Don't worry about counterattacks. Every time he switches, he uses up a Super Meter. That's the bad thing. But when he does it, it looks like he's about to throw a Super. That's good, because most fighters will instinctively block, thinking that you're about to release a Super, giving you enough time to for a quick change. Switching also increases your strength in different ways, with fire being the strongest, (or so I've been told). However, remember that each element has a time limit of its own. It comes out very slowly, but that's no reason to just hang back like you're taking a walk in a the park. Take it to your opponent while the element is still fresh, (Mmmm, like baked hot bread. Whoops! Getting away from the subject. Anyways...) Each element comes with it's own kind of Super. That's a good thing. Ice element has a low running Super which must be blocked low or Hyper jumped over. Fire has a vertical Super which can be chained with a launcher. If timed right, it can take out a 25-37 hit combo. Lighting has the strongest Super, because it can catch foes in all directions. An electrical scattershot. Keep you're opponents' heads spinning with occasional elemental switches, and sooner or later, they'll forget which element uses what Super and you can nail them good.

Against Silver Samurai - The CPU version is just as pathetic as the CPU version of Cable. No worries there. Just hit him with quick jump kicks and button combo chains and he's yours for the taking. The danger are the HUMAN fighters. If possible, cancel out the Shurikens with a projectile of your own instead of simply blocking them for less cheese damage. He's reasonably fast, so keep your guard up. Always keep your eye on his sword. Don't try to rush in when he switches elements. His animation for Supers and elemental switching is one and the same, so it's hard to tell whether he's just in for a change or he's about to throw a Super. However, when you see him shaking with his sword flashing colors, that's a change. Don't be so quick to rush into him or you'll get your head. Time everything just right in order to take him out. Use fast characters on him and call out the reserves from time to time. Learn to recognize his elements by looking at the state of his sword to prevent confusion. When his sword starts to sparkle like a diamond, that's Ice. That's the signal that when a Super comes out, block low. When it smokes and sometimes glows orange, that's Fire. That's the signal to cool your jumping feet for a while. Do NOT jump towards him or you get blown away, for the Fire Hurricane can come out pretty fast. When it has little crackling lines traveling across the blade, that's Lightning. General blocking will save you from electrocution. Learning to recognize it will not only add to your trivia knowledge but will also prevent you from eating a Super because you failed to take the proper

safety measures and block properly.

15. Omega Red - So, comrades. Arkady is back to kick some hiney! Wonder why all the Russians fighters are coming back. Must be one big get together.

Quote : "Destiny shall light me a path to victory." (MSHVSSF)

Assist Types:

A: Carbonadium Coil

B: Omega Strike

Y: db + HK Attack

Launcher: Standing A2x

Special Moves:

Omega Strike (Horizontal)- qcf + LK

Omega Strike (Diagonal) - qcf + HK

Omega Strike (Vertical) - qcf + KK

Carbonadium Coil (Horizontal)- qcf + LP }

Carbonadium Coil (Diagonal) - qcf + HP } - (all can be done in air)

Carbonadium Coil (Vertical) - qcf + PP }

Snapback - While in Omega Strike, press b + K to return to original position.

Life Drain - Press P rapidly when Carbonadium Coil connects.

Coil Slam - Joystick direction + P

Super Moves:

Omega Destroyer - qcb + PP

Omega Smasher - in air, qcb + PP

Omega Red has become faster after coming out of the Capcom freezer. Dangerous Red sonuva... if I'd ever seen one.

Using Omega Red - Now, this guy is sort of as fast as Captain America. So don't rush in too quick.

Wait. Take advantage of every mistake your opponent makes. Also, to further confuse your enemies,

throw an Omega Strike at his/her direction. If blocked, quickly Snapback. Omega Strikes, on their

own, have horrible recovery time, and that is what most players expect. After a blocked Omega Strike,

most players will pursue with a counterattack. So surprise them with either a Snapback, make them

think that when they block it, you will continue going straight forward. After Snapback, throw a quick

Carbonadium Coil before they recover from that nasty surprise. Or after say, a Vertical Omega Strike,

you throw Carbonadium Coils two times. Most people expect you to come down after a blocked Omega Strike. Very few expect you to throw a Carbonadium Coil and they get sucker punched by this

surprise. There will be those who think this move cheap? Well screw them! Here's a little trick a

friend of mine, Doods, taught me. First launch your foe in the air, then A, C, A, C, then cancel it with

a WP Carbonadium Coil. When you catch your opponent with a Carbonadium Coil, drain a small amount of life with Life Drain, then, before Omega Red drops'em, Coil Slam your opponent into the

air in the u+P direction. Then, when you let go, your foe's flying straight up, right? Catch'em with a

Vertical Carbonadium Coil. Drain then throw up again, then drain and throw up again. Timing is necessary to pull this off. You have to make it so that when you toss your opponent into the air, he / she will be so surprised with a Vertical Coil Slam, that they won't have time to defend for it and will be usually caught off guard. The maximum I can do is two. However I've heard of some who have done five or six. If you don't know what you're doing, try to keep it at a minimum. Know that although you can probably pull off this trick probably two-four times (usually) with the CPU, HUMAN fighters are a different story. They can, and will, catch on to your scam. So keep it to a minimum and don't rely so much on this trick. This is pretty unnerving during the first few times, but then if this is all you can do and when people catch on, boy, will you ever be in trouble! Throw Supers when they least expect it. it cancels out some projectiles. PLEASE use his Carbonadium Smasher very, very, very, VERY sparingly. It starts up incredibly slow, and it can be blocked. If blocked you can get your ass burned for good!!

Against Omega Red - this guy is one mean mother! The CPU version is deadly! Don't go rushing in like a maddog on fire! This is the mistake most players make which is why they always get their heads handed to'em. Don't be a sucker. Play it safe and cheap. Throw Assist characters all the time or when the CPU least expects it to greatly reduce his life. Also, watch it when he's the Assist character. He has a grab Assist which comes out fast and has quite a range on it. Watch out for Carbonadium Coils that seem to come out've no where to grab and drain/throw you away! Block it and throw a quick countermeasure, most likely a fast-moving projectile. remember that his Coil can be cancelled with a projectile move. When you do get hit by the trick featured above, when you get thrown up the first time, always expect a Vertical Carbonadium Coil to chase you up, so keep the joystick in the block direction. Don't be so quick to give chase after a blocked Omega Strike. When he Snapbacks, don't waste time trying to rush him/her to do an aerial rave combo. Forget it! Throw a fast projectile, or if you're mad at the clown and you want to get down, if you gots the power, use a Super to blow him/her away! Don't rely so much on projectiles users because if your opponents see that all you do is sit back and fire shots with clowns, like say, Megaman, they can deploy an Omega Destroyer to cancel out Megaman's wimpy shots and smack his stupid robotic head! So knock off the cheappy fighting! get serious, slapnuts!

16. Magneto - the Master of Magnetism has returned to the game! I really think the XMen movie did not give Magneto enough justice. Hell, I REALLY think the movie did not give Magneto enough

justice! He's the most powerful mutant on the earth and in the movie that's what he's reduced to? The movie was just about as brainless as this game. No plot, no storyline that jives with what we read in the comics. This is bull! (In the movie, Magneto look like he just woke up from a hard night's Oktoberfest!) He's faster, but his power has been toned down a bit. but still, one of the better players.

Quote: "You have learned a very valuable lesson today. I am powerful and you are nothing!" (MSH)

Assist Types:

A: EM Disruptor

B: Hyper Grav

Y: Launcher

Launcher - d+HP

Special Moves:

E.M. Distruptor - hcf + P (can be done in air)

Hyper Grav -hcb + K (can be done in air)

Magnetic Force Field - hcf + K

Magnetic Blast - jump, u, uf, f + P

Super Moves:

Magnetic Shockwave - qcf + PP

Magnetic Tempest - qcf + KK (can be done in air)

Waitaminit. If Magneto is here, could it be that Master Onslaught could also come into the game?

No? Why?! Lord Onslaught was the most powerful combatant in MVC. If a HUMAN player could control him, imagine the power! If some soft little dick like Thanos can get in the game, why did

Capcom exclude the mighty Onslaught? Pathetic sheep!! Afraid of the power of the Almighty One! I

just hope there will be another XMEN movie with Onslaught as the villain. This time with some sense, please? That would be awesome!

Using Magneto - Using the Master of Magnetism is quite simple actually. Simply use his speed to take out your foes. It's a big, big shame that you can't use Magneto's Magnetic Tempest here like you did in MSH, where it comes out fast and follows enemies, which made it linkable to aerial button combos, unlike now that it comes out in scattershot form, since XMVSSF, like Iceman's Arctic Attack, only it comes out much. MUCH, slower, which will hit only those who are either the incredibly stupid or the incredibly bad lucked. However, his Magnetic Shockwave comes out reasonably fast and it is cancelable. Simply do a d+HK attack on your enemies to trip them and then execute the Shockwave as soon as you see your foe flying through the air after being tripped Don't wait for him/her to touch the ground. Or you can use it like a Captain Sword. Launch your foe into the air and Magnetic Shockwave. Also, if timed right, his Magnetic Sheild will block anything thrown at him. I've yet to see if this works on Supers, but mostly all moves can be blocked by Magneto using this

move without
fear of block damage. His Hyper Grav comes out quickly and will trap unsuspecting foes. So
make
use of it when the battle starts to get fierce. When your foes start to dash recklessly,
throw Hyper
Gravs all around. It's also great for use as an Assist move. Trap your foes and let your
current fighter
beat him/her senseless. Best of all is, Hyper Grav can follow your foes to a certain
distance and it
cannot be canceled by mere projectiles. Only way to cancel it is to hit Magneto, which
will be tough
to do if you throw the Hyper Grav in the air while your opponent is on the ground..
Lastly, Magneto
may be throwing beam projectiles, but that doesn't entitle him to the "Cheapo" ranks. Why?
Because
his E.M Disruptor Blast comes out with some lag time and when it hits it only hits once.
It doesn't
come out as fast as some of the projectiles. So, Magneto users, take it to 'em like
warriors!

Against Magneto - He's one of the easiest fighters in the game. CPU version is pathetic.
HUMAN
fighters are dangerous, but you can overcome them. Simply watch out for all of his
projectiles and
measure their recovery time. Hyper Gravs, when blocked, leave Magneto open for a few
seconds, so
block and counter. Also, E.M Disruptor, if blocked near him, allows you to get into
Magneto's face.
Also, keep an eye on his Super Meter. His d+HK attack, when blocked, serves as a window of
opportunity. However, it may be Canceled immediately with a Magnetic Shockwave by the
craftier
fighters. So keep one eye on the Super Meter and don't just rush in, because you just
might be eating
his Magnetic Shockwave. When you see a Magnetic Tempest coming out, don't grin and say,
"No
threat." and Hyper Jump over Magneto to attack him from behind. The Tempest may just be a
screen
for a quick Crossover Super. The Tempest sets you up, and when you Hyper Jump behind him
to
avoid it, a sudden Crossover Super from the next fighter might knock you down, leaving you
with your
jaw hanging open and your eyes wide in disbelief for being one big jackass. So learn to
recognize
screen tactics.

17. Iron Man - Oh yes. The founder of the "Cheapo" rank has returned and he is just as
pathetic as
ever. Cheap ass!

Quote: "I've fought A.I.M flunkies tougher than you." (MSH)

Assist Types:

A: Uni-Beam

B: Repulsor Blast

Y: Launcher

Launcher - standing WK twice

Special Moves:

Uni-Beam - qcf + P (can be done in air)

Repulsor Blast - qcb + P
Bomb - WK+HP (can be done in air)
Flight - qcb + K

Super Moves:

Proton Cannon - qcf + PP

Hmph. Mr. Cheapo himself has returned and there seems to be no changes at all. Plays like War Machine only without the War Destroyer Super.

Using Iron Man - Sorry gamers. I haven't used this one now and maybe never will. But hey, when I do get to use, I'll let you know on my Ver. 2. All I can advice you on is to play the (ugh!) Cheapo way, in which you (yeech) sit back and (ugh!) fire away with his Uni-Beam. (I've really got to get the feel of using him, otherwise, how can you people play with him using ways other than the Cheapo method, eh? hey, if there's anyone out there who knows how to use him ways other than the cheapo way, please let me know how to use him. mail me at bahmat@eudoramail.com. I'll give you full credit for it on my Ver. 03, and also my gratitude, should I use it. Remember. Any way except the cheapo way. If what you intend to send me is the cheapo way, don't bother.) Also remember to counter all air attacks with a Repulsor Blast which can make jumping opponents think twice before trying to take you from above.

Against Iron Man - Again, the CPU version is pathetic. Play against him like you did in MSH. HUMAN players are the problem. But also quite easy to manipulate, unless they are that damn good, into making horrible mistakes. Jump towards Iron Man to make his players throw an automatic Repulsor Blast, (Most players are fooled with this). It pushes you away to a short distance while the Repulsor Blast finishes its animation, leaving Iron Man open for some time. Use that time to kick his ass so badly with your best button chain combo, or, better yet, a Super to really make him feel it! His Uni Beam comes out pretty slow, and takes quite a while before it ends. So jump over it while it runs its course and smack ol' Tin head in the face, then give it your best combo. Iron Man can go down in a snap!

18. War Machine - Iron Man's copycat, the VP of the Cheapo ranks, War Machine is here again. Great. Just what we need. More cheapos! A few changes, but he still plays the same. Sort of took on Gold Iron Man's style. You'll see what I mean in a while.

Quote: "You can chalk this loss up to experience."

Assist Types:

A: Shoulder Cannon
B: Repulsor Blast

Y: Plasma Bomb

Launcher - standing WK twice

Special Moves:

Shoulder Cannon - qcf + P (can be done in air)

Repulsor Blast - qcb + P

Bomb - WK + HP (can be done in air)

Flight - qcb + KK

Super Moves:

Proton Cannon - qcf + PP

War Destroyer - qcf + KK

Now do you see the difference? Now that Iron Man is back, War Machine's lost his Shoulder Cannon Beam and replaced it with Gold War Machine's Missiles and d+HP now gives off a short beam blast. Kind of like Iron Man's reverse moves. But the missiles come out in the style of the beam and can pack a wallop.

Using War Machine - Not much difference between iron Man and War Machine, so play with him like you would Iron Man or refer to the (ugh!) guide above. Hey, maybe this is the only combo I can offer, although it has a fifty-fifty chance of success; C, Launcher, then War Destroyer. (Someone please teach me how to use Iron Man properly! No cheapos!)

Against War Machine - Against him?! Are you kidding? See the guide above? Use it. Play against him like you would Iron Man. They have the same moves which means they have the same weaknesses. Exploit these weaknesses and take the tin men out for good.

19. Venom - Okay, the stronger version of Spiderman comes back unchanged. Hey, but that's cool. Those who have used Venom before will not be bothered too much with the changes in MVC2. Most novices use him as one of the fighters to help them get used to MVC2.

Quote: "That devil Spiderman will pay for his sins!" (MVC)

Assist Types:

A: Venom Fang

B: Venom Bite

Y: Launcher

Launcher - d+HP

Special Moves:

Venom Fang - qcf + P (can be done in air)

Web Throw - hcb + P

Venom Rush - qcf + K

Super Moves:

Venom Web - qcf + PP

Death Bite - qcf + KK

This one may not be as fast as Spiderman, but a real gamer who knows how to use Venom well, knows how to use him effectively against all comers.

Using Venom - His Venom Fang takes priority over almost any move, which means most moves, some of which are projectiles, won't work on him when he does his Venom Fang. It's also an overhead move, so use it against ducking foes to knock 'em out of waiting position. It also has great combo-ability. Simply Launch your foe, then A, C, A, C, D then quickly Venom Fang before the HK animation ends. This is the old school style of using Venom. Old, but effective. His Web Throw comes out pretty fast, which means it can lock onto unsuspecting foes who like to rush in, thinking, "Oh. Venom's a big guy. Slow. Too easy. Rush in and dance." Smile, Web Throw, and watch 'em fly. Use his Venom Rush to get an extra hit in on unsuspecting foes who rarely expect a Venom Rush to come into their faces. Or use it to deflect jumpers from getting too personal. Venom is sort of anti-projectiles. Death Bite has the ability to cancel out projectiles and rush right into your opponents' faces. Use it against heavy projectile users. His Venom Web gets priority over most moves including Supers. When your opponent throws a projectile, if you have power in your Super Meter, don't waste time. Execute a Venom Web for that projectile to pass under you and the Web strikes your opponent just before he/she recovers from the projectile firing animation. Effective? Yes. Cheap? Very. Do you care? Do we care? No. This is the kind of cheapness that is associated with great gamers. Standing back and firing away with projectiles is a cheapness for players who would like to pretend to be good.

Against Venom - Now CPU Venom has that annoying habit of blocking on the fly instead of taking his lumps like a good boy. He also waits for jumping opponents to jump near and hits them with a powerful HK attack. So, Rule no. 1, keep jumping towards him to a minimum. Stick to low-high strikes, because Venom rarely blocks below, giving you the opportunity to knock the floor from under his feet. He also likes to call constantly to his buddies for help. Don't try to counterattack after a blocked Venom Fang because one thing's for sure, this move has fast recovery time, plus good players know to throw an Assist character just in case his Venom Fang is blocked. Counterattack only when Venom does a Venom Fang which places him in close proximity with you, giving you the opportunity to strike and canceling out his Assist character before they can even help out. Watch out for Web Throws and the sometimes surprising Venom Rush which sometimes appears out of nowhere. Jump towards Venom when you see a Venom Rush headed for you and try not to get too cocky when you see a player using Venom and dash in. You could go for a ride. Weigh things first. Do not refrain from throwing Assist characters, as Venom is one of the meaner fighters in this game. Which is why I

suggest using speedy fighters on him, because they leave venom in the dust. Do not throw anything when you see him glow white. That's a signal for his Venom Web Super. His white glow grants him temporary immunity. In short, in cancels out your projectiles and the Web blows you away. Just block it, because the moment he comes down, if there is no danger of a Crossover Super, NAIL HIM!

20. Blackheart - He has the potential to be as powerful a fighter as they come. However, speed is the only difficulty that hampers any Blackheart player.

Quote: "Like father, like son. Suffer!" (MSHVSSF)

Assist Types:

A: Dark Thunder

B: Inferno

Y: Launcher

Launcher - d + HP

Special Moves:

Fire Inferno - hcb + WP

Lightning Storm - hcb + HP

Ice Blizzard - hcb + K

Dark Thunder - qcf + P

Super Moves:

Armageddon - qcf + PP

Heart of Darkness - qcf + KK

Judgement Day - qcb + KK (can be done in air)

He still plays as he did in MSHVSSF. One question that comes to my mind is why did he bother coming back?

Using Blackheart - Of course, speed is the one and only hamper in the game. He's even slower than the Juggernaut, which is why, play defensively. Blackheart is nothing in the speed department and therefore useless in that area. Take advantage of every mistake your oponent makes. But his dash can also be used as teleport move, or even as a great evasive move by the better players. Think of it as the smaller version of Abyss' underground(?) dash. If timed right, when you dash, projectiles, like the Hadouken or the Psyblast, will go over you and miss you completely. Bad news is, if you surface before the projectile completely passes you, like say, a beam projectile, you eat the remnants. Try to measure the firing time and learn when to dive and when to just block. Blackheart was one of the first two Marvel fighters to make use of a trapping skill (the other one's Magneto) but his is simpler. Use his D trap attack to hold the opponent for a while or the B trap attack to disenable your opponent's blocking ability for a while. When trapped, hit all opponents with a Fire Inferno, Lightning Storm, or an Ice Blizzard. These are also great for anti-air attacks against the jumpier foes,

because now, it seems to have followed Storm's Double Typhoon ability of chasing your opponents, coming up where they stand or in the position they take. A plus for the son of darkness. Very few of his Supers can be chained into a combo, since he has no aerial moves to stick the opponent long enough to get hit with a Super (his Traps cannot hit to end an aerial rave). The only Super which, to my knowledge, that can be chained is a simple Launcher, then Armaggedon. That's it. However, remember, when Blackheart was in MSH and in MSHSSF, when he trapped someone, he could only either button combo his opponent, or Special Move them, but never Super? Well, now, the only Super you can throw at your opponent when he/she is trapped is the Judgement Day Super, which can take an incredible amount of life. His power more than makes up for his lack of speed.

Against Blackheart - For some reason, Blackheart folds up when you rush him. Especially the CPU version. If you stay back, that's when he's at his strongest, with his traps and his moves. But if you take the fight to him with you fastest and strongest chain combos, since all of his moves have horrible starting time, so Blackheart players have no choice but to block or eat fist when their opponents come at them, quickly and with precision. Just keep pounding his defense and keep using your Assist characters as screens to cover up your recovery time when you end your chain combos. Just be careful, because when you end a chain combo without throwing an Assist character to back you up, Blackheart players can, and will, make you feel the pain of a thousand hells. What some of them do while they're blocking while you whale away with your most powerful combo is they suck in the pain, then give it right back to you a thousand fold. Blackheart may be slow but his moves pack a wallop. Also, just be cautious of Assist characters Blackheart might throw at you while you're firing away, catching you by surprise and giving Blackheart the breathing space he needs to blow you away. But, all in all, he's one of the easier characters to beat in the game. Just don't get cocky.

21. Wolverine - The ol' Canuckle head is back in his what? 5th fighting game appearance? Talk about popular.

Quote: "You need more experince to beat me, rookie." (MVC)

Assist Types:

A: Berzerker Barrage

B: Tornado Claw

Y: Drill Claw

Launcher - Standing HK

Special Moves:

Berserker Barrage - qcf + P

Berserker Slash - qcb + P

Tornado Claw - dp + P

Drill Claw - WK + HP (can be done in air)

Super Moves:

Berserker Barrage X - qcf + PP

Berserker Rage - qcb + PP

Weapon X - dp + PP

Fatal Claw - dp + KK (can be done in air)

After all these years, I still don't have a clue as to where in the name of all that is holy does he do the Fatal Claw move. Never saw it in any of the comics. Where the hell does he do this pathetically useless Super?

Using Wolverine - This one I don't need to advice anyone on. Almost everyone you meet know how to use this one. Hell, since his debut in XMCOTA, he's been the number one fighter for most of the players since then. Using him, it's easy to understand why. He's quick, though not as before, but quick, nonetheless. Even his moves are so quick, some of them can hit the opponent before he/she can make the next move. Anything I advice you on is already known by majority of players everywhere and anywhere. Maybe all I can give you is this combo: dash towards the opponent, A, C, then Berserker Barrage X. A simple and effective way to gain a quick 20-hit combo. While it's going on, this Super is also a good starter for a Crossover Super. Also, I don't care how many of you out there don't like throws, welcome to the twenty first century. Here's a great combo: launch, A, C then f+B for his aerial grab, then jam on the buttons when he grabs the foe to add even more damage. Great combo. Takes some time to get, but hey, well worth the wait. And I do not care what you Wolverine affectionadoes might think of me, when he does his Berserker Barrage, or the Berserker Barrage X for that matter, he still looks like he's got something jammed right up his ass! AH HA HA HA!

Against Wolverine - He can be baited into committing some awful mistakes. Fake him into doing Drill Claws, or Tornado Claws by jumping towards him, then block it. When he jumps back after a blocked Drill Claw, strike him out. If you block a Tornado Claw, throw a Super quickly. Wolverine is probably the easiest character to sucker punch alot because all of his moves. Block all of his moves because they have incredible lag time and take him out. Just be careful of Super Cancels. If you are certain that there is no way Wolverin can possibly throw a Super Cancel, by all means, bust him up real good.

22. Wolverine Alpha - Hoooh boy. Someone in Capcom must have said, "Hey! Wolverine is so damn popular, why don't we give the players the oppurtunity to select two Wolverines? We can simply make his claws instead of steel into bone and we can call him Adamantiumless Wolverine!" Oh

yes. Just
what the game needs. More berserker short stuffs.

Quote: "I've had manicures which were rougher on my nails than you were." (MSH)

Assist Types:

A: HP Slash

B: Launcher

Y: Sliding Slash

Launcher - Standing HK

Special Moves:

Berserker Slash - qcb + P

Tornado Claw - dp + P (can be done in air)

Drill Claw - WK + HP

Super Moves:

Berserker Barrage - qcf + PP

Weapon X - dp + PP

Adamantiumless Wolverine!? Are you serious!? It's just a fancy shmancy name! What they did was change his claws, that's all, and made him regress to the MSH type Wolverine! Adamantiumless Wolverine!? What a load of crap!

Using Wolverine Alpha - Use the directions above. They both play the same anyways. However you can end his aerial chain combos with a Tornado Claw, which mysteriously can now be done in the air. Hmmmm. Wonders never cease in this game. But even if he plays like the MSH Wolverine, if some of you are looking for that irritating 99-hit combo of his which he was notorious for back in MSH, forget it, numbnuts!!

Against Wolverine Alpha - Use the guide above. Both of them are just as predictable, although, I

think Wolverine Alpha's a mite faster than Wolverine. But still, predictable.

23. Storm - Just like Rouge, the mistress of the weather has returned after a two game absence. And

just as in XMVSSF, there are players who know how to use her in the cheapest ways possible.

Quote: "You are not worthy enough to challenge my powers." (XMVSSF)

Assist Types:

A: Typhoon

B: Lightning Attack

Y: Double Typhoon

Launcher: Standing HK

Special Moves:

Whirlwind - qcf + K (can be done in air)

Double Typhoon - hcb + K (can be done in air)

Lightning Attack - HP + WK (can be done in air)

Lightning Sphere - jump, qcb + P

Flight - qcb + K

Super Moves:

Lightning Storm -hcf + PP (can be done in air)

Blizzard - qcb + PP

Ororo has returned and I wonder why she even bothered.

Using Storm - Now Storm is one of the females who do not have speed on their side. She's fast, but

not that fast. Must be that cape of hers. Go ahead. Compare her to the likes of Rouge, Psylocke,

Marrow. I dare ya. You'll see that they're waaay faster than she is, so that means you don't go

traipsing around, whacking and banging all the way. Two reasons for this is one: the aforementioned

speed deficit, and two, she has one of the wildest launchers I have ever seen. What you do first is try

to get the feel of Storm before using her. Try to learn when, after her Launcher, would be the best

time to start a aerial rave button combo. Play safe and play defensive. Also, get your Assist characters

out once in a while to set your opponents up for mean combos. Don't go standing in the back and

firing away, for although Storm does belong in the "Cheapo" ranks, she is in no way a good projectile

player. Why? See her Typhoon? Capcom has given her Typhoon a faster starting time, however, she

still telegraphs this move horribly. A slight stall, then fire. Telegraph. Even her Double Typhoon is

slow. When dashing, however, she's at par with Magneto. Ice Storm is a big NO NO when going up against HUMAN players, because it has the worst starting time in the game, giving opponents sufficient time to block that move or worse, hit you with a very painful Super/Hyper Combintation Super. Her Lightning Storm, however, now there's a different story. Comes out hard, fast, and fills the whole screen. Great for suckering opponents who decide to sit back and fire away below. Probably the best way to play with Storm is to fake and thrust, fake and thrust.

Against Storm - The CPU version seems to be a student of Rouge's humanly impossible combo, but with a twist. She first traps you, goes into that despicable combo all the while throwing Assist characters at you left and right, knocks you down and goes through the whole combo again. Best remedy for this avoid getting pushed into a corner. If you feel she's pushing you to a trap, Hyper Jump or use an Assist character to widen the playing feild a bit, give yourself some room t'move! Do not attempt projectile trading unless you have a stronger projectile for her, because Typhoon is like a Beam projectile. It cancels out lesser projectiles and smacks you square in the face. However, Storm plays initially alot like Cable, or probably worse, because jump attacks always make contact, or high-low strikes take her out. When her life bar reaches 50%, the CPU becomes pathetic. Easy win. Also, I've noticed that alot of players who use Storm like to hang back and use the same tactic in XMVSSF to gain an easy victory by constantly using Double Typhoons to trap an enemy, keep him/her there, then slowly drain away his/her lifebar. The ultimate cheese move! However, do NOT be afraid of that. NO NO NO! I'll admit. The Double Typhoon is dangerous because it comes up from where you're standing, surprising you sometimes. Well yes. Double Typhoon is dangerous...only when it hits the place it thinks you'll be in! Learn to recognize the animation for Double Typhoon (shouldn't be too hard. Storm first thrusts her arms forward, screams out the name of the move then fires. that's all the time you'll ever need.) Moving two steps backward or forward from the spot you were standing on will leave that Double Typhoon grasping at nothing but air. It still amazes me how alot of players are suckered in by this move. After neatly evading this pathetically slow move, counterattack in the way you thnk is best. I recommend a Super. But as always, caution is best, because she could

throw a powerful Lightning Storm at you, which, if close enough can drain about 75% of your life! Keep an eye on the meter and attack with precision and caution.

24. Doctor Doom - Whoa! The Latverian Dictator is usable, after all that time in the MSH game. At last, we get to find out just how damn strong he is.

Quote: "Cretinous children! You would match wits with Doom?"

Assist Types:

A: Photon Shot

B: Molecular Shield

Y: Plasma Beam

Launcher: d+HP

Special Moves:

Plasma Beam - qcf + P (can be done in air)

Molecular Shield - hcb + K

Photon Shot - hcb + P (can be done in air)

Super Moves:

Electric Cage - qcf + PP

Photon Array - hcb + PP (can be done in the air)

Flame Javelin - qcf + KK

He's usable in the PSX game of MSH with the help of a Gameshark (see below). However, I heard he's usable with just the right button combinations. I do NOT know what that combination is. But I can refer you to my friend Anthony Palma at zaku@eudoramail.com. He's been using button-combo cheats since the Famicom came out. Ask him real nice and tell him who sent you.

Using Doom - Before we begin, some of you might be wondering, "Where's his other Launcher?"

Doom should have two Launchers, the standing C2x launcher. Where is it?" To tell you the truth, that

Launcher?....STINKS!! The moment it makes contact, it knocks your opponent so high up, that you

can't get a decent air combo in. It's better to use the d+B Launcher instead. Trust me on this one. I

should know. I lost several times using Doom before I found out that his better Launcher was the d+B

Launcher. You could say I found out the hard way. Anyway, just like in MSH, he has playable speed.

Not too slow so as to bog you down, but not too fast either that you go dashing in and out of fights.

Somewhere in the middle. His Plasma Beam should not be mistaken for another Iron Man/War Machine/Cable type of projectile, almost like Magneto's. It comes out with quite a stall and hits only

once (but it takes an impressive amount of damage for a one-hit beam). It even stalls after firing. Use

it to keep jumpers away from you while you plan your strategy. His Photon Shot and Molecular

Shield are good at canceling projectiles, except the Beam kind, and protecting you from up close

physical attacks. They even push a blocking enemy away for a while. Try to do his Photon

Array on
the ground to surprise jumping foes, because even if they're behind you, this Super really gives new meaning to the term, ''spread shot''. Jump up and rain down on unsuspecting ground opponents who like to do some baiting. His Electric Cage comes out quite fast and is perfect against Charge/Impact Supers (it's pretty obvious it won't Cancel out Beam Supers. That's what got me killed in the first place. My Electric Cage couldn't Cancel out Cable's Viper Cannon, which is why I suggest keeping this down to a minimum when dealing with Beam Users. However, I'm not too sure about the other Beam Supers. E-mail me and tell me your story.) Probably his only Cancelable Super is his Flame Javelin. Simply Lancer then Flame Javelin (sortuvlike Captain Commando's Captain Sword and Magneto's Magnetic Shockwave. I don't know about the others but I'm on it. I'll let you know as soon as possible.

Against Doctor Doom - Funny thing is, CPU Doom? HE HASN'T CHANGED MUCH FROM HIS STINT IN MSH!! AH HA HA HA HA HA HA! Which means, the way you played against him in MSH is the same way you should play against him in MVC2, but this time, you're faster, meaner, and have Super Cancels to boot. Heh heh heh. Need I say more? HUMANS....big problem. These players have something known as a ''brain'', especially the good ones, which makes going against Doom pretty tough. But there is always a way out of everything, right? No one can be that damn good without having any weaknesses. His Plasma Beam has a slight stall before beginning. Just a slight stall, not really that long, probably a fraction of a second, but once you recognize it's start up animation, it's an easy matter to jump over it before it comes out and knock him in the head, or block it near him and counterattack. It's only his Molecular Shield and his Photon Shot which seemingly have no ordinary way around them, well except if you block it near then push away so as to keep him near because Doom has a slight stall animation after these two moves come out, then strike him dead. Very few throw Flame Javelin Supers out of the blue, but when they do, laugh at so stupid a mistake, and throw a Super of your own. His Electric Cage can be Hyper Jumped over, so do so and knock him into next Tuesday or whichever day you prefer. It's only his Photon Array Super which seems to have no weakness whatsoever. This one is only Cancelable with a Beam Super and even if you do hit him with a Beam Super, some remnants of his Photon Array still hits you, which make knock you out of your Beam Super. So the only option left to you is to block it, bear it, and say, "Man! Is he ever gonna pay for that!"

25. Shuma-Gorath - The squid's back. And for the life of me, I still do not know where he/she comes

from, who he/she is, and what is his/her motives in the comics. Is Shuma a guy / a girl?

Quote: "Perish, you insignificant little flea!" (MSHVSSF)

Assist Types:

A: Mystic Stare

B: Mystic Smash

Y: Mystic Stare

Launcher: standing WK twice

Special Moves:

Mystic Stare - Charge b 2 sec, f + P

Mystic Smash - Charge b 2 sec, f + K (can be done in air)

Devitalization - hcb + K

Super Moves:

Hyper Mystic Stare - qcf + KK

Chaos Dimension - qcf + PP, grab with HP or WP (Level 3 or more)

Mystic Slam - qcb + KK

Come on. I'm curious. What is Shuma? Where does this squid come from?

Using Shuma Gorath - With decently good speed, Squiddy is pretty fast in this game. Also, if done

right, its dash can go under some projectiles, even some Beam Supers, if done right.

Careful when

doing its Mystic Stare. When blocked near, you leave yourself open to a pretty long stall.

The good

thing about its Mystic Stare is that it cannot be canceled by a simple, one-hit projectile, such as

Hadouken, Megaman's B shots (except for the runt's Plasma Cannon) or Soul Fist. The other plus with

this move is that if it does make contact, it gives you an automatic 6-hit combo, then the eyes sticks.

Now if you don't get hit by your foe or if he/she doesn't tag out, the eyes will then detonate, giving

you another powerful, unblockable hit. Of course, if your opponent does hit you, it cancels the Mystic

Stare's effects. But hey, it's nice to dream, right? Its Mystic Smash is a great way to end an Aerial

Rave combo. Launcher, A, C, A, C, then Mystic Smash above. Also, it's a great way to surprise foes

from above, especially baiters. You jump over them, then, just when they expect you to come down

and release their guard, you throw a surprise Mystic Smash. 6 hits and all very painful.

Make use all

the time of its f+D grab. This, as some know, is its Life drainer grab which replenishes a little of your

life. Also, if it does make contact, jam on the buttons to give you even more life. Use this move often

to stay alive. His Devitalization comes out quick and is very easy to do, but it's got to be done within

a certain range. try to trick opponents into coming close to you. Block attacks, but keep yourself close

to him/her, then let it out, baby! His Supers, strictly speaking, SUCK. Well....maybe suck is too harsh

a word. How about...PATHETIC?! His Hyper Mystic Stare comes out with a slight stall and Heaven

help whoever gets hit with this Super. His Chaos Dimension is somewhat good, but just like

the
Devitalization, it needs to be within a certain range to be effective. Only this Super
needs to be even
closer than the Devitalization, with so-so damage. So make use of his moves more often
than his
Supers. It'll be more worth your while in the long run.

Against Shuma Gorath - One thing that has improved its is its speed. other than that, it
still plays like
it did in MSHVSF. Pathetic and suckerable. CPU version only for you, because I have never
gone up
against a Shuma Gorath user. HmMMMM. Anyways, keep pouring in those jump attacks because
it
rarely blocks oiverhead attacks. but the best way to play against it (because although
it's not that hard
to beat, it does however like to toss around Assist Characters whenever you least expect
it) is to wait
and bait. When it rushes back, it likes to toss Mystic Stares. These are very easy to hop
over. So do so
and kick its ass (if it had one). Also, if you bait it long enough by jumping towards it,
Shuma will
suddenly throw a Mystic Smash. When you block it, rush it, because as I have said above,
when
Shuma's Mystic Smash is blocked, it jumps back a bit during recovery. Rush it, Launcher
and let the
good times roll! Don't let him get too near you because the CPU has a nasty habit of
giving a
Devitalization when it gets close enough. Its Hyper Mystic Stare is nothing to worry
about, since it
comes out pathetically slow, (but not slow enough to be unable to catch unsuspecting
players napping)
giving you time to jump over it, or Hyper Jump over it because it doesn't go up that much.
It's range
is purely horizontal. Vertical range is out of the question. So go over the Super, get
behind Shuma and
give it your best shot.

26. Spiral - The 6 armed witch is back after so long an absence, and only time will tell
if she will fit
right into the MVC scene.

Quote: "If you take all the eyes that you have been given and still choose to remain
blind, how am I
to blame?" (X-Men # 24)

Assist Types:

A: Single Sword Toss

B: Sword Barrage

Y: 6-Arm HP Attack

Launcher - d + HK

Special Moves:

Dancing Sword - hcb + P

Single Sword Toss - Press WP during Dancing Sword

Sword Barrage - qcf + P during Dancing Sowrd

Scatter Shot - qcf + K during Dancing sowrd

Six-Hand Grapple - dp + P

Super Moves:

Dimensional Dance - qcb + PP
Hyper Sword Dance - qcf + PP
Speed Dance - qcb + KK
Strength Dance - qcf + KK

When she's not getting down, jamming on with her opponents, ever wonder what she does with 6 hands? Besides hitting?

Using Spiral - She's quite fast, I'll give her that. However, her jumping ability sucks tons! She sort of floats for a while when she jumps towards her opponents, decreasing the power of her jump a bit. But as the users goes on, they may be able to go around that little problem. Her Sword attacks are pretty good. takes out alot of damage. However, you should learn to budget this move. "Budget? How?" you ask? Well, when you throw a Dancing Sword move, 6 blades come out, (I know this is pretty obvious to hardcore players, but this is for beginners). Each blade is one long range shot which takes out block damage and can strike an enemy from afar which adds even more power to Spiral's already long reach. Now, what you want to do is; if you're attacking an enemy, you might want to keep him or her away as long as possible. So you throw it one by one. Also, try to trick opponents into making a move with long recovery time and hit them with one of Spiral's blades, kind of like a long range suckerpunch. It can even cancel out projectiles, leaving you with five more for the count (unfortunately, beam projectiles will disperse the blades and hit you. Sorry.) Mix your battle with moves like the Sword Barrage and the Scatter Shot. These also keeps enemies at bay, especially the runners and can even strike them when they're waaay up there as a result of a Hyper Jump. Of course, down side is, if you get hit, Spiral loses the swords swarming around her. Think of that runt Megaman's Leaf Sheild. If you block, the swords will stay. If you get knocked in the kisser, then you lose your swords and you have to do the Sword dance allll over again. It's that simple. When you do get the chance, use a Speed or Strength Dance to even increase her chances of winning. Her Dimensional Dance comes out very quickly, which is why you should use this when your foe least expects it. It comes out fast, has the ability to shock your opponent, and has a massive 26-27 hits since it gives out smacks from the entire Marvel Team. An awesome Super. Her Hyper Sword Dance is slow. VERY slow, Emphasis on VERY, when it comes out. Not good to use against any opponent unless it's the CPU or some brainless fool who challenges you, because this takes some time to come out, in which the opponent can do three things. Either block it, Hyper Jump over it, or worse, Super you out. Try to keep the use of this Super to a minimum.

Against Spiral - No one has ever challenged me using Spiral, probably because everyone is still experimenting with her, as am I. So, I can only give you the CPU version for now. Simply

put, the CPU is pathetic, especially when Spiral is the last opponent. Plays just like Cable. Very susceptible to jumping attacks. You have to watch out for her when she's one of the earlier characters, like say the team leader, because she really enjoys calling for Assists. What you want to do is to simply make sure that Spiral does not get the chance to make use of her swords. It's that simple. If you can prevent her from calling out her blades, then the game is yours. Do so because in desperate situations, the CPU can do some pretty crazy things with those swords, some humanly impossible to do when using her. I found that out the hard way. Lost my entire team to the CPU because I made that mistake. So when you face her, rush her, don't give her a chance to do some magic, throw some of your own, whether in moves, Assists, or Supers. In a while, she goes down for the count. HARD.

27. Sentinel - Now here's a character whom I thought I would never see participate in an MVC game. Guess I was wrong.

Quote: "Mission completed. Mutant terminated" (What they say in mostly all of the comics they've been in.)

Assist Types:

A: Rocket Punch

B: Launcher

Y: Sentinel Strike

Launcher - standing HK

Special Moves:

Rocket Punch - qcf + P (can be done in air)

Upward Rocket Punch - dp + P (can be done in air)

Sentinel Force - qcf + K

Flight - qcb + KK

Super Moves:

Plasma Storm - qcf + PP (can be done in air)

Sentinel Storm - qcf + KK

Is it just me, or is this thing probably the coolest character in the game. I mean by looks alone. Incredible. If the Sentinels really looked like this in the comics, that would be awesome! He looks like something straight outta Gundam or some other crud like dat!

Using Sentinel - He's still powerful, I'll give him that. His dash is amazingly quick for someone of his stature. Even faster than the Hulk's. What's even better is that the Super Armor of Juggernaut is with him. Think of it as the combined might of Juggernaut and Hulk and the speed of Colossus. Drawback? His jumping attack is like Spiral's only a tad slower, with alot of emphasis on the 'float'lag time. Also, Sentinel's Launcher is telegraphically slow. And when it gets blocked or it misses, this places the big

guy in a very BAD position. His Rocket Punch come out pretty fast and can catch opponents napping when thrown right. LP sends in diagonally down. HP sends it straight ahead. But it will take some time before you master combining a rocket Punch to end an Aerial Rave combo. His Sentinel Force is good in keepin opponents at bay. The type of Sentinal Force attack depends on the strength of the Kick. LK sends them dashing towards the enemy. HK sends them over the enemy, raining bombs on them. Don't be using his Flight too often. It renders him defenseless against attacks since it robs him of the ability to block attacks. His HP attack is an automatic beam attack which sort of makes him like Megaman. Sort of. The only reason this move can't be registered in the same bracket as Megaman is because it has a stall in coming out and it really doesn't do that much damage. (He SPITS it out! What've we become!?! SPITTERS!!??) Don't try doing his Plasma Storm all the time on the ground. It comes out like Chun-Li's Kikoushou, only it comes out in front of Sentinel and it only goes until his waist. So no dice there. But if you do it in the air, now that's a different story. Launcher, A, C then Plasma Storm. It comes out like sortuva rushing dash like Jill's Shoulder Cannon. Here's an idea. try ending the aerial rave combo with a Rocket Punch THEN Plasma Storm. Heavy hittng! Another incredible Super of this fighting machine is his Sentinel Storm. Doesn't come out as fast as his Plasma Storm but it does the job. Almost like Spiral's Hyper Dancing Swords. Only faster. When you get desperate, he recovers so fast from this Super that you can throw another one the moment the last one stops. Finish up your entire stock of Super meters.

Against Sentinel - Play against him like you would against the Juggernaut, but use the same kind of caution on him like the one you would give against Colossus. This guy is fast, mean and has enough power to take you out in seconds. But still, the CPU version isn't that hard. Plays almost identical to the Juggernaut. So take the fight to him. HUMANS can pose a problem. The Rocket Punch may be fast, but it has sort of a slow start up time and recoil time as well. Measure the time it takes for the Rocket Punch to go and the time it retracts. It may take time but when you finally get it, every Sentinel users will regret every blocked Rocket Punch. Dont try to rush in all the time because you might eat Sentinel Force if you're not careful. Also, jumping all the time won't help, because Sentinel has an awful habit of grabbing you very quickly in the air. Those little Sentinels can be destroyed, y'know. A small jump kick or projectile can take out one little bugger. However you'll have to contend with the other two that follow THAT little bugger. So hit them with a big Super, preferably a Beam or Charge Super, one that really takes up alot of space, because when you do that, Sentinel won't be able

to block that little attack. Why? Everytime he calls out those little Sentinels, he assumes a pointing stance that doesn't end until all the Sentinels have done their business and left the screen. BOOM!

Watch out for his Supers, but nothing to worry about with a ground Plasma Storm. Just stay away from him and you won't even get block damage if you're beyond his reach. Watch out for his Launcher, though. Don't expect opponents to throw a Launcher at you right outta the blue, since it comes out soooo slow. They might rather throw a Launcher when you least expect it. Sucker punch!

That's when the Plasma Storm becomes dangerous. His Sentinel Storm? This Super is dangerous!

Especially when the Sentinel gets desperate, because he starts throwing them very quickly and in rapid succession. Don't even think of going behind him because this is where the little buggers can REALLY give you a beating. So just block and pray for no cheese K.O, or better still, recognize the start-up animation then fire your OWN Super before the Sentinels come out. Cancels that mean ol' Super and knocks Sentinel right out of his microchips!

28. Thanos - Well, Death's son has returned after soooooo long an absence and just like Doom, it's pretty neat to be able to use him after all this time.

Quote: "Millions have known death at my hands. Now you will join them!" (MSH)

Assist Types:

A: Mental Lancer
B: Bubble Trap
Y: Launcher

Launcher - d + HP

Special Moves:

Bubble Trap - qcf + P
Mental Lancer - qcf + K

Super Moves:

Power Gem - qcf + PP
Space Gem - qcf + KK
Reality Gem - qcb + PP
Soul Gem - qcb + KK

Sad thing is, you can't pick up the Gems if you hit him with a Super. rats. Would've been neat though. Oh well. I guess you can't have everything, eh?

In case you're wondering, I don't have anything on Thanos, Using or Against (or Servebot as you'll see below) since when I finished this FAQ the only last new ones to be released were Felicia and Sentinel. This move list came from Ben Thunder (not his real name) and a few corrections from the movelist on www.capcom.co.jp. But I do hear that Thanos plays just as he had done back in MSH, only a tad faster and enjoys throwing multiple combos all the time, which means that he's as

predicatable here just as he was back in that game. So if you people out there still know how to fight against Thanos back in MSH, get ready for a ride!

III. Capcom Characters

29. B. B. Hood - Little Red Riding Hood on steroids and with a major attitude problem! Hood makes her debut on the Marvel vs. Capcom scene far away from the other losers in the Darkstalker genre and it looks like she's out to leave a very big mark!

Quote: "You sleepy baby. You need a wake-up shot!?! HA HA HA!!!" (Darkstalkers 3)

Assist Types:

A: Smile & Fire

B: Molotov Flame

Y: Shyness Strike

Launcher: standing WK twice

Special Moves:

Smile & Missile - charge b 2 sec, f +P/K

Hop & Missile - charge d 2 sec, u + P

Shyness & Strike - qcb + P

Molotov Fire - dp + P (can be done in air)

Ring Around The Posies - hcb + P (near foe)

Super Moves:

Cool Hunting - qcf + PP

Apple For You - hcb + KK

Beautiful Memory - hcf + KK

I have never, in all my gaming years, seen a game character more twisted and perverse than this seemingly innocent little girl/killer. I LOVE IT!!

Using B.B. Hood - She's somewhat down in the speed department, but her dash is pretty much decent.

Her Launcher, because of its range, may prove to be a bit difficult to pull off against opponents, so try to get it very near them. Or simply suck them in with a jumping two hit C combo, then dash forward quickly while they're stunned and throw another 2 hit C combo. She has a damaging delay

combo when you've got them in the air. A, C, A, C, stall for half a second, then C, C, then her

Molotov Fire. Don't underestimate this move. Her Molotov Fire does about as much damage as Dhalseim's

Yoga Flame move. Her Missiles go the way of Sagat's (ever wonder why HE never got a shot in any

of the Marvel vs Capcom series?) One goes over, the other goes under. Learn which is which and

keep your enemies guessing. However, it would not be wise to use this move often, since they come

out ridiculously slow and any fool can either duck or jump over said missile before it even

comes withtin an inch of them. Her Cool Hunting is, in my opinion, one of the most awesome move in the

whole MVC2 game! If timed right, it can deal up to 60-hits of damage! AH HA HA HA!!! POWER!! It

comes out quickly, which means this is the Doomsday Weapon against those of the Cheapo

fighters,

(except for those with Beam projectiles). This Cancels out shots headed her way and makes'em eat

lead!! Where was this girl brought up? So far I know of no Supers of hers which are Super Cancelable. Her Cool Hunting comes out fast, yes, but not fast enough to Cancel it with.

Her Apple

For You move, while very damaging, comes out slower than the Cool Hunting which gives the opponent enough time to block it. It gets points for comic relief though. Her Beautiful Memory has

potential. I'll get back to you when I do get it. Bottom line is, Hood is a hunter. So attack cautiously

and precisely. Don't try to go running in and out of fights, hear?

Against B.B Hood - This girl is BAD news. Hers has got to be the most tuned-up Capcom AI in the

game (along with Cammy and Anakaris). HUMANS, I'm not so sure, I haven't gone up against any

B.B Hood users yet. Letcha know on Ver. 2.0 if I do find a worthy opponent. CPU on the other hand,

plays almost HUMAN. Be careful because she constantly blocks anything and everything you throw at

her. Most players I've seen, even some of the better ones, can only beat her after taking out her mates

and try to damaging her before the clock stops, winning by time over when they encounter her in the

higher levels. Stage 1-3, no threat. Stage 4-5, visbly dangerous, but beatable without too much trouble.

Stage 6-7? AAAAHHHHH!! Watch out!! She enjoys jumping over you and tossing a Landmine (D attack) over yo' head which has gotta hurt! She also throws very unexpected Cool Hunting just when

you're dashing towards her, leaving you wondering where in the name of all things decent did that

huge mother of a Super come from. She's also even more dangerous when she Hyper Combos with

her friends!! Whoa! I rememeber the CPU throwing a Hyper Combo at me using Cable, Iron Man and

B.B. Hood. I was dashing in with Captain Commando, see?, coming in to give the hurt! Then all of a

sudden, she HYPER COMBOS me!! My jaw dropped as it racked up to 137 hits, effectively dropping

a full healthed Captain Commando! AAAARRRRGGHH!! She also has a penchant for tossing out, and making full use of, the Assist Characters. Just when you least expects it, they pop out! Whoa!! All

I can say is, when playing against her, do two things. First, pray that you encounter her in the earlier

levels, and two, if you're lucky enough, pray that if you do encounter her in the higher stages, she

makes dozens of mistakes to give you the battle. Hey, like the Church says. A battle isn't always about

fighting. Prayer helps out too.

30. Anakaris - Along with B.B Hood comes another refugee from the Darkstalkers series. A mummy

with an attitude problem! And one of the harder opponents in the game.

Quote: "'How dare you!? Never interfere with the chosen one again!" (Darkstalkers 3)

Assist Types:

A: Cobra Blow

B: Mummy Drop

Y: Coffin Slam

Launcher: d+HP

Special Moves:

Coffin Slam - d, d + P (can be done in air)

Cobra Blow - b, f + P (can be done in air)

Mummy Drop - qcf + P (can be done in air)

Royal Curse - In air, qcf + K

Super Moves:

Pharaoh Magic - HK, WP, D, WK, HP (can be done in air)

Pharaoh Cobra Blow - b, f + PP (can be done in air)

Coffin Rain Blows - d, d + PP

Pharaoh Illusion - WP, WP, F, WK, HP

With him, think of Dhalseim who died in Egypt in ancient times while on steroids, because that is exactly how Anakaris fights.

Using Anakaris - Band-Aid Boy is fast. Just like the Sentinel. Very fast when it comes to dashing at foes. But when jumping, Anakaris has that, you guessed it, "floatng" jump also seen in Sentinel and Spiral, only he REALLY floats! His Coffin Slam can be used to smash opponents who have been tripped, but don't expect to use this move all the time, since most opponents already know how to roll away from a trip. A Cobra Blow (why is it called a Cobra Blow? The way it looks like, it should be called Fish Blow!) is a great way to end an aerial rave combo. It comes out quick and fast and it has very little recovery time. But in a projectile trade, the projectile is cancelled but Anakaris gets hit since the Cobra Blow IS part of his body (duh!) Mummy Drop is good for surprising some of those unsuspecting opponents, since the distance of the grab is determined by the P you press. And since the rest of the arm is invisible, the opponent won't know you've just thrown the move until it's too late! The Royal Curse should not be expected to hit all the time, and even if it does, it really doesn't do that much damage. But if it does hit, get ready to laugh your socks off. It be funny! All of his button-link Supers are incredible visual sights, but sadly unlinkable. (so far as I can tell. But if you've had any luck in connecting please tell me about it. I love hearing about new ideas.) And oh yeah, his Pharaoh Cobra Blow is determined by button-linkage for a blow to come out at a certain level. One button throws a blow at head level, another hits at stomach level, and one more hits at feet level. It takes some time to practice before you can get which button throws which, but ultimately you'll get it. Or you can do what I do. MASH those buttons! ALL OF THEM! If all of them connect, very good.

Against Anakaris - This guy is tricky. Very tricky. You might just say he's a slow guy but in reality, he's pretty fast when it comes to dashing. He's one of the more dangerous foes in this game since

almost all of his moves have very little recovery time which you will find very hard to take advantage of. This applies to both HUMANS and CPU. The worst trick will be to get you downstairs and strike you with a d+C, C, D combo. This hurts alot. Don't keep running into the fights alot since you might find yourself suddenly wrapped up and slammed out of breath. Those hands of his comes out when you least expect it. His Supers come out pretty fast but they go only to one certain direction. So what you do when you finally recognize the start-up animation of his Supers is you jump over him and let'im have it. But this might take some practice since they do come out pretty fast. Be very careful because if you get it wrong, you'll find out just how devastating his Supers can be. But probably the best style against him is to use quicker opponents, take the fight to him and rain Assist characters all the way.

31. Chun-Li - Now this little girl, the speed queen and, the first female in the fighting game scenes, I might add, of Street Fighter is back with the same number of games as Ryu and Zangeif. The popularity of these guys are amazing.

Quote: "You underestimated me. Enjoy your defeat." (MVC)

Assist Types:

A: Kikouken

B: Tenkuukyaku

Y: Senenshouo

Launcher: standing HK

Special Moves:

Kikouken - hcf + P

Hyakuretsu Kyaku - K rapidly (can be done in air)

Tenkuu Kyaku - dp + K

Senenshouo - hcb + K

Super Moves:

Kikoushou - qcf + PP

Senretsus Kyaku - qcf + KK

Hazantenshou Kyaku - dp + KK

Hey, Anthony! Have you ever seen the hentai pictures of Chun-Li? It's on www.kissmehentai.com.

Man, she is HOT!! And I just gotta say, I...huh? What about the readers? Readers? What readers?!

What the...? Whoops!! Sorry! Forgot where I was! Damn! <ahem!>.....Now.... On with the show.....

(boy, is my face really red!)

Using Chun-Li - First thing you must remember everytime you play is she is fast. Second thing you must remember is that being one of the older generation of fighters, almost all her moves and all of her Supers are Cancelable. When you start an aerial rave, try ending it with a Hyakuretsu Kyaku. Or if not try this; after launching, A, C, A, C, d+C, (this is that old d+MK stomp which keeps

your foes in the air) then A, C, A, C, again. Repeat this as far as you possibly can go. Thanks to Doods for this tip. I could get as much as a 13-Hit combo from this one before dropping out. Try it and tell me how many hits you guys can get. Her Hienshuu is perfect for overhead attacks against people who love to duck, especially against Charge fighters like Guile and Nash. She's not much of a projectile user, since her Kikouken comes out pretty slow, even her B Kikouken, and she would always lose in a projectile trade against Beam projectiles. So this projectile is best used like Nash's Sonic Boom. A screener attack with which to force your foes into blocking or jumping over you. If he/she blocks it rush'em while they're blocking. Strike them with low-high attacks or better still, a grab. If they jump over the Kikouken, have a quick Tenshou Kyaku ready to take them out once they're just within a few inches of you. She may not be much in the projectile department, but her other moves come out pretty fast, so some players do not expect you to throw a Tenshou Kyaku so quickly or better still a Hazantenshou Kyaku when he/she REALLY doesn't expect it for more hurt! Chun-Li's Kikoushou comes out quite slow, so don't expect to always get hits in. Only use it to hit easily suckered opponents or to shield yourself from projectile Supers in order to avoid block damage. Her Senretsu Kyaku is cancelable by doing this, A, C, d+B, then while your opponent's reeling from the HP blow, throw her Senretsu Kyaku Super to link up with it as fast as possible. Her Hazantenshou Kyaku can be combo-linked by A, C, then Hazantenshou Kyaku for great effect. The one thing that's really bugging me is, where is her Shichesei Senkuukyaku!? That move was not only the most damaging move in her arsenal, it was one of the most incredible moves I had ever seen, along with the Eternal Slumber of Morrigan and the Captain Storm of Captain Commando. The others are pretty cool, but these three Supers were the most awesome Supers in MVC. Now? Weeeell....Only time can tell. I'll try to compile the list of the most awesome looking Supers, for me, in MVC2 (see below). Tell me what your most awesome Supers are.

Against Chun-Li - Now although Chun-Li's fast, she can make some awful mistakes. Her Kikouken, when blocked near, a faster foe can shrug it off and strike her quickly. Trick her into sending a Tenshou Kyaku or a Hazantenshou Kyaku. Block low, then do low hit-Launcher attacks or strike back with a Super of your own, because although it comes out quickly, when it ends, she crouches down for a while to probably catch her breath. Standing attacks go over her head, so low-hit-Launchers all the way or Super. CPU also has the bad habit of suddenly throwing the Hyakuretsu Kyaku out of nowhere, which also has quite a recovery time when it ends. Not as long as that of the Tenshou

Kyaku, but still, it's there. Dash in and take her out. Same goes for her Senretsu Kyaku. Block it to its entirety, then take her out. A Super or, if you're planning for an aerial combo, throw a Launcher for this one, since low-hit attacks such as C won't hit her unless you time it right and standing weak attacks will knock her back, unless you have a quick 2-hit standing Launcher combo, like Cable's and Cyclop's. Her Kikoushou, although deadly when it hits, is crappy when blocked, or worse, when thrown far away. When it ends, she pauses for a while, just like War Machine & Iron Man after a blocked Proton Cannon, only a little longer. So throw a Super of your own, one that doesn't take too long or dash in and combo her. Your choice. Be careful because both CPU and HUMAN players like tossing out Assist characters unexpectedly. Coupled with her speed, this makes her one of the more dangerous characters. So don't go dashing in just like that. Wait. Bait. Block. THEN dash in. Just like that.

32. Cammy - M. Bison's right hand assassin is back after a two game rest. And she's got the right adjustments to be one of the games finest characters. The adjustments I'm talking about, for those of you who are perverts, are not what you think!

Quote: "Bison and I shall laugh about this tonight." (XMVSSF)

Assist Types:

A: Cannon Spike

B: Spiral Arrow

Y: Axle Fist

Launcher - d+HP / standing HK

Special Moves:

Spiral Arrow - qcf + K (can be done in air)

Cannon Spike - dp + K

Spinning Fist - qcf + P

Cammy Counter - hcb + P

Sky Lance - in air, qcb + K

Rolling Frankensteiner - qcb + K, then HK again when near foe's head

Reverse Toe Hold - qcb + K, then HK again when near body of foe

Rolling Slider - qcb + K

Super Moves:

Wild Bull - qcf + KK

Lock On - qcb + PP (can be done in air)

Vertical Spear - qcb + KK

She's got a new Super. With that, she's ready to hit the road and kick ass!

Using Cammy - Now the first thing you should remember is that she's the fastest character among the Capcom characters, with Strider Hiryu in second and Morrigan a close third, which means she has the ability to run into a fight, whack out a few times, then beat a hasty retreat before the enemy even

realizes the game has started. That you should use to your advantage, especially against projectile users, since Cammy has no projectiles to speak of. So use her speed to jump over projectiles and stike foes out. Her Spiral Arrow move goes low and can go under most projectiles, if timed right, and hit the opponent doing the firing, if you're near enough. If you're feeling bad enough, you can cancel that and go into her Wild Bull Super for maximum damage. But don't go throwing Spiral Arrows at just any time. This is not a projectile. If it is blocked, you put yourself in a very dangerous position as it takes cammy awhile to recover from a blocked Spiral Arrow, leaving her open to Supers, Launchers, etc., unless before you throw a Spiral Arrow, you have an Assist character back you up, so Cammy'll have some time to recover. Refrain from using her Spinning Fist and her Rolling Frankensteiner / Reverse Toehold / Rolling Slider command. These moves are the only times when Cammy is at her slowest and her most vulnerable. Learn to time a Cammy Counter well in order to stop using the block command. Her Cammy Counter is a great way of blocking physical strikes (it won't work on projectiles and Beam and Charge Supers though. I've seen her Counter Impact Supers before but those were rare.) and make her opponent eat their own foolishness. Some of the hard core fighters associate this move with the Parrying Command in Street Fighter 3. But make sure to time it right, as it only stays on for just a second then disappears. If done perfectly, you block an opponent's attack and strike him/her down. If not, well, you get a knuckle sandwich! What's also great about this player is that all her Supers are button-link chainable. Her Wild Bull Super is best used as described above. Her Vertical Spear is, dash, A / C, then quickly go into Vertical Spear as fast as humanly possible. Not for the very slow. This really packs a punch. If you would like to hear some OHHs and AHHHs, does this; launcher, A, C, A, C, qcf+D (HK Spiral Arrow), then quickly do her Lock On Super. This has got to be done as fast as humanly possible to get these hits in and this might take some time to master. But hey. No prob. This one's a real crowd pleaser.

Against Cammy - Be very careful with this one. The CPU AI for Cammy is just as anti-social as Gambit's or Psylocke's plus it has the annoying habit of walking up to you and grabbing you when you least expect it. She may be fast but all her moves, when blocked, have insane recovery time, recovery times which you must take advantage of immediately in order to win. Against HUMAN players, same thing. Block all their attacks and counter quickly. Don't try to go for fancy schmany combos which might not have a 100% success rate. The simplest combos are always the best. Keep your combos against Cammy as simple, but as painful, as possible. Keep your Assist characters on their toes. When Cammy's the Assist character, take her out as fast as possible / reduce her life

considerably before she comes out to the playing field. When in doubt, after a blocked move or a Super from Cammy, throw a Super of your own or a plain projectile. Just be careful of Crossover Supers. Who the hell cares if everyone doesn't think it's flashy enough? Do they feed you?! Do they clothe you?! To hell with them! What matters most, in the end, will not be the flashy attacks, but who stands over whose dead players victorious.

33. Morrigan - Oh my, my, my! The ultimate sex goddess of the Capcom is back in her second installment and best of all when she wins, the bondage victory pose with Lilith which appears in the Jap version but not in the American version is here! Whoa! Spank me, Morrigan! I've been a naughty boy!!

Quote: "Your soul is strong. May I borrow it forever?" (MVC)

A: Demon's Claw
B: Soul Fist
Y: Soul Fist

Launcher: df + HP

Special Moves:

Soul Fist - qcf + P (can be done in air)
Demon's Claw - dp + P (can be done in air)
Shell Kick - in air, qcb + K
Earth Vacuum - hcb + P (near foe)

Super Moves:

Soul Eraser - qcf + PP
Silhouette Blade - dp + PP
Darkness Illusion - qcf + KK (can be done in air)

Damn! Her Eternal Slumber Super is gone! Hell and a damn!!

Using Morrigan - Just like Cammy, she's a speed fighter, so keep those hits coming. She has an incredible combo which few use but it's very intense. It goes like this, make sure first that you are anywhere near a corner. Then Launcher, A, C, A, C, then Demon Claw. This knocks them towards the wall. While you opponent is in the air dropping down on the wall, dash right in and the instant he/she lands, throw a Earth Vacuum whcih will catch him/her. Most, while coming down, on seeing you so near, will automatically block an attack. Problem is, Earth Vacuum is like Zangeif's grabs. Unblockable. All the blocking they do will merely provide you with an easy target. Also, this same combo, minus the Earth Vacuum, if done, say, in the middle of the screen, can be linked with a Soul Eraser. How? This Super has been given faster recovery time which makes it a great Beam Super. So, after a Demon Claw, when the enemy is coming down, the moment he or she lands, FIRE! Very few expect that, and since it comes out very fast, chances of a successful hit are 85%. She has one of the

fastest air dashes in the game which can be put to good use by annoying your foe while coming in for a quick hit. Use her Soul Fist to keep opponents away for a while then strike. Probably the only Super which is button-link chainable is her Silhouette Blade. Dash, d+C then Silhouette Blade, if you're fast enough, or dash, A, C, then Silhouette Blade. Just like Captain America's Hyper Star's n' Stripes.

Against Morrigan - The one thing you have to watch for is her air dashes in which she uses them to great extent. Don't start rushing in after she throws a projectile. You block it, so what? the moment you dash in, she could fire a devastating Soul Eraser at you. Although it comes out faster than in MVC, it still has a starter time problem, so jump over it and whale away at her. This is also one of the characters in which Assist characters are definite must. Sometimes there are ambitious bastards who try to throw a Darkness Illusion at you. Make them regret this, since this Super is the only one in her repertoire with incredible recovery time when blocked, because if this super is blocked, she then jumps back. Remember, don't hesitate. A Super is what is called for right away. And just like Cammy, please try to get rid of her quickly when she's an Assist character or damage her quite a bit, before she comes out. Saves you alot of trouble.

34. Ryu - the Shotokan Master has come back to his 12th game!! Still an arcade favorite. all the way!

Quote: "Good fight. Don't restrain yourself next time." (MVC)

Assist Types:

A: Hadouken

B: Shoryuken

Y: Tatsumakishipuukyaku

Launcher - d + HP

Special Moves:

Hadouken - qcf + P (can be done in air)

Shoryuiken - dp + P

Tatsumakishipuukyaku - qcb + K (can be done in air)

Super Moves:

Shinkuu Hadouken - qcf + PP (can be done in air)

Shinkuu Tatsumaki Senpū Kyaku - qcb + KK

Shin Shouryuiken - dp + PP (Level 3 or higher)

Good thing they took out that horrid Change ability of Ryu's in MVC. Yeech! I mean, gender-switching in the middle of the fight? Keeerist! FREEEEKEEEEE!

Using Ryu - Now I'm not such an avid fan of Ryu's so I really can't tell you exactly on how best to use him. All I know is, he's one of the most balanced fighters in the game, which makes him maintain his status as Arcade Fave (At least, from what I've observed, although it's slowly

waning.) Hell, the only button link-Super chain combo I know is the one my friend taught me, launch, A, C, A, C then ShinkuuHadouken in the air. That's all I know about Ryu. Sorry. So if you would like better info, go get tips from expert users. You must know some of them. Me? I'm still experimenting with Ryu. I'll find out how to use him well. When I find the time. I'll post my findings on Ver. 03.

Against Ryu - This one is dangerous. Very dangerous. Seems like the CPU version has a nasty habit, when it's Super Meter is say at Level 4 or above, of throwing a Hadouken, then dashing back and Canceling it with a ShinkuuHadouken, which catches alot of players unawares and can put on the big hurt. I've even seen HUMAN players use this tactic with very painful results, to their opponents. Also, sometimes he does an aerial Tatsumakishippu Kyaku, which is easily blocked. but the moment he touches the ground, he immediately goes Shinkuu Tatsumakishippu Kyaku, which can pull an opponent close into the whirling vortex for quick hits. Worst of all, this move has NO recovery time, which means after blocking this attack, Ryu can immediately block against the opponent's counter-attack. There is no real way to beat a good Ryu player. (against the Cheapos however, there are plenty of ways.) The only way to beat Ryu is observance. Watch your opponent's style and counterattack when you feel a perfect oppurtuniy comes your way. Good Ryu players may be good, and I've gone up against the best of them, but they are certainly not unbeatable. I should know. I've kicked some of their asses. Each and every one of them has their styles. Learn them, view their strengths and weaknesses, observe their favorite combos, master them, beat them.

35. Ken - The Gaijin comes back with a vengence after resting for one game due to that (shudder) gender switching issue with Ryu. (Brrrrrr).

Quote: "You've got a lot to learn before you beat me." (MSHVSSF)

Assist Types:

A: Shoryuken

B: Hadouken

Y: Tatsumakisempuukyaku

Launcher - d + HP

Special Moves:

Hadouken - qcf + P (can be done in air)

Shoryuken - dp + P (can be done in air)

Tatsumakisempuukyaku - qcb + K(can be done in air)

Evade Roll - qcb + P

Super Moves:

Shoryuu Reppa - qcf + PP

Shinryuu Ken - qcf + KK

Shippu Jinrai Kyaku - qcb + KK

One of the fighters whose own popularity rivals that of his best bud. Let's see just how good Blondie is right now.

Using Ken - Obviously, he's waaay faster than his rival Ryu, who opts for balance. That much I can tell you. To tell you all the truth, I have never used anyone from the Shotokan school of Martial Arts yet. I still have to practice using one of them, whether it's Ryu, Ken, (chukle!) Dan (though I'm not sure whether this loser is with the Shotokan school), Sakura, and Gouki. But hey, I'm accepting suggestions on how to use these guys properly. My e-mail is above, so please send in your suggestions along with your e-mail address and your name (name is optional, but e-mail is required) so I can thank you and give you credit in Version 03. But really Ken is so fast that practically all of his Supers, with the exception of the Shipuu Jinrai Kyaku, have a 100% success rate if used properly. Like his Shoryuu Reppa. Simply A, C or A, A and then go into Shoryuu Reppa (can also be done with Gouki.) or his Shinryuu Ken. Launcher, then Shinryuu Ken. Just like a Captain Sword. Cool.

Against Ken - That speed of Blondie can be used against him. CPU Ken is no threat. HUMANS are deadly, with a captital D. His Hadouken, while impressive, disappears at a certain distance, sometimes not even getting close enough to give you block damage. Time it that when his projectile disappears, throw a projectile of your own. If timed right, your projectile will go through the disappearing Hadouken and strike Ken before he recovers from the hadouken throw animation. Also, try to trick opponents into going into a Shoryuken. Block this low and when he lands, nail the blonde geek! His Tatsumakishipuukyaku goes diagonally up, making him very susceptible to an anti-air move or Super. So take advantage of that. Take advantage of all his blocked Supers because once blocked, Ken leaves himself open to any move under the sun, especially his Shipuu Jinrai Kyaku, which, when blocked, ends with Ken stalling for a full second, showing you how smashing his red knee is. Bust him apart! And always use Assist characters whenever possible. Heaven knows that you'll need all the help you can get against him, especially against good Ken players who are almost unbeatable (but not so unbeatable. I've kicked more than one blonde ass now and then).

36. Dan - <PPPHHHHT!> The (snicker!) self taught fighter is back, (AH AH AH AH HA!!) and he's still as pathetic as ever! AH HA HA HA!! HOOO HA HA HA HA HA!!!

Quote: "The only master I need is myself." (MSHVSSF)

Assist Types:
A: Gadouken

B: Kouryuken
Y: Autograph

Launcher - d + HP

Special Moves:

Gadouken - qcf + P (can be done in air)
Kouryuuken - dp + K
Hishu Burai-Ken - qcb + K (can be done in air)
Autograph - qcf + K
Chouohuhatsu - qcf + Start
Kouten - qcb + Start

Super Moves:

Dankuu Gadouken - qcf + PP
Shoryuu Reppa - qcf + KK
Desperation - qcb + KK
Super Taunt - qcf, qcf + Start
Otoko Michi - HP, WK, b, WP, WP

Oh yes. You REALLY are going to get anywhere with this guy.....

Using Dan - Oh yes. I really want to use this Ryo Sakazaki/Robert Garcia clone. With pathetic moves and pathetic Supers, only those with the mettle can use him without being bothered by his (hmp!) moves, such as they are. In fact I found one such person in Alex Wreschnig who says:

"Well... we were chuckling at how bad he was too... until a friend of mine named Tim got really disturbingly good with him (making him basically a decent character).

There are two things you need to remember:

1. He's actually really fast, for a cheesy Ryu-type character.
2. Believe it or not, his super moves do a TON of damage, for only a few hits. So if you get off the right one (this list does not include his "fireball") two hits can deal a good 25-30% of someone's life bar.
3. His fireball and his autograph can be cancelled out of.
4. NO ONE thinks that he's any good, so when you cancel out of the autograph into a super you can laugh at them all you want (doesn't work vs. cpu)

Basically, avoid attacks until you can get in a combo (for loads of damage), or just do what I try to do as dan - jump in/Hishu-Burai-den in (it's a decent move, if done well), sweep or something, throw, and get out of the way. Jump in and fireball, then cancel to a super if you get the chance. And it's SOOO worth it when you beat someone with him!"

Against Dan - He is the EASIEST character in the game. I'm only going to tell you what the score is on the CPU because the HUMANS using Dan who've gone up against me always got Dan busted up before the real fight started. Remember, all of his moves are pathetically slow. The only real danger comes from his Desperation Super. It comes out faster than the rest of his moves with decent speed, which gives it the potential to really catch you off guard. But other than that, take the

fight to him,
because CPU has weird habit of standing back and signing autographs, signing them and
tossing them
at you. Jump and take this joke out for good!

37. Sakura - Oh jeez! The little Sailormoon reject has come back again! And just like
before, she's just
as pathetic as ever. I mean, why can't she get her own moves, eh? Always copying, always
following!

What a crackpot fighter! Why the hell did she come back anyway? She should go
f...waitaminit.

Someone at the door. Well, hey, Saki, baby! how are ya? You're doing well? What!? ME!? Say
bad

things about you!? Oh, no no no! You must have heard someone else say that! I'm your
biggest fan!

Really! You don't beleive me, do you? Wait. Lemme explain. Please. Put that down! Wait!
WAIT!

NOOOO!! AHHHH! SOMEBODY HELP MEEEE!!!! YAAAARGH!

Quote: "I'd never date someone as weak as you!" (MSHVSSF)

Assist Types:

A: Shouoken

B: Hadouken

Y: Shunpuukyaku

Launcher - d+HP

Special Moves:

Shououken - qcf + P (can be done in air), dp + P if Dark Sakura

Hadouken - qcb + P (can be done in air), qcf + P if Dark Sakura

Shunpuu Kyaku - qcb + K (can be done in air)

Ashura Warp - dp + PP/KK (only with Dark Sakura)

Super Moves:

Midare Zakura - qcf + PP, dp + PP if Dark Sakura

Shinkuu Hadouken - qcb + PP, qcf + PP if Dark Sakura

Haru Ichiban - qcb + KK

Dark Sakura - rdp + PP

Shun Goku Satsu - WP, WP, f, WK, HP(Level 3 or higher)

She's still one of the better, no, NO, best, BEST, characters in MVC2, just as she
was in

MSHVSSF. Really! Honest to God!! You've gotta beleive me! (There. I said it now, Saki.
Please don't
kill me.....)

Using Sakura - Is she gone? She is? Whew! Why the hell is she so touchy? Anyways, Just
like Ryu, I
have absolutely no idea how to use her well yet. I'm still experimenting and the
experiment's not going
so well so far. I'll let you know of any developments soon.

Against Sakura - No HUMAN fighters yet, so the CPU version will have to do for now. Just
like B.B

Hood, Sakura is dangerous is the higher stages of the game. Always seems to be able to
find a breach

in your defense and throw a quick Shououken which really brings down your morale. Always
pulls that

combo off whenever she hits you and she's fast enough to do so. Try to block the Shououken

all the time and counterattack quickly, but don't always resort to a Super. Her recovery time from a blocked Shououken may be long but it's not that long that you have the luxury to throw a Super at her. She's deadly, that I can tell you. Just Like B.B Hood, she's dangerous in the higher levels, as both an Assist character and as a regular fighter and enjoys throwing out Assists, which for some reason the CPU Sakura is always accompanied by some of the strongest fighters in the game. UNFAIR! But the one thing that's funny about her is that she enjoys throwing her three basic Supers, Midare Zakura, Shinkuu Hadouken, and Haru Ichiban right out of the blues. These three moves may prove to be your windows of opportunity if you master how to use them to your advantage. The initial hit of the Shinkuu Hadouken, when blocked on land, will push you away, giving you only one point block damage. But what's this? Sakura isn't even through throwing the rest of the Super, which leaves her very susceptible to a SUPER! Her Haru Ichiban, when blocked below, opens her up for either a Super or a Launcher, depends on what you want to do, and her Midare Zakura, When blocked, pushes her off a little ways. This one you must treat as an ordinary Shououken. No Super. Just a quick counterattack. Might I suggest using your faster fighters to take out this clown? What? She's coming back? Sorry, gotta go back into hiding for a while.

38. Gouki - The demon master, the man with the chaotic fist, has returned. Another victim of the gender-switching issue with Ryu. He really doesn't look too happy about that development.

Quote: "This world is starting to lose its appeal." (MSHVSSF)

Assist Types:

A: Gou Hadou

B: Gou Shoryu

Y: Tenma Kuujin Kyaku

Launcher: d + HP

Special Moves:

Gou Hadouken - qcf + P (can be done in air)

Gou Shouryuken - dp + P

Tatsumaki Zankuu Kyaku - qcb + K (can be done in air)

Tenma Kuujin Kyaku - in air, qcf + K

Forward Ashura Senkuu - dp + PP/KK

Reverse Ashura Senkuu - rdp + PP/KK

Super Moves:

Messatsu Gou Hadou - qcb + PP

Tenma Gou Zankuu - in air, qcf + PP

Messatsu Gou Shouryuu - qcf + PP

Messatsu Gou Rasen - qcf + KK

Shun Goku Satsu - WP, WP, f, WK, HP (level 3 or higher)

Just like Bison, Gouki has really gone down the tubes when he got transferred to the MVC

series.

Any good Gouki player can remedy that little problem. But he just doesn' have that same power which made him fearsome in SF3.

Using Gouki - Fight fans, I know this must come as a great disappointment from me, but just like Sakura, I'm still in the stages of experimenting with Gouki. So I can't even begin to advice you on how exactly to use Gouki. I don't have the right. Perhaps the only combo-Super Cancel that I've been able to pull off so far has been, Launcher, A, C, A, C, HK Tatsumaki Zankuu Kyaku, then half way through that move, Tenma Gou Zankuu. Has an 87% success rate, but with constant practice you should be able to get that thing to work everytime. The same goes for his Messatsu Gou Shouryuu. A, A then Messatsu Gou Shouryuu. That simple. However there is one Super I've been meaning to try out. It's Launcher then Messatsu Gou Rasen. Just like Magneto's Shockwave after Launcher chain. I don't know if this works, though. I'm still testing it. But if anyone can confirm that I'll give him/her full credit in Ver. 03.

Against Gouki - Gouki plays alot like a combination of Ryu and Ken, only alot more calculating. Figure out how to beat Ryu and Ken, pile up together what you do know about busting them up and use it against Gouki who fights like these two. Oh, and keep him on the ropes with low-high attacks and Assist Characters. Theres a good lad.

39. Roll - Tsk, tsk, tsk. Roll. Poor Roll. Thrust into a game for the big boys. But, hell! Does this little girl care? Hell, no! Watch it! She's comin' to get some!

Quote: "Don't be mad at me. I'm just a little girl." (MVC)

Assist Types:

A: Plasma Fire

B: Deadly Bouquet

Y: Deadly Bouquet

Launcher - standing HK

Special Moves:

Roll Shot - qcf + P (can be done in air)

Deadly Bouquet - hcb + P (can be done in air)

Get Rockball - qcf + K, repeat to use

Get Tornado Trap - dp + K, repeat to use

Get Leaf Sheild - qcb + K, repeat to use

Super Moves:

Hyper Roll - qcf + PP (can be done in air)

Rush Drill - qcf + KK

Beat Bomber - qcb + KK, p to shoot, K to drop bombs

Plays a tad just like Megaman, only she doesn't belong in the Cheapo ranks. Capcom

has also decided to tune her speed up a bit. One question, though. What the hell is she? Megaman's sister or the runt's girlfriend? Because in the earlier Megaman games, Roll is his sister. In the later ones and in MVC, she's his girlfriend. Wussup with that? I'm more willing to believe that she is his sister, since they play so much alike. But if she's also Megaman's girlfriend, then this is the most public display of incest in a fighting game, EVER, in the entire world! Whoa! Awesome!

Using Roll - Now remember, you can't use her as some Megaman clone, in which you sit back and throw fireballs?! Uh uh. You do that, you get your ass royally kicked. She's been made faster, so use her enhanced speed to play like never before. Dash in and out of fights and keep launching your opponents for aerial raves. Forget about doing a Hyper Roll chain when you're done with an air combo. It is IMPOSSIBLE! Lemme put it this way. Her Hyper Roll comes out so slow, your enemy will have enough time to drop to the ground and block before she can complete the animation of Hyper roll and start firing away, leaving her open to any anti-air attacks and Supers that the enemy might throw at you from underneath. Don't take the risk. use instead her Rush Drill and her Beat Bomber if you really want her Supers. they're slow, but at least they're faster than the Hyper Roll. Like Megaman, switch weapons constantly to keep your opponents guessing. But no Rock Ball. It is PATHETIC. Easy to see and to block when it shoots. Be very careful when using her. Although she's been tuned up more to a real fighter, she still takes more damage from ordinary moves compared to the others. Best thing to do is wait and counterattack. And don't skimp on the Assist Characters. They can help you out alot.

Against Roll - Play against her like you would Megaman, because both CPU Roll and Megaman play the same. Just watch it with the HUMANS. They're a whole lot craftier than the CPU. But still, not so much of a problem. One thing I ask of you is just: please go easy on her. She's just a little girl and she's not as annoying as her brother / boyfriend / whatever. C'mon. Have a heart. She's just a girl.

40. Megaman - Oh no. No no no no! Don't tell me! I said DON'T tell me! The leader of the Cheapo ranks is back, no? That idiotic little runt! AAAAAARRRRRRRGGGGHHHHHHH!!!!!!!!!!!!!! May he be cursed to all perdition!

Quote: "Wow! Dr. Wily really outdid himself this time!" (MVC)

Assist Types:

A: HP Fireball

B: Mega Uppercut

Y: HP Fireball

Launcher - standing HK

Special Moves:

Plasma Cannon - Hold HP for as long as possible and release (can be done in air)

Mega Uppercut - dp + K (can be done in air)

Get Rockball - qcf + K, qcf + P to use

Get Tornado Trap - dp + K, qcf + P to use

Get Leaf Shield - qcb + K, qcf + P to use

Super Moves:

Hyper Megman - qcf + PP (can be done in air)

Rush Drill - qcf + KK

Beat Bomber - qcb + KK, P to shoot, K to bomb

For once, that's all I ask, for once, no Megaman for the second series! But noooooo!
The small
bastard is back again! But that's okay! I always use him as a punching bag, anyways! MWA
HA HA
HA!!! Take that, boy!

Using Megaman - Use him?! Are you crazy!? I wouldn't use him unless I was dead drunk or on
extremely heavy drugs! Besides, his Hyper Megaman move come out alot slower than in MVC,
so it's
very difficult now to chain it into an aerial rave unlike in MVC. You know, Launcher, WP,
WK, MP,
MK, then Hyper Megaman. I'm not saying it's impossible, only it would take incredible
timing to
accomplish such a feat, because now, his Hyper Megaman comes out almost as slow as Hyper
Roll!
Look, if you're going to use Megaman, I can only give you two options, it's either if
you're one of the
players who beleives in really flexing your real muscles, you can ask those who know how
to play
Megaman well or you can do what most other players do. Sit back and fire away like crazy.
Maybe
the only thing I can say is to switch your weaponry often to keep your opponents guessing,
though I
think that won't help much since the names of the weapon comes out after you grab it,
which is very
noticable to your opponent, unless of course this is in the heat of the battle, where
players don't pay
much attention to anything else other than beating the tar from you. Also, try to keep
charging that
Plasma Cannon as long as possible and let go when your opponent least expects it. This
ought to give
out some heavy damage. (now enough about using Megaman. I'm feeling dirty. Yuch! Hey!
Where's
my hand sanitizer!?)

Against Megaman - Now this I am good at. No matter who strikes you, most, no, 95.5% of the
players who use Megaman like to take full advantage of an easy fireball. Very few like to
use
Megaman as a man, not some silly little boy pretending to be a man. Easily taken care of.
But first the
CPU version. Pathetic. Likes to rush back and fire his weapons, which of course, all of
them now
have incredible start up time. In short, Megaman telegraphs his moves to you, stamps it,
delivers it
and awaits your reply. Make sure it's the painful one. Now the HUMANS. Now I know there
are those

who play him like the pros they are, but still, majority of the Megaman players I've seen, and have beaten most righteously and heavily, plainly, SUCK! Him? No threat. Rush them with flying attacks while they're busy firing away, and get your Assisst characters out once in a while to join the party and to block some of those shots, but be careful. Every once in a while, they become crafty and start pulling moves which can pull the rug from under ya, by throwing unexpected Uppercuts and Plasma Cannons. But still, no threat. Block that Uppercut. The moment the runt lands, POW!. Or jump over that idiotic Plasma Cannon of his, since it takes a while to come, and POW! What's even more pathetic is that Megaman's Hyper Megaman, when it comes out, doesn't fire immediately unlike in the MVC game. Megman poses, he grows, he stalls for a while, THEN fires. Which means it can be knocked out of commission before Megaman can even fire a single shot! Even his Rush Drill and his Beat Bomber pose NO threat at all. Both can be blocked and when they end, leave Megaman so open, only the clinically brain dead would not take advantage of an incredibly tempting and incredibly stupid opening! The one thing irritating about him is his taunt after he Assists. Make him eat that damnable tongue of his! So all of you anti-Megaman players out there, pound the little runt! And have fun doing it! You have my blessing!

41. Zangief - The Crimson Tornado has returned. I wonder how come he's so damn popular. Must be that buff exterior.

Quote: "Nothing can withstand my Final Atomic Buster!" (XMVSSF)

Assist Types:

A: Lariat

B: Flying Powerbomb

Y: Russian Slam

Launcher: d+HP

Special Moves:

Double Lariat - PP

Sky Toss - qcb + WP

Banishing Fist - dp + PP

Aerial Russian Slam - dp + K

Screw Pile Driver - 360 + P (near foe, can be done in air)

Double Crusher - hcf + K (very near foe)

Flying Power Bomb - hcf + K

Cyber Fire - hcf + P (only in Iron Body Mode)

Super Moves:

Final Atomic Buster - 360 + PP

Iron Body - rdp + KK (again to switch back)

Iron Tornado - 360 + KK (only in Iron Body Mode)

Ultra Final Atomic Buster - 360 + KK (Level 3 or higher, only in Normal Mode)

This one should be used with the caption, ''For Those Who Beleive That They're That Damn

Good."

I wonder what would happen if the Russian Atomic Bomb met up with either The Rock's People's Elbow, Kane's Chokeslam or Triple H's Pedigree with his Screw Pile Driver. Wah ha ha ha ha! (Sorry.

Rabid WWF fan.<urhurm!>)I also heard somewhere that Zangief can be created in WWF SMACKDOWN! 2. Can anyone help me out here?

Using Zangeif - I, however, do not deem myself worthy to call myself "That Damn Good"...yet. If I use Zangeif now with the skills I have, it would be like signing my death warrant. For one, he's incredibly slow, putting him in the "Wait and Bait" category. And two, his moves and Supers are extremely hard to pull off. I suggest you people find those who are That Damn Good and ask them, very nicely, on how to use Zangeif, that is, if you beleive yourself worthy of going one level higher to become better. or I can once again refer you to my friend Anthony Palma (email is above in Doc Doom's corner) so he can refer you to our mutual friend Doods who we beleive is That Damn Good because he has passed every MVC series with Zangeif. (Ask him NICELY.)

Against Zangeif - One thing you must remember by heart when going against him, is NEVER GET WITHIN HIS REACH or you will be kissing floor, with both HUMAN and CPU. 4 Screw Pile Drivers is enough to knock you out of your misery while 2 Final Atomic Busters....weeeelllllll, let's just say you won't be getting up to go back to play anytime soon. Play keep away, use projectiles and Assist characters to keep him away and make use of low attack-Launcher attacks. That's the only way you should play against him. Keep away. And stay away from him as often as possible. You want to win, doncha!?

42. M. Bison - the Dictator is back and I have to say, I'm really not impressed.

Quote: "I shall rule all in this pathetic world." (MSHVSSF)

Assist Types:

A: Psychoshot

B: Psychofield

Y: Double Knee Press

Launcher - standing HP

Special Moves:

Psycho Shot - hcf + P

Psycho Feild - hcb + P

Scissor Kick - hcf + K

Head Stomp - charge d 2 sec, u + K

Demon Press - d+P after Head Stomp

Teleportation - dp + PP

Float - qcb + KK

Super Moves:

Psycho Crusher - qcf + PP (can be done in air)

Knee Press Nightmare - qcf + KK
Psycho Cannon - hcb + PP

The Dictator? Of what? Of Losers Extraordinaire?

Using Bison - In the SF game, his speed was something else. That little detail has carried over to the MVC series. He may not be the fastest, but he's still pretty quick. His Psycho Shot is good, but his Psycho feild is even better, since it does some big damage when unblocked and big cheese damage when blocked. Don't keep doing that Head Stomp move since all you'll be doing is leave yourself open to tons of anit-air attacks or Supers. but if you must, when it gets blocked, follow up with a Demon Press right away in order to knock out those opponents who expect you to land without any protection (which he does whenever the Head Stomp gets blocked. He recoils and lands very near opponents, giving that window of oppurtunity to kick your ass!) However, the Demon Press does not grant him invincibility against anti air attacks such as the Shoryuken or the powerful Captain Corridor. In other words, don't use this move often. Please. No Floating please. None of that since it makes you very susceptible to alot of attcks, because this move robs Bison of the ability to block attacks. UGH! make good use of your Teleportation move since if done properly can get you out of some very tight situations and prevent those players who enjoy trapping opponents in a corner and whale away from getting their way with you. You'll drive them nuts disappearing all of a sudden since you can teleport behind them and lay the smack down on them. Do not underestimate the effectiveness of his Scissor kick. omes out quick and has very little recovery time. Now I don't know about the others, but, as far as I know, his Psycho crusher is the only Super in his arsenal that can be used to end an aerial rave combo.(Launcher, A, A, then Psycho Crusher) His other Supers, the Knee Press Nightmare and the Psycho Cannon take some time to start up and has only a 20% chance of successfully taking out a foe since they have horrible starting time. If they do hit, good. They do tons of damage. If they're blocked, however, Bison is open all sorts of pain. Better learn how to use these things properly.

Against Bison - In the SF games, Bison (why is it Bison? Vega sounded faaaaaar better! Why IS it Bison?) possessed the power to chill even the most hardbitten fighters with his power and speed. He was almost unbeatable, almost godlike. Then when he got transmitted over to the MVC series, almost every players simply laughs at him now. He has got to be the easiest CPU fighter in the game to beat, since he moves fast yes, but not as fast as he would like to be just like in the SF series. His moves no longer intimidate, as they once did in SFA3. In that game, he was a force to be reckoned with. Even

the best warriors really had to shed all of their knowledge to take him out. But here?
HERE!?! AH HA
HA HA!! This guy always telegraphs his moves. And since they come out so slow, you have
enough
time to either block the moves or jump over it. And after you do either of these options,
they leave
Bison throwing stuff at a ready opponent who, when the move ends, is ready to retaliate
because he
has some wicked recovery time, (well, maybe except for his Scissor Kick.) But almost all
of his
moves do have soem serious recovery time. Recognize his animation for a Head Press,
because that
move is about to be your best friend. When it comes out, block it. Then when he recoils,
don't wait
for him to come down to bust his chops, because Bison all of a sudden might thorw a
painful Demon
Press. Not good. So throw an anti-air move, or better yet, an anti-air Super. Knocks him
out of that
move and blows away any Assist characters he has in store for youse. All of his
projectiles can be
jumped over. Good thing about his Psycho Feild is that if you pound him, that action
automatically
cancels out the projectile. Bison is also a sucker for low-high attacks, so use your best
characters on
him (fast or slow, in doesn't matter. Just use your best character against him) He's one
of the easiest
CPU players to beat, so consider this one in the bag. I don't know about the HUMAN players
though.
I've never gone up against anyone who could use Bison well. With his Supers, if you see a
Psycho
Crusher coming your way, here's the fun part. Block it, no, don't jump over it, and keep
pushing away
(PP). Make sure that when the Super ends, it ends with Bison in front of you recovering
from the
Super and pound him out! All of his Supers are easily defendedable since he telegraphs all
of his
moves horribly, which gives you ample time to block and counterattack. Oh, how the mighty
have
fallen. And fallen far.

43. Jill - Capcom must have been desperate to put out more new fighters in this game to
decide to
take a character from a popular action game who has absolutely NO experience in a fighting
game.
And so we have Jill Valentine, making her first ever debut into a fighting game.

Assist Types:

A: Life Up

B: Power Shoulder

Y: Grenade Launcher

Launcher: d+HP

Special Moves:

Power Shoulder A - qcf + P

Restrained Power Shoulder A - qcf + hold HP for a few seconds, then let go.

Grenade Launcher - dp + P

Gun Trapper - hcb + P

Summon Dead Dog - qcf + WK

Summon Killer Bird - qcf + HK

Summon Trap Zombie - qcb + WK

Summon Explosion Zombie - qcb + HK

Super Moves:

Shoulder Torpedo - qcf + PP (a)

CODE:T-002 - qcb + KK

Rocket Launcher - qcf + KK

Still have to figure out what exactly her role is in this game. (and everyone else's roles, for that matter.)

Using Jill - She's one of the fastest Capcom characters with the ability to leave your head spinning.

Another plus on her side is that her moves are quite fast in coming out. Her Power Shoulder A is a

great way to end an aerial rave combo. Her Restrained Power Shoulder A works just like that blasted

runt Megaman's Plasma Cannon. You'll know you're doing it right when the radio-thingy on her belt

begins to glow (talk about a dead giveaway.) Hold it long enough and you can get as big as a 22-hit

combo. Of course, the longer you hold it, the more it hits, true, but it gets also a longer start up time.

Other than that, all of her other moves just slow her down. Grenade Launcher is strictly for anti-air

defense purposes only, though I'm not so sure about that since, usually, it comes out pretty slow

allowing your opponent ample time to block it and it won't hit ground opponents who duck. Her Gun

Trapper works just like Cammy's Cammy Counter. Time it just right that it comes out at the moment

when your opponent throws a punch or a kick, Jill grabs, punches away and lets him/her have it with a

mean .45 barrage (is that a .45 revolver she uses or is it something else? Kinda looks like a .45). Of

course, it goes without saying that this doesn't work against projectiles (duh!). Her claim to fame is the

use of her helpers, the dead bird, the dead dog, and the dead man. Cheesers, everyone. I heard that

you can even bring all three on the screen if you're quick enough (Someone wish to verify this?). Her

Zombies come out in two forms. The Trap Zombie, which holds your opponent for just a while for

you to nail him/her with a blistering combo, and the Explosion Zombie which, when it hits, does fire

damage against your foe. Good thing about the Trap Zombie is if you strike it below, it falls flat on

its face and can trap any foe not blocking downwards. Off all of her Supers the only one I've seen

connect with success is her Shoulder Torpedo, which can be done this way, Launcher, A, C, A, C,

then Shoulder Torpedo. Or better yet, before you do the Shoulder Torpedo, throw a Restrained

Shoulder A first, THEN use the Shoulder Torpedo. Her Rocket Launcher is just like the Proton

Cannon, only WAAAAAAAYYYY slower, meaning you won't be surprising anyone with that one anytime soon. Unless they're mentally deficient. For it to connect 100%, the Launcher has to knock

the opponent back, which means you'll have to do this very near the opponent. Now if the

Rocket

Launcher does hit the opponent and knocks him/her back, its shells follow suit for a measly 10-hit damage which is quite powerful. Will someone please tell me what the hell does CODE:T-002 do? I have never seen it connect and you shouldn't expect it to, either, well not very often. See, it comes out so slow that and the opponent has to be at just the right distance to get hit with this. Otherwise, it's useless. Someone once told me that if it connects, Tyrant or William comes out. Izzat true or a bunch of ca-ca?

Against Jill - She's one of the faster Capcom characters so always keep your guard up since she can really mess up your head if you give her a chance. Expect users to be jumpers as well against you since she has one of the quickest jumping abilities I have ever seen in this game. And also expect users to use keep away tactics like sending Helpers all the way against you. One way to cancel them is by using a projectile against them. Better yet, a Super. Cancels 'em all out right away! Another is to use an even faster character against her and whop her before any of her Helpers can come out. Cancels 'em out right away before they can even appear on the screen. Be careful because any opening your opponents get will be exploited with a quick button combo Canceled with a Shoulder Torpedo which can really give you a very painful headache. So you either use fast characters or faster characters against her or play defensively to take this troublemaker out quickly.

44. Captain Commando - Alright! The defender of the Capcom Universe, Capcom's First Son, has returned in his second appearance! I hope, I hope, I hope, I hope there WILL be a Captain Commando 2 game in the future using these graphics. The Commando Team is awesome!

Quote: "Get up, go home, and tell them who defeated you." (MVC)

Assist Types:

A: Captain Fire
B: Captain Corridor
Y: Captain Kick

Launcher: standing HK

Special Moves:

Captain Fire - qcf + P
Captain Corridor - qcb + P
Summon Ginzu - qcf +WK
Summon Mack - qcf +HK
Summon Hoover - qcf + WK + HP
Captain Kick - D, DB, B + K

Super Moves:

Captain Sword - qcf + PP
Captain Storm - qcb + PP

Don't you just wish you could use Mack, Ginzu, and Hoover, eh? How cool would that be?

Using Captain Commando - Okay. This one is a pro at baiting opponents. Plus, having his friends to help him out is a major plus on the good Capain's side. Especially Ginzu. The Ginzu combo is; Dash, d, A, C, C, d+B, then the Summon Ginzu command for a ground 8-hit combo. Boy, was this ever hard to master in the MVC series. His Captain Fire comes out quicker now, so blast a quick one when your opponent least expects it. His Captain Kick is sort of like Dan's Gale Kick, only more useful. If timed right, it goes over projectiles. Refrain from using Captain Corridors to often against jumping foes and even when your opponent is at ground level. It has horrible recovery time which can be exploited by most opponents. Instead, use Mack against jumping foes. It comes out quickly and may surprise them and even if it is blocked, it pushes them away from you and keeps them in the air long enough to eliminate any possibility of a counter attack from that move. But if you feel your opponent can be suckered into this and is a constant jumper, by all means, fry his/her ass! But Captain Corridors are perfect for shaming Hulk users whenever they go into Gamma Crush. You say the only option is to block it if you have no anti-air Supers or no Super Meter juice left for a quick captain Sword against him? Then give them a Captain Corridor the minute Hulk descends with his big ol' rock during his Gamma Crush. This knocks him right outta the sky and it's also sortuva pride hurter. A big Super like that canceled out by a normal, ordinary move like a Captain Corridor! As in MVC, do NOT throw Captain Storms just out of the blues. It is telegraphed, and when blocked, leaves you wide open to any attack. However, you can chain it. That's right. Run towards the opponent, WK, then df + HP, then quickly QCF + KKK. Has to be done in a split second, otherwise, no connectees!. Also, if timed right, it goes right UNDER projectiles, evenmost Beam Supers. Maybe not scatter shot type Beam Supers like Cable's, Sabertooth's, and Magneto's, but still, this Super is incredible. Best of all, it's Anti-Megaman! AH HA HA HA! You can also add two more hits to even the odds, to take away that litle amount of life you need to win, after a Captain Storm. When the opponent lands and Captain Commando and friends do their pose, don't waste time. Hit the downed opponent with a d+D attack then follow up with a Captain Corridor. Or THREE hits by hitting the downed opponent with a d+D attack, then a D attack Captain Kick. A Captain Kick may get them, but it's going to be a little tricky. Experts know that probably the most damaging button-chain-to-Super move has got to be, A, C, D, then Captain Sword for a very painful helping of Capcom power. Just make sure not to trap your foe and do this because it's really better to slam your foe down with

the Sword. More damage. He's also anti-Spiderman. Use this trick against the CPU Spiderman. Stand at the far end of the screen and fire a Captain Fire. This causes Spiderman to block it and to Hyper Jump towards you. Move back one step and the moment he lands, throw a Captain Corridor just before he recovers from that jump. This throws him right back to where he came from. Repeat process until Spiderman croaks. If he short jumps over the first fire, do a second one. If he does a Hyper Jump in place, fire again. Only be ready for a Captain Corridor when you see him Hyper Jump TOWARDS you. It may take a while to get this right, but when you do, consider a Spiderman victory in the bag. Do not however try this against HUMAN foes or the other combatants. They're not as dense as the spider guy.

Against Captain Commando - Certainly no threat there. For some reason, the CPU likes throwing moves that have huge recovery time. CPU Captain Commando can be baited into performing Captain Corridors after a sweep kick or, for the strangest reason, a Launcher even while you're blocking, automatically, even when you're just a few inches away from him. That proves to be an opening for you to strike him. Also, his Captain Fire takes some time before he recovers from it, because it comes out like a beam projectile. Jump over it and button link. Be careful of HUMAN opponents though. All of a sudden, the Commando characters come out when you least expect it. Don't be throwing projectiles around too much, because a quick Captain Storm will take care of you. One thing, though. His Captain Storm is cancelable. How? If the Captain makes the foolish mistake of throwing a Captain Sword right in front of you, a quick projectile or a quick attack strike before Commando brings his Sword down will knock him out of his Super. Remember. This takes precision timing and practice. If not done properly, you'll be eating a mundo painful Super. Better to be safe than sorry. Block it first before attempting any stunts.

45. Guile - The man who was the original street fighter bad ass has appeared in his first Marvel vs Capcom game and he has come to this party with a special six-pack of Butt Kick, good for anyone who wants a taste.

Quote: "Go home and be a family man." (SF2)

Assist Types:

A: Somersault Kick

B: Sonic Boom

Y: Sonic Boom

Launcher - d+HP

Special Moves:

Sonic Boom - Charge b 2 sec, f + P

Somersault Kick - Charge d 2 sec, u + K
Aerial Somersault Kick - in the air, d, u + K

Super Moves:

Sonic Hurricane - qcf + PP
Somersault Strike - qcb + KK
Crossfire Assault - in the air, qcf + KK

Finally. Guile has graduated from Street Fighter and moved on to better things.

Using Guile - Guile is a slow but calculated fighter, so don't go running about town like you were on a Sunday gathering at a park. No! Guile is a baiter. So bait! His Somersault Kick comes out now with a small energy wave to compliment it, sort of like the thing Nash has. So even when a jumping opponent blocks the kick, it has the wave to push them back to prevent a counterattack. It can also be done with relative ease in the air. He's also the only character to my knowledge, along with Nash, who has a possible infinity combo. Remember that aerial grab move of Gambit's which can end an aerial rave? Well, do that with Guile's own grab move, (press D) which is a devastating back breaker. What's good is that he doesn't jump back after landing with that slam. When you release your opponent, he/she will be flat on their back for a second. Take advantage of that. Immediately hit them with a d+C, then Launcher. Repeat the whole button chain combo again and again until your opponent croaks. However, I wouldn't advice this against better players or the higher stages, because some of them roll out from underneath you before you throw that d+C attack, leaving your back open for a while. Do this cautiously. Guile is also a tad unchanged from his SF role, which is good. Throw a Sonic Boom and when your opponent goes over it, hit them with a Somersault Kick. I don't know. Maybe not. With the coming of aerial blocking, this move has lost its advantage, so maybe it's best not to use it. It only has a 35% success rate, anyway. The great thing about him is that all of his Supers can be linked from button chains! His Somersault Justice can be chained after first hitting your opponent with an A, C / d+C, C, then going into Somersault Justice. His Sonic Hurricane can also be chained after doing an A, C, C, then Sonic Hurricane. Or you can simply cancel a Sonic Boom when it hits the opponent with a Sonic Hurricane. Just be careful, because although the Sonic Hurricane is powerful, it should not be done far away because it can be canceled with a beam projectile or a Beam Super. Perhaps his greatest combo is his Crossover Blitz. This is an aerial move so you won't be able to do this on the ground. What you do is launch your foe, then A, C, A, C, then Crossfire Blitz, which should be done as fast as possible. Think of Chun Li's forgotten Shichisei Senkuu-Kyaku.

Against Guile - Boy, is he ever dangerous! Watch it! Guile, both CPU and HUMAN players, will bait

you into committing very serious mistakes which will result in some very serious battery. Don't stay on the defensive too long. These players have a deadly habit of grabbing on the fly. Guile has also this habit of blocking very quickly. Don't be so quick to come charging in or you'll eat a Somersault for supper. Use faster characters on him and keep pounding him with Assist characters. Just be very careful on how you deal with him because the HUMAN players enjoy Canceling at every opportunity they get. So play cautiously, let him throw the first move, see what your opponent's style is and take advantage of any weak point you might see. A mistake, no matter how small, may be enough to give the fight to you.

46. Charlie - Hey, hey, hey! For the first time anywhere, Guile and his mentor, Charlie, join together to show us just what they were capable of back in 'Nam.

Quote: "I've beaten more people before 8 a.m" (XMVSSF)

Assist Types:

A: Sonic Boom

B: Somersault Kick

Y: Sonic Boom

Launcher - d+HP

Special Moves:

Sonic Boom - charge b 2 sec, f + P

Somersault Kick - charge d 2 sec, u + K

Moonsault Kick - in the air, u, uf, f, df, d + K

Super Moves:

Sonic Barrage - qcf + PP

Somersault Justice - qcb + KK

Crossfire Blitz - qcf + KK

Difference between the two warriors is noticeable, but they still make an incredible team.

Using Charlie - When using him, play as you would Guile, only except for certain differences. the most obvious is that Guile is built for power and Charlie is alot faster than his friend and student. So use his speed to jump in and out of fights to annoy opponents greatly, something Guile could not possibly do. They do, however, have the same infinity combo possibilities, only the air grab command is B. His Sonic Booms comes out alot slower than Guile's, but that shouldn't worry. You should use this move as a screening tactic. Most will block it. Come in high with a jump kick, then quickly hit them with d+C attack to catch them unawares to set them up for a Launcher and an aerial rave. If it does hit, it stuns your opponent long enough for you to come in for a combo. His Moonsault is pretty difficult to do, but it's looks great when you end an aerial rave with it. His

Crossfire Blitz is very difficult to end a combo or even to simply connect with, for that matter. Charlie has a slight stall before coming in for the kill. Sonic Barrage is good for only screening tactics since no one in their right minds would willingly get struck with this pathetically slow Super. Seems like the only Super of his which is the Somersault Justice, (big surprise) which seems to take out more hits than Guile's. All in all, Charlie is a great user of the screen arts.

Against Charlie - He may be Guile's mentor, but he's not as dangerous as his students. Charlie makes use of keep-away tactics and screening. Break through that feild, strike him with high-low combinations all the time (because, like Cable, CPU Charlie doesn't have much in the way of aggressive AI.). However, against HUMAN players, be careful. Although the only Super that can be chained into is his Somersault Justice, that ain't no reason to just rush him now, is it? When required, Charlie can play almost identical to Guile. Reckless opponents may rush in only to find their face when they eat a Somersault or a Moonsault. Simple thing is, block his Sonic Booms when near him and rush him since he has some recovery time when his Boom gets blocked up close. Even his Somersault can be avoided up close when you block low. When he lands, give it to him. Most importantly, learn Tech. Hits like the Gospel, since Charlie, like Guile, is a notorious grabber.

47. Strider Hiryu - WOOOH. Silent Man is back. Cool. the mecha ninja is obviously a big fave among the gamers, so Strider, take a bow. You're now two fighting games old! Congratulations!

Quote: "....." (MVC)

Assist Types:

A: Ameno Murakumo

B: Vaja

Y: Formation A

Launcher: d+ HP

Special Moves:

Ameno Murakumo - qcf + P

Excalibur - In Mid-Air, qcf + P or K

Wall Cling - qcb + P

Gram - dp + P or K

Formation A - qcf + K

Formation B - Charge b 2 sec, f + P

Formation C - Charge b 2 sec, f + K

Warp - qcb + K

Position Shift - rdp + P

Super Moves:

Ouroborus - qcf + PP

Ragnarok - dp + PP

Legion - qcf + KK

Not only is he cool in this game, but his other games for the Playstation (Strider and

Strider 2) are awesome platform games. Definitely someone to watch out for in the coming months.

Using Strider - Whoa! I can't even begin to start an advice panel on Strider since he's one of the most used Capcom characters. What's so cool about Strider is the fact that he's very easy to use. He's so fast that almost any button-linked combo will connect and can be increased immediately with practice and experience. But of all his moves, only the Ameno Murakumo and Gram have any chance of connecting with a ground combo and Excalibur for a high-octane aerial rave combo. The others only serve to slow him down. His summons (Formation A, B, & C) cannot be combined with a button combo. The most they can do is make Strider play keep away and they also serve as Strider's projectiles. His Warp attack is pretty cool since LK will attack an opponent who's close and HK will send Strider after a far away opponent. But this isn't so good for playing an actual battle. No. It's true potential comes out in the Assist mode (I think to select it it has to be the Expansion Type) because when activated, Strider will not mind any Assist character that comes out in the field. He teleports and will strike the main player no matter where he/she is. (that is if they're on the ground. Hyper Jumpers won't be affected.) Use Position Shifts frequently to send your opponents head spinning. If you're facing right, LK sends you back while HK sends you behind the enemy. If you're facing left, reverse that statment. Unlike in MVC, his Supers cannot be linked anymore with each other. Remember? When you on the Ouroborus Super, while you're whaling on your opponent with Ouroborus, you could mix it with a Legion or Ragnarok to increase damage. Now that is not possible anymore (what with the appearance of Crossover Supers) and also because its move time has been really decreased. You have to really get everything you want to throw in because of the short time limit. But still he's an pretty incredible fighter.

Against Strider - This guy is dangerous, but don't worry about that. Almost all of his moves, when done alone, have horrible start up time, which can be blocked and taken advantage of. Just play a wait and bait game with him and he goes done for the count. Just be careful if he's the Assist character. Always expect him to kick your head out of its neck. So what you do is concentrate on jump attacks and while you're up there try to throw Assist characters of your own, or dash forward and take out the main guy since Strider will only attack the last place from where you were standing, so if you move two steps forward or backward from your current position, the ninja hits only air which can make him susceptible to Assist characters of your own. Also, I've seen people who sort of give up when the Ouroborus Super comes out. That Super is powerful, yes, but it's not that strong! To counteract it is to either Hyperjump over that thing or duck down and block. The last option guarantees that

you won't
get hit by one Ouruborus. Big mistake if you block up. If the user decides to do a jump
kick or
overhead attack to break through that guard and take you out with what's left of the
Ouroborus, simply
keep the stick on the defense position and stand up then duck down again. Strider cannot
grab while in
Oruborus I should know, I was never able to grab anyone while in Oruborus. His Legion
Super can be
easily Hyperjumped over and you can kick his ass from behind. His Ragnarok poses a
problem, but it
is blockable and if your opponent does it away from you, Cancel it with a Super.

48. Hayato - A warrior that has the same rank in the Plasma Sword series as Ryu has in the
SF series
makes his debut in a 2D game. And he's pretty cool.

Assist Types:

A: Shiden

B: Guren

Y: Shiden

Launcher: d+HP

Special Moves:

Shiden - qcf + P

Guren - dp + P

Shirotora Hou - b, f + PP

Plasma Combo - B + WP, WP, HP, HK, WP, WP

Hyper Combos:

Rasetsu Zan - qcf + PP

Engetsu - qcf + KK

Plasma Field - qcb + KK (can be done in air)

Azn Mandoo Attack - WP, HP, b, WK, HK (L3)

Some have tagged Hayato as the successor of Strider Hiryu. Me? I'm not so sure about
that.

Using Hayato - Probably I know why he's been tagged by some as the next Strider. Dude's
pretty fast.

Just like Strider Hiryu, he's fast enough that almost any button combination you can think
of will

connect. That single plus can be the only trump card you'll need to have a great game. Try
to always

end a simple aerial rave with a Guren. More power, more damage. What's also good is that
his Supers,

although slow looking, will

actually connect in a button-combo-Super Cancel. You can even end an aerial rave with a
Plasma

Feild, if you're quick enough (Launcher, A, C, A, C, then end with a Plasma Feild). I
finally find out

that the Plasma Field gives you infinite Supers. That's right. INFINITE SUPERS! Which
means you can throw

Supers till the cows come home or unil your time meter runs out. My thanks to Alex Cho for
his bit of info.

(Which is why, because I have no idea as to what Hayato's L3 Super is named, I have named
it the Azn

Mandoo Super.) This Level 3 Super is UNBLOCKABLE! Holy Hannah! It looks pretty wild too.

And I figured I

can do this after and Aerial Plasma Field. Simply end an Aerial Rave with a Plasma Field (make sure you're near the edge of the screen) and when you land, immediately hit the Azn Mandoo Super while trapping your opponent. He/she will have no other option but to instinctively block which leaves him or her very susceptible to an Azn Mandoo Super. (As long of course as your opponent does not roll out of the way once you knock him/her down with the Plasma Field.)

Against Hayato - Versus, I'm not too sure just how long he can stay Strider's heir-to-be. Some players can be suckered into throwing a Guren prematurely and that could mean alot of pain for Hayato. His Plasma Combo is impressive, that's true. But then, just keep blocking, just watch out for the part wherre he does an overhead attack, and when he stops, give it to him, because, if you're using a much faster character, you'll see that Hayato is much slower when he recoils after ending a Plasma Combo, so give him some! Be very careful though when you see that the Super Meter is up because most players like to sucker you in, give you a 2-3 hit starter combo then build it up with a Super like Rasetsu Zan or Engetsu. These are very painful. However, should you be able to block this if some of your opponents throw stuff prematurely, especially the Rasetsu Zan, it stalls him long enough for you to get the better of him. So do so and see just how worthy Hayato is of being Strider's successor.

49. Tron Bonne - That sassy little treasure hunter who rides a mecha that sort of looks like the smaller version of Babyhead's robotic body has debuted also from the same game genre as Jill Valentine. She's pretty powerful, if handled right.

Quote: "Ah HA HA HA HA!" (MVC2. I heard there was a Tron Bonne game but I never got the interest to play that game. Heard it plays like Megaman Legends, though. This quote is actually her taunt in the MVC2 game. If someone can provide me with a good sating from that game, please let me know.)

Assist Types:

A: HP Throw

B: MK Attack

Y: Low MP Attack

Launcher: d+HP

Special Moves:

Bonne Strike - qcf + K (can be done in air)

Commanding Shot - qcf + P

Launch Helpers - dp + P

Super Moves:

King of Helper - qcb + PP

Infinity Rush - qcf + PP

A bossy little girl who sounds like a professional whore when she laughs! Whoah! Weirdness!
Waitaminit! I just got a vision! Could this be Roll when she grows older after being exposed all the time to a pantywaist like Megaman and she's forced to be tougher? Major weirdness!! AH HA HA HA HA HA!!

Using Tron Bonne - Just like the Sentinel. She moves kinda slow, but not that slow. But keep your defense up. Especially against jumping fighters and fans of the low-high attacks. Her Bonne Strike is probably the only move in her arsenal that makes using Tron worthwhile, since it comes out pretty fast and has the combo and damage ratio of a beam projectile (6 if done far away, 8-9 if near.) This can even be used to end a combo, whether on land or in the air, Launcher, A, C, A, C, Bonne Strike. Simple 15 hit combo. Her other moves really tested my will to live! Her Commanding Shot, if it came out only a little faster, it would be of some help as it's a trapping move. If opponents don't block this, you can get a 2 second free hit with this baby. When it's over, the little guys run away with what looks like two red crystals(?) which I have absolutely no idea what those are supposed to do. It doesn't affect Tron's status (defense, attack, speed) or increase her life. Problem is, it comes out so slow and the red light that comes out of her gun is NOT the beam itself. rather it's a laser sight like the ones mounted on a Desert Eagle. The trap commend comes out somewhere in the center and takes a LOOOOOOOONG time before it hits an opponent. Only morons, when they see that red light coming their way, will stand there and say, "Duh! What perty lights!" The Launch Helpers is like Jill Valentine's Rocket Launcher. Uselessly slow. It can be used as an anti-air but don't expect anyone to get hit with this piece of crap anytime soon. Even her Supers are nothing to blab about. Her Infinity Rush is an incredible visual Super, but because it's just something like a Hyper Commanding Shot, expect the Super to be just as slow and as predictable as the move itself. Pathetic. I think the only way to really get this to connect is by using this during a Crossover Super, i.e; If you're using someone like say, Morrigan, and she hits the opponent with a Soul Eraser, you then follow it up with an Infinity Rush. I don't know if this will work. I'm only in the experimental stages. Tell me if anyone breaks new ground with this. Her King Helper is nothing more than a bigger version of one of those little dudes who keep following her around, only he, or izzat a she?, is a helluvalot BIGGER!!! Yeah. Even the speed reduction is BIGGER! This Super comes out so slow, since Tron takes some time to first talk into her headpiece then one of her helpers comes out, then it grows, THEN it attacks! HOOOH BOY! If by some miracle to end all miracles it hits, it does 15 hits of inconsequential damage (this means opponents can shrug it off). So try to stick more with your ordinary moves and don't

underestimate her dash speed.

Against Tron - Of all the things that makes this little sweetheart deadly is her dash speed and her Bonne Strike. Strike her with even faster characters or if your one of those waiters and baiters, wait for her to get close enough and let her have it. But don't keep rushing in, because her speed makes her quite a powerful counterattacker. But if you judge that you have what it takes to take the fight to her, then strike her from above, especially for the CPU, because for some reason, Tron is very susceptible to overhead attacks. That's your advantage. Take her out using this, since all of her moves are laughable. Her Supers take so long to come out and so long to end that when you recognize her animation, Hyperjump behind her and let her have it! But watch out for her Bonne Strike, the only thing in her arsenal that makes her dangerous. She can pull this one off faster than you can blink. So attack quickly, but cautiously.

50. Amingo - Now where, OH WHERE, did this refugee from the funny papers come from?

Quote: "Veggies are your pals!"

Assist Types:

A: Life Up

B: Defense Up

Y: Squash Roll

Launcher: d+WP twice / WK twice

Special Moves:

Squash Roll - qcf + P (a)

Thorny Ball - qcb + P

Baby Cactus Punch - qcf + LK

Baby Cactus Kick - qcf + HK

Baby Cactus Grab - qcb + K

Super Moves:

Law of Vegetables - qcb + PP

Sun Chaser - qcf + KK

On second thought, watching him bust a move, I'm really beginning to rethink my stance against veggies.

Using Aminggo - Whenever he comes into play, he may never cease to surprise you for this tub o' lard (or is sap more appropriate?) is incredibly fast for one his size! Whoa! He can go toe to toe with the likes of Jin or Hayato. But don't get too cocky. He's fast, but he ain't that fast. Aminggo will still eat the dust from the likes of Jill Valentine, Psylocke, or Marrow. So it's best to play a balanced game. His Squash Roll is very painful and can ring up to eight hits! Great if you can match it up with a button combo or an Aerial Rave. Very damaging and painful. His Thorny Ball comes out a tad slow to

be linked 100% successfully with a combo, but it comes out fast enough to tag an unsuspecting rushing opponent. But his best moves are the Baby Cactus attacks (Why do a lot of Capcom fighters get Summon attacks, eh? i.e.; Captain Commando, Jill Valentine, and Tron Bonne. They come out quite slow and can be cancelled with a special move, but they're disgustingly cute (the way they waddle across the screen and the way they squeak when they get knocked off.) and, if placed and planned right, they can become an incredible annoyance to your opponent's concentration and sanity. You can even put all three kinds at the same time, so your opponent won't know what to expect and that's when mistakes come in. The Best one, for me, is the Baby Cactus Grab. But since it comes out pretty slow, you're better off doing it far enough while your opponent's dashing. This one is unblockable and if you've thrown a Baby Cactus Punch/Kick, most opponents will instinctively block this attack which you know is a BIG mistake. When it does hit, prepare to take advantage of a 2 second time period (I counted this myself. If it's longer with you, tell me.) in which the opponent cannot block. Make it hurt! His Law of Vegetation Super is pretty slow when it comes out and is blockable, but it can't be canceled by any special move, or so at least I've seen so far. When it does hit, it doesn't do much damage, but it's a cool crowd pleaser. There are only 2 ways for this to really work. One is to let an opponent make the first move, preferably sucker him/her into making a special move with very long recovery time and brings him or her very close to you (I.e.; Somersault, Spiral Arrow.) The moment the move ends, throw that Super. 95 % success ratio and two is to simply let the Baby Cactus grab your opponent and throw this sucker. Just be sure to come in close before you DO throw this Super. But it's his Sun Chaser which really hurts a lot. If timed right a 25 hit combo is yours for the taking. Best of all is, a simple Launcher can be Canceled with a Sun Chaser ala Captain Sword. Max damage and very painful.

Against Aminggo - I don't know whether to take him seriously or to bust a gut laughing. This one, if you can figure out his system and his moves, can become very easy. Take advantage everytime he plants one of those Baby Cactus, since it takes some time for him to duck down, plant, then it waddles to the end of the screen. Don't dash him when you see this one coming. Do a running jump towards him and hit him with a jump attack and follow up with your best combo. Of course when the little buggers come out, it's pretty hard to tell which one is which. Who knows? The one you're blocking right now could easily be the Baby Cactus that grabs. And you waste precious time in attacking them, time which your opponent could take advantage of. So when in doubt, throw a strong Assist Super, like Captain Commando's Captain Corridor, Guile's Somersault Kick, or Cable's Viper Beam.

Special

Moves take these things out but why do it yourself when you have friends to do it for you, eh? Also

his Supers are pretty much laughable, well maybe not the Sun Chaser, but his Law of Vegetation

when it comes out, leaves Aminngo open for a while as he somehow freezes when he plants this

Super. So jump over it and smack his head or if you're quite mean, HYPER COMBINATION FINISH!! TAKE THAT MR. VEGGIE! I AIN'T EATIN' MY LETTUCE OR MY BROCCOLLI!!!! YOU CAN'T MAKE MEEEEEEEE!!!!!!

51. Jin - The robotic psycho with a mecha is back to do some veeery serious damage. He was one of the more popular ones back in MVC. What about now?

Quote: "Whether you're metal or flesh, I will beat you." (MVC)

Assist Types:

A: Jin Typhoon

B: Jin Dynamite

Y: Low HK Attack

Launcher: standing WP twice

Special Moves:

Saotome Typhoon - charge b 2 sec, f + P

Saotome Dynamite - charge d 2 sec, u + P

Saotome Crush - hcb + K

Saotome Burst - Press start, then rapidly press all buttons.

Super Moves:

Blodia Punch - qcf + PP

Blodia Vulcan - qcb + PP

Saotome Cyclone - qcf + KK

Weird thing is, oh yes, he's back, badder than ever and is just as predictable as he was before.

EERGH!

Using Jin - Think of this guy as Dan on steroids. This guy almost plays like Dan but he's a helluva lot

better than Dan, that's for damn sure. His Saotome Typhoon is great especially for those who like to

keep on jumping. Still has no projectiles but that's cool. He's fast enough to jump over most of them.

What's also great about him is that ordinary button attacks such as the HK and the HP can be used as

Special Attacks which can really hurt someone. A personal favorite of mine, try to knock an opponent

down with a d+HK attack than throw a Saotome Dynamite. Five to eight hit combo guaranteed. But

you gotta be quick about it since some foes already know how to roll out of harms way in case they

get knocked down. His Saotome Burst should NEVER be used by mentally sane gamers in the game

since it takes a long time for it to actually do any damage and it is IMPOSSIBLE to even link it with

a combo. This has got to be Jin's most useless move ever! I mean, what moron would stand by and

wait while Jin's rubbing his back fast enough to get enough friction going to set himself

on fire? No way! Don't expect to be doing his Saotome Crush all the time since it starts up horribly and only morons won't see it coming and block. But if by some miracle, it does hit, it also has SUCKY damage ratios! Yech! For an impressive grab move which elbows out the Spinning Pile Driver and the Earth Vacuum in visual effects, the damage it deals out doesn't even cut it! Of all his Supers, only his Blodia Punch has any hope of connecting with a button combo (A, B, then Blodia Punch. But this has to be done very quickly.)5-6 hits but very powerful and very damaging and it also has very little recovery time that even if your opponent blocks the move, jin recovers fast enough to block a quick counterattack from anyone. His Blodia Vulcan must never be thrown just out of the blue, especially if you're anywhere near an opponent, since it takes forever to start up and when it gets blocked, Jin jumps down and slams his fist on the floor in frustration, wasting precious seconds, seconds which give the opponent a window of opportunity here. Dammit Jin! What're you doing!? Saotome Hurricane can be thrown against jumping or even Hyperjumping foes and this is probably the most damaging Super Jin has in his whole arsenal. Problem is startup time, which gives your opponent enough warning and time to block it and makes it virtually impossible to link it up with a Launcher like you would do with a Captain Sword. If only it could, man, he'd be powerful! Probably even better than ever!

Against Jin - Here is where Jin is like Dan, but don't underestimate him. When attacking him, remember two things. Always use either a quick character against him or a character who has quick counterattacking capabilities, and always let him make the first move. What you want to do is sucker him in and make him use a Saotome Fire Drill on you. Now if you block that expect a Saotome Dynamite to come into play or a Saotome Tornado. But usually a Saotome Dynamite is what is used by most gamers. But whatever they do use, make sure to block that Fire Drill and the follow-up move, then follow up with a blistering combo since these two moves have horrible recovery time. Also be wary when his Super come out, particularly his Blodia Punch. The other Supers can be ignored but this is one you have to take seriously because it is with this Super that Jin can say in that, oh, so special way, "Goddamn you S.O.Bs! Don't you dare disrespect mah AUTHORITAH!!!!" This Super comes out fast and hits very hard! So for God's sake, don't keep rushing him! Like I said, the key to winning against Jin is to be a hunter. Wait, bait, then take him out! Fer good!

52. Ruby Heart - Hmrrrrrrrr. A new character that looks like a cross between Captain Hook from Peter Pan and Captain Kidd from World Heroes 2 Jet. Where did this little devil come from?

Quote: "Ahvahst!! It be Moby Dick! ARRRHH!"

Assist Types:

A: Supremanation

B: Ghost Trap

Y: Power Up

Launcher: d + HP

Special Moves:

Shovel Shell - qcf + P

Supremanation - qcf + K

Fantome - qcb + K

Anchor Throw - hcb + P

Super Moves:

Hyper Shovel Shell - qcf + PP (can be done in air)

Mille Fantome - qcb + KK

Pirate Nell - qcf + KK

Tour-Do-Mage - HK, WP, D, WK, HP

I'll tell you people one thing. She's pretty tough for a pirate babe. Very tough.

Using Ruby - Okay if I call ya Ruby? Check. Anyways, Her Shovel Shell move, while quick is not very focused, because it knocks your opponent back for a few hits then goes over them. It plays like a mini-Psy-Thrust. The moment it reaches 2-3 hits, it goes over a foe, but you can control the direction as well. So when it goes over, pull down on your joystick, (not YOUR joystick, you putz! THE joystick! On the machine!) for Ruby to trace the enemy. A very useful feature, indeed. It can not only be brought down, but it can go diagonal (any direction), back, and up as well. Very cool in tracng attacks. Her Supremanation is pretty good too. Comes out like Storm's Double Typhoon. Hunts down where the opponent is standing and striking them when they least expect it. Problem is, just like Storm's Double Typhoon, her Supremanation is only a tad faster than that. But a tad doesn't make it REALLY fast. Two steps forward or backward from where they stand and the opponent has just neatly evaded your Supremanation. It's better to use this with an Assist Character. Her Fantome is one of her trap moves, although I'm not so certain that it's really a trap. I'm told that when it hits, this thing prevents a foe from blocking while another tells me that when this hits it drains life from your opponents and still another tells me that prevents one from calling an Assist character. However this move comes out pretty slow and can be blocked which makes it pretty difficult to really tell which one's true. Oh well. Her Anchor Throw is the second one of her trappers which is more useful than the Fantome. It is blockable, but when it does hit, it does pretty decent damage, plus it looks pretty funny and it comes out fast. Eat cannon ball, ya land lubber! Her Supers are pretty good and the Hyper Shovel Shell is pretty much linkable, Launcher, A, C, A, C then Hyper Shovel Shell, but you have to treat it like the ordinary Shovel Shell since it won't completely hit the opponent. But

practice will
make this move REALLY hurt. Her Mill Fantome is just like the Fantome only alot of these
ghost,
phantom, thingies whcih is REALLY useless, since any opponent with half a brain can go
over this
one. So use this sparingly. VERY sparingly. Her Pirate Nell. Now here's a Super that's
pretty
awesome! It comes out very fast and just like the Blodia Punch, it can hit your opponent
when they
least expect it. But it's a combination of Blodia Vulcan and Blodia Punch. If it hits, it
takes a 3-hit
combo out of your foe, then implaes them on the wall and fires all of its guns on them!
ARR HAR
HAR HAR!!! Fire on the starboard bow! Of course, if this is blocked, the 3-hit block
damage comes
out, but the guns will be silent. So make it come out when they don't know it. And lastly
her Tour-
Do-Mage Super is perfect against people who like to hang back. A barrel comes down very
fast and
then Ruby does some sort of magic trick that really cause alot of pain. This can be
blocked, but just
like the Pirate Nell, make it come out when the opponent least expects it and you got it
made!

Against Ruby - Little Miss Hook plays about as predictably as Cable. She's fast but she's
not as fast as
Cammay or even Chun-Li. And just like Cable, she's very susceptible to jump attacks,
overhead
attacks and low-high attacks. So whale in on her with lightning quick moves and Assist
characters,
keep an eye out for her deadly-duo Supers (Pirate Nell and Tou-Do-Mage, though I doubt
anyone can
pull off the last one when they're too busy defending quick strikes). Other than that,
she's not a very
difficult enemy. Simply know how to judge her moves and she's yours for easy picking.

53. Dhalseim - WHAT?! The Yoga Master has returned!? WHY!? UGH!

Quote: "Yoga teaches the combination of power." (XMVSSF)

Assist Types:

A: Yoga Fire

B: Yoga Flame

Y: Yoga Blast

Launcher - df + HP twice

Special Moves:

Yoga Fire - qcf + P

Yoga Flame - hcb + P

Yoga Blast - hcb + K

Yoga Teleport - dp + PP / KK

Fuyuu - qcb + KK, again to end

Yoga Head Butt - in air, d + PP

Yoga Spear - in air, d + KK

Super Moves:

Yoga Inferno - qcf + PP (can be done in air)

Yoga Slam - qcf + KK

With a speed meter that rivals even that of Zangief. I even think he's slower than the Crimson Tornado himself.

Using Dhalseim - Whoa! No way! I'm not signing my death warrant here, people! Dhalseim deserves the same sort of treatment Zangief gets. Only for those who are That Damn Good. This one moves sooooo slow for one of his size. Still gotta figure out how to successfully go into an Aerial Rave combo with him. I've seen several people use him and have their asses royally kicked. I have yet to see someone go toe to toe against any of the fighters with Dhalseim.

Against Dhalseim - I really suggest that you use fast characters here. Concerning Dhalseim that could mean just about anyone, from Cammy to Zangief. Part of what makes him weak against fast people is a little something known as his recoil action whenever he throws HP/HK attacks in which his legs or his fists. If you jump over these lethal limbs and striking them will stun him, since it IS part of his body, (duh) and you can rush him (be very quick about it) and give it your best button combo shot followed by a Super if possible. Don't worry about this guy's projectiles. The Yoga Fire is so slow you can jump over it. But you must be careful because after the Yoge Fire, Dhalseim can throw a very painful Yoga Flame or Yoga Blast. The Yoga Fire will act as a shield. Which is why speed is of the essence. Don't be afraid of his Teleport and don't go rushing in when he disappears. Wait right where you are because he'll either appear before or behind you. Wait and see where he materializes and when he does reappear, Launcher him or Super him, because it takes some time before he recovers from the move, so knock his bald block off. Also don't skimp on the Assist characters because you can rest assured that Dhalseim won't be skimping either.

54. SonSon - I don't know. Maybe it's just me, but there really is something about this fighter that just screams "RIP OFF!" I dunno. Maybe it's because she looks sooooo much like Kongo, from the Viz video; "Monkey Magic", the female version only, though. And that cloud she sort of rides just screams; "DRAGONBALL!"

Quote: "What do I have to do to become a god?" (Monkey Magic)
Quote: "KAMEHAMEHA!!" (Dragonball Z)

Assist Types:
A: Life Up
B: Monkey Boogie
Y: Wind Cutter

Launcher: d+HK

Special Moves:
Whirling Typhoon Cane - P rapidly (can be done in air)

Monkey Boogie - qcf + P (can be done in air)

Wind Cutter - dp + P (can be done in air)

Walkabout - qcb + K

Time To Cook - qcb + P

Evasion Crawl - qcf + K

Super Moves:

Heaven to Earth - qcf + PP (can be done in air)

POW - qcf + KK

Monkey Emperor - qcb + PP

Someone tell me just where the hell does she hail from?

Using Sonson - No doubt about it, she's pretty fast. How come most of the fastest fighters are in the

Capcom side? Now this little Kongo rip-off has the ability to zip in and out of a fight, lickity split! An

incredible fighter with quick moves and very little recovery time in her moves. Her Wind Cutter is

very painful and is good in ending Aerial Rave combos. Her Monkey Boogie is a great three-hit combo projectile. However it does have the tendency to come out pretty slow. But against single

shot projectiles, they more than prove their worth since one monkey will cancel out the projectile

while the other two hits the opponent. But still, they do come out quite slow and they can be taken out

with a beam projectile. Her Whirling Typhoon Cane is another great way to end an aerial rave combo.

If you've ever played Chun-Li before in the previous games, then you know what I'm talking about.

Launcher, A, C, A, C, then Whirling Typhoon Cane. This takes about 13-14 hits if I'm not mistaken.

However, for even more damage, try doing this to an opponent when he/she has her back to the edge

of the screen, the proverbial "wall", you know, trapping. Her Walkabout is pretty cool visually. She

walks around the edges of the screen. Use this to prevent people from trapping you instead. Also,

while you're on the screen, pressing K will send Sonson into a bulletkick like move that is very similar

to the one Strider Hiryu does when you do a wall cling then you press K, only hers covers more

distance. Her Evasion Crawl is pretty useful because it gives her the ability to literally crawl

underneath projectiles and some special moves, even some Supers, except those that touch the ground.

Timing is necessary to pull this one off, since if you get up too early, you eat a move or worse, a

Super, or if you get up too late, be prepared to kiss your opponent's fists or feet or his/her next move.

Her Time To Cook move is HI-STERICAL! Plus it does some pretty good damage to boot. It's a grab

move with a farther range than Morrigan's or Zangeif's but it's blockable. Always use it whenever the

enemy is recovering from a blocked move or a blocked combo. Her Supers are powerful, (and funny

as the POW will show)but none of them come out fast enough that you can use them to Cancel out a

combo. (I've seen someone once pull of an Aerial Rave combo then quickly end it with Heaven to

Earth, timing it so that when she throws the stick the enemy gets hit long enough that the HEEEEUGE stick lands right down on the opponent. I still have to figure out the timing.)
Her POW
should be treated like Amingo's Law of Vegetation. Time it that when an opponent throws a move
which has extremely long recovery time, while he/she is recovering, throw this move. Her
Monkey
Emperor (for some strange reason, it looks like one of those Super Saiyajin apes from DBZ.
RIP
OFF!!) is her one ace in the hole should you be getting your ass handed to you. She gains
strength
equivalent to 3 Juggernauts, and the fire she breaths out takes out quite alot of damage.
Plus she also
gains Super Armor. But she moves so slow that by the time you get close enough to strike the
opponent, the time meter below you has already run out. ERGH. Stick with the fire. Press
Press HK to
fire forward and LK to fire up and while you're doing that, move the joystick up and down
for her
head to go up and down while breathing that flame. Spreadshot. Hurts everytime. This also
has
incredible cheese damage. Not bad for a rip off.

Against Sonson - Now against her, remember that she is fast. Very fast. Monkey fast.
(heeere, little
monkey!) which is why, if you're using slower characters, time for the ait and bait. This
is also one
opponent wherein you'll need all the help you can get with your Assist Characters. When
you attack
always have a back-up character to cover your bases. If you miss her, your Assist
character certainly
won't, that is, if you've picked a very painful Assist Type for each of your characters.
(Personally I
like Captain Commando's Captain Corridor.) When she throws a projectile. Don't waste time
canceling
it. Have one of your Assist characters take these things out for you, whether they take it
out with a
projectile or with their faces, I don't care. Just have an Assist character watch your
butt, jump over that
projectile before Sonson can recover from this one and strike her out. Don't be so quick
in using
jumping attacks on her since her anti-air move, the Whirling Typhoon Cane can come out so
fast that
you could be caught off gaurd and not be able to aerial block this move. Also, meeting
her in the air
is a no-no, since she could suddenly go into her Wind Cutter move, which takes priority
over any
kicks and punches you could do in the air, that is unless you also have an aerial move of
your own,
ne? Use that move to take her out. Her Heaven to Earth Super is pretty deadly, since it is
the mother
of all tracer moves in this game. However, as I've said before, three (this time it's three
because this
move is HEEEEUUGE) steps forward or back will have that big ol' cane hitting air. So it's
best to use
quick characters here. Her POW? Just makesure not to do any move that has incredible
recovery time,
such as an ill timed Shoryuken, for example, and you can either block this Super when this
comes out
(What?! Just because it's big means you can't block it anymore? Oh, c'mon!) or you can

simply

Hyperjump over it and knock her out just before she recovers from the blowing animation she assumes

when doing this move and throw a Super of your own or take full advantage of this opportunity. Since

it kind of comes out very slow, if you have enough salt in that Super meter, HYPER COMBINATION

FINISH!!! The same goes for her Monkey emperor, although, I don't think it will really do that much

damage against her since she has incredible Super armor, but it can still sting. Or you can do what I

do. Wait for her to regain her true form, you know, the part where she shrinks down and turns white

for a while?, then rush her and whale on her with good button combos and Assist characters. Heh.

Those Saiyajins ain't so tough after all!

55. Felicia - Hey, hey, hey! The kitty from Darkstalkers has graduated from Darkstalkers. And just

like B.B Hood, she's out to make a name for herself. Here, kitty, kitty, kitty!

Quote: "Don't exaggerate it! It's just a scratch!" (Darkstalkers 3)

Assist Types:

A: Delta Kick

B: Sandsplash

Y: Cat Spike

Launcher - standing HK

Special Moves:

Rolling Scratch - qcf + P, then P again

Sand Splash - qcf + K

Cat Spika - dp + K

Cat Spike - dp + P

Delta Kick - f, df, d + P

Crazy Cat - hcb + K (near foe)

Super Moves:

Dancing Flash - qcf + PP

Please Help Me - hcb + KK

Sand Wave - qcf + KK

I wonder how come her start up image is that of a nun? A glimpse into her past, perhaps? Hmm...

Using Felicia - She's one of the fastest characters in the game just like in Darkstalkers and can really

bug a guy. One thing that is commendable about her is that almost all of her moves are cancelable,

whether it may be Special Moves or Supers. Incredible. And they're all Cancelable with a double A

attack starter. Probably except for the WP Rolling Punch which comes out pretty slow and only hits

for one hit. But they all DO connect if timed right, just like that. Just so you people know, the Cat

Spika depends on the strength of the kick used in the move. WK sends her scratching straight out

while HK sends her after her little ball in an overhead strike which can go over most projectiles and

strike opponents over their fool heads! Her Dancing Flash and her Sand Wave can be used together with a double A starter or her Dancing Flash can be used to cancel over a Sand Splash or better yet, use a Sand Wave. (where she gets that much sand, nobody knows.) I'm not that certain with her Please Help Me Super if it can be canceled. But if it does hit, you get an incredible 33-hit combo which really competes with the awesomeness (new word!...maybe) Captain Commando's Captain Storm Super. It comes out pretty fast and it goes over projectiles. If it gets hit, no problem, that's no skin off your nose since it hits someone else and does not drain your life bar. What's incredible is that it's a tracer, meaning wherever your opponent is standing (this won't affect jumping clowns, though) the little kitty cat starter will jump that near or that far. (She can get knocked off by a projectile, though.) Cool.

Against Felicia - Watch it. She's quick. And if you have ever played Darkstalkers, then you know just how much a pain in the ass she can be. Her quickness will leave you punching at air if the ones against you are that good. However, she may be fast but her moves have some wicked lag time. Block every Rolling Scratch she throws and retaliate appropriately. Blocked Sand Splashes may have little recovery time, true, but what's to stop you from jumping over and kicking her butt, eh? Her Super may be incredible, blah, blah, blah, but when you block them (maybe except for the Sand Wave and the Please Help Me when you're far away.) they leave her SOOOO open to attacks, you have to be complete moron not to take advantage of such openings. You're not in Darkstalkers anymore, which means the rules have changed. When you finally get her style, suddenly, Felicia isn't that deadly anymore. Just another character waiting for you to stomp. Oh, and don't skimp on the Assist characters.

56. Servebot - Hey! This mini Tin Man looks like one of the cute little guys that follow Tron Bonne around! Hey! IT IS!!

Quote: "I'd be friends with the sparrow and the boy who shoots the arrow if I only had a heart."

Assist Types:

A: Crystal theft

B: Hot Lunch

Y: Robot Attack

Launcher: standing HK

Special Moves:

Hot Lunch - qcf + P

Crystal Theft - qcb + P

Robot Attack - qcf + K

Air Kobun - qcb + K

Super Moves:

Infinity Servants - qcf + PP

Armada - qcb + KK

Giant Growth - qcf + KK

Hmmm. I wonder what Tron did to make this little guy run away.

Just like Thanos I have no idea of how to use him since the last ones to come out when I finished this FAQ was Felicia and Sentinel. I don't know. Maybe by the time you're reading this, maybe they've already come out. I'll fill you in on the details then. This movelist and Thanos' was given to me personally by my ,ahem, "informer", Ben Thunder (not his real name as per his request). He did tell me, however, that Servebot is the No. 1 short stop in the whole MVC 2 game and to be careful since most Launchers and Supers (Ben told me that he once saw Servebot go right under a Hyper Combination Finish without one strike hitting him!) won't even phase him because the little guy's head only comes up to Wolverine's thigh! Now that's SHORT!!! Also, I've been told that his Supers are just like that thrown by Tron Bonne, but for some reason it comes out faster and even if you knock the little guy on his ass with a projectile with the, say, Inifinity Servants Super going, this won't stop the Super (You can't stop it! It's coming for you!! Ah HA HA HA!!). It knocks Servebot back, but your firing animation exposes you to the on rushing flood of other little guys. They could be Super Cancelable. I'll let you good people know if I find out anything.

IV. Crashing Abyss

Now Abyss (isn't he one of the sons of Apocalypse after Holocaust? Also, how come the MVC series have never featured a female boss character?) is just like the rest of the bosses in the MVC series (except for that piece of crap Cyber Akuma / Cyber Gouki in MSHVSF). Pathetic and easy once you get the hang of their systems. Sure Abyss is difficult. He's alot more difficult than the other bosses on the MVC series since for one, he's got three forms which you have to fight with. You lose with just anyone of these forms, you lose, period. Two, each of these forms are powerful enough to whoop your ass in a heartbeat and lastly This guy has an infinity Super Meter, which means he can call out his most devastating moves as much as this sick puppy wants to. But with the right means and the right characters, you can give him the beating of a lifetime! (If you smelllllllllll-o what the Rock...is cooking!)

First 1 - No threat. Extremely slow that he makes Juggernaut as fast as Marrow and always telegraphs his moves before throwing them, giving you enough time to jump over and behind him or

block. No need to waste your Super Meter on this clown. Give it simply your best ground
button
combo or ground button combo canceled with a Special Move. Jump behind him when he fires a
projectile and repeat the whole process again. Block when you see him raise his hand
because that
signals a painful Lance Rain that can take out mucho life-o. There is no way to avoid this
one, so just
block. His Beam move, if you could not jump behind him while he's charging up, you gotta
block,
because this takes also as much damage as the Lance Rain. Oh and when you're whaling away
at him
in front, start blocking when you see him rear back because that's the signal for his
Charge move
which is also very painful. When he does charge and you get the chance, the moment he goes
beneath
you, throw a quick projectile right at his back. But all in all, no threat. Just hit with
your best button
combo/button combo canceled with Special Move combo, and he goes down without a sound.
He's so
easy you don't even need a Super against him.

Suggested Characters: (These are the people I have used and have seen others use and have
been
successful. I don't know about the others, so mail me your suggestions.)
Hulk - HP / HK attacks all the way
Juggernaut - Same as Hulk
Captain Commando - A, C, A, C, Summon Ginzu, get behind Abyss and repeat again.
Rouge - A, C, A, C, then HP Rising Gatling Punch (throw an Assist character to shield
you.)
Captain America - A, C then HP Stars n' Stripes
Omega Red - A, C, A, C, then HK Omega Destroyer
Aminggo - A, C, A, C, B / D
Ruby Heart - A, C, A, C then WP Shovel Shell
Colossus - HP attacks, both jumping and ducking attacks and Shoulder Rush when you get the
chance.
Wolverine (both) - Whale away with your best buttone combo and end with a WP Tornado Claw.
Nash - A, C, then HK Somersault Kick
Guile - See Nash
Hayato - A, C, A, C, then Plasma Combo
Tron Bonne - A, C, then WK Bonne Strike

Form 2 - This goo guy is faster than the first form, but has pathetic range, but watch
out. See that
you don't get too close. I heard five hits with his fire move can knock you out. The moves
you should
be worried about are his beam move, the bubbles, and his Super. You can attack him in
three ways.
One, use your best projectile users and sit back and fire away or use your shortest
characters, go up
close and personal and hit him with your best low-hitting combo. Special are not
advisable. They
increase the distance between you and Abyss. After you spent alot of time trying to get
very near him,
you don't want this to happen. And three, daze him with a quick character. Stay in fron of
him and
just when he's about to fire, short jump behind him and give a him a two hit combo then
when he
turns to face you jump over and 2-hit again. Repeat again and again until he croaks. The
last two
ways are pretty risky since it entails you coming near Abyss, so keep those Assits

Characters close at hand always. But even though he's tough, he's not that hard that you need Supers right now. Naaaaah.

(Oh and when I say stand back, I mean FULL SCREEN DISTANCE. Comprende?)

Suggested Characters:

Cammy - Get close enough, duck down and throw a low kick combo (d+C, C, D)

Psylocke - Stand back and throw HP Psy Blasts. Her projectile cannot be canceled.

Morrigan - Hyper Jump up and rain down Aerial Soul Shots at the bugger.

Cable- Stand back and Viper Beam all the way.

Iron Man - See Cable.

War Machine - See Cable

Son Son - Stand back and HP Monkey Boogie

Juggernaut - Stand back and Earthquake.

Storm - Typhoon or Double Typhoons really do the trick.

Gambit - See Morrigan. Replace Soul Shot with Kinetic Card

Magneto - Two ways. Either stand back and E.M Disruptor or See Morrigan. Only use Magnetic Blast

Cyclops - See Cable

Marrow - Get near, A,C, jump over and behind him, then A, C or get within distance and Boneerang.

Doctor Doom - Stand back and use anyone of his projectiles, preferably Molecular Sheild.

Mega Man - Charge and Plasma cannon away

Guile - Throw Sonic Booms away or follow Marrow.

Gouki - See Morrigan

Ryu - Stand back and Hadouken while tossing Assist characters

Ken - See Ryu but get into range first

Ruby Heart - Stand back and HK Supremanation

Dhalseim - See Ryu

Form 3 - this is where it all comes down to. The final fight. This time Abyss is motherly BIG and his moves hurt ALOT! For this form it's time to pull out the big guns and take him out. I now there are the big strapping people who can take this guy on without using projectiles (though I doubt it) but now is not the time to be macho. Now is the time to be cheap! Always let him make the first move and try not to let your guard down for even a second, because when he goes underground (or is that underwater?) he suddenly shoots up flames (?) that really put on the hurt since they can juggle you up in the air for a long time. Also, when he submerges, please don't try to hit that floating globe with a button combo because it is one of the deadliest baits in the game. Think of it as a worm and you are the fish. Except the line that will reel you in is the worst beating of your life in the form of alot of flame spears! This time, it is NOT advisable that you use Assist characters because all you'll be doing is feeding more fodder to this ugly bastard. Stick with your best projectile warrior who also has a nasty Beam Super and everything will go smoothly, because if timed right, some Beam Supers (i.e Proton Cannon, Soul Eraser) can put Abyss out with two consecutive strikes! He may be mean but he's a pussy when Beam Supers strike him. Now you know why I said not to use Supers in his first two forms. All your stored up energy is for this one. The big one where it really counts. Some Supers

are so incredible that if time right they can take him out with one blow (i.e: Silver Samurai's Thunder Storm). However, if your Super doesn't take him out that quickly, well, duh! do it again! Do I have to think of everything for you? Also, if you get his life low enough, if you think you have this one in the bag, if you have enough juice in your meter, and you want to finish the game with a BANG, HYPER COMBINATION FINISH!! A real crowd wower all the way!

Suggested Characters:

Cable - Viper Cannon when you get the chance into his face!
Iron Man - Proton Cannon when you get the chance. Just time it that when he comes up, your Cannon is already ready to fire!
Magneto - Magnetic Tempest. Activate it when you see him rising out of the water (?).
Marrow - When Abyss surfaces, Bone Storm!
War Machine - See Iron Man
Jin Saotome - Blodia Punch when Abyss' directly in front of ya!
Strider Hiryu - Activate Ouroborus and whale away or to play safe, Legion!
Morrigan - Soul Eraser when he solidifies when he rises from the ground(?) Done right, 2 kills him.
Blackheart - Armageddon, baby! Or a Judgment Day for more pain!
Ryu - Shinkuu Hadouken (what else?)
Gouki - Jump up and Tenma Gou Zankuu (from a safe distance of course)
Silver Samurai - Wait for Abyss to surface, get in the middle of his body and throw a Thunder Storm!
Cyclops - Throw a Mega Optic Blast at his stupid face!
Psylocke - Get right in the middle and throw a Kochou Gakure.
Felicia - Wait for him to surface then throw a Sand Wave.
Storm - Lightning Storm in Abyss' middle or Blizzard if you're in front of him.
Doctor Doom - Photon Array if you're in the middle of Abyss or Electric Cage when you're in front.
Sakura - Throw her Shinkuu Hadouken at Abyss' ugly mug!
Son Son - Turn into the Monkey Emperor and breath fire on him!
Mega Man - What else? HYPER MEGA MAN!!
Jill Valentine - Charge up a Restrained Power Shoulder for say, around 20 sec, and when Abyss surfaces, jump and release your pentup energy and Cancel it with a Shoulder Torpedo.

And there you have it. You've beaten him. You've taken out Abyss. That's it. You win the game.

Now sit back and watch a crappy ending followed by a crappy ending song. YUCCH!

V. The Usual Raves

V1. Oh yeah, like I was saying waaay earlier, some crap guy challenged me NINE times! I mean what is it with these people? Why do they enjoy challenging players who just want to have a good time? Also, every once in a while (I see your smile...ahem) I see relatively good players challenge kids who have just started out in the game. What's up with that? It's a very one-sided fight. They get their kicks from challenging people who can't fight back? And when they do win, which would be pretty obvious from the fight itself, they make as if their now the real deal pros or something. Now when all of a sudden the REAL DEAL pros do show up and kick their collective asses, they can't seem to take

it (even some real deal pros do this.)and so they challenge again and again and again just to beat the guy who busted his chops. What is it with that ego? Why do these people have to prove that they are the best? What do you get when you do prove this that you are the best? The next day, you'll be just another forgotten face. They spend, what?, probably close to a hundred pesos and when they do beat that guy they challenged, they posture and preen and say they've won. Lemme get this straight. The person they challenged (or who challenged them)has used only two tokens (because here it takes two tokens to operate the arcade. Highway robbery? Very!)while they have used close to about 18 tokens, which, if the price is just like here that it's 5 bucks a shot, gives a grand total of ninety pesos! Almost a hundred bucks was wasted on some stupid feeling of pride! AH HA HA HA! Come on people! Don't challenge! It takes the fun out of the game when you challenge people instead of waiting for your turn to jam with the machine. Or if you must challenge, challenge only once! That's it. When you win, fine. Don't rub it in. When you lose, walk away. Don't look back. You lose, you learn from this and you do better, instead of spending for another game just to console your hurt ego. The person just went one game against you and you ring up to say three games until you finally beat him/her. You just spent more than he/she did. Now whose got the better deal? The person who just spent for about two tokens or you with the lighter wallet? Just walk away and learn. Tomorrow is another day. Well, that's what I think.

V2. Awesome Supers Awardees

Here's my personal list of some of the most awesome moves in the game (personally, I thik Capcom spent too much time hyping up the visuals of their own characters and not too much time on the Marvel side. Wonder why.) Remember this is for me. Many of you might not agree with me so send me your own lists.

Aminggo - Law of Vegetables
Felicia - Please Help Me
Anakaris - Pharoah Illusion
B. B Hood - Cool Hunting
Captain Commando - Captain Storm
Marrow - Stinger Bones
Morrigan - Darkness Illusion
Spiral - Dimensional Dance
Sonson - Monkey Emperor
Jin Saotome - Blodia Vulcan
Tron Bonne - Infinity Rush
Ruby Heart - Pirate Nell
Jill - CODE:T-002
Hayato - Azn Mandoo Super

VI. Acknowledgements

Now before I go, I just want to explain why I placed the Using X and Against X. Before any of you big shot players clamor that my tactics are so simple, let me say that the advice above given are not for you. These are for those who are just starting out in MVC2 and are bound to need all the help they can get to make them good players. I have seen so many incredible combos in this game that to list them all would take forever. Nor do I want those who do read this to treat this as the final say. No way! It's a learning process. All I hope for when this FAQ comes out is that those who do get this will use this FAQ as a stepping stone to become better and to take the ideas here to make even more incredible combos. As Captain Commando once said, "I accept your challenge! You can become the best!"

Also, I've been getting alot of questions from people I know who equal me or are even waaaaay better than me but when they go up against the CPU they fold up. The "Against X" feature here sort of describes what the CPU is capable of and what its weaknesses are. But nothing beats first hand observation. Observe the CPU's style of fighting. Sooner or later a visible pattern comes out which, when taken advantage of, will win you the game, the same of which cannot be said of whaling on the opponent even when blocking. So observe, learn the pattern and be the best. But you do have to be careful, because as the computer's experience points go higher, so does its difficulty. For example, at Level 72, I could whip Sentinel's ass like a little lost child, but now, at Level 76, I really have to put out the guns to stop him! AAARARRRRGGHH!!

First I would like to thank my friend Doods for teaching me Omega Red's Omega Strike Trick and Silver Samurai's many skills and how to exploit them. You're the best, man.

PJ for showing me how to use Psylocke, Cable, Iceman, and Spiderman properly. He's one of those who are That Damn Good.

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Anthony Palma, who's been a great help in making this FAQ. Thanks alot buddy!

Alex Cho" <azn_mandoo_2k@hotmail.com> for telling me just what the damn field of Hayato does and Hayato's Level 3 Super.

Alex Wreschnig <nexus@gamebox.net> for bringing me up to date on how to use Dan (Not that I'd ever use him, but to those who do have an inclination to go the distance and use this guy, Alex is the man to ask.)

Loading, for me, the pioneer in the videogame mag business here in the Philippines, for giving me a

shot at this FAQ. More power to their magazine!

And finally, Capcom for putting out this awesome, but storyless and pointless, game. and to their website (www.capcom.co.jp) for providing me with sort of the complete movelist from which to refer to when I decided to build this FAQ.

We have arrived safely at the final phase of our destination, ladies and gentlemen. Please make sure that you have left nothing behind on the vehicle and keep a close watch on your children. Thank you for flying with us and we hope to see you again soon. Have a nice day!

"Censorship is for Communists."

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"My condolences to the families of the victims of the WTC tragedy. I hope Bush finds out who masterminded this and guts 'em!"

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