

# Marvel vs Capcom 2 FAQ/Walkthrough Part 1

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Marvel Vs. Capcom 2 - New Age of Heroes

Ver. 01

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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 copy this 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 assissts 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 gong to find any here! The only thing that can make you decide on what perfect assisst 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, weellll...):

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 thrusting either upward or forward (i.e Hyper Charging Star,  
Messatsu Goushoryuu, Bone Storm, Shinkuu Tatsumakishipuu kyaku)  
Impact Super - fighter runs forward and hits. If it connects, hero goes into a combo. (i.e  
Weapon X,  
Captain Storm, Good Night Sugar, 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 character, 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  
spinning for a  
while in the air, which leaves that sucker open to a launcher and button link combos.  
Doing Crossover  
Supers not only do intense damage, but also pushes away enemies for a safe switch. If you  
know that  
your opponent can block your Super, and you desperately need to tag out without getting  
your ass  
kicked six ways to Sunday, throw a Super in your arsenal which you know will push an  
opponent  
away, like Beam and Charge Supers. In the middle of that Super, make your second character  
jump in

with another Super which pushes him/her even farther away. One good thing about this is that sometimes, your opponent will never expect you to throw a second Super, so chances are he/she might loosen his/her block and leave their fighters open to damage and give you the opportunity to take the fight to them!! Crossover Supers may be the only things that can get you out of a very sticky situation and turn the tides in your favor. But you who are reading this, don't be pulled in by Crossover Supers. When battling, keep one eye on the opponent and always take an occasional glance at his/her Super Meter. When that Meter is more than Level 1, always expect a Crossover Super switch. Expect it, block it, and take the appropriate steps to turn the tables on them. Then again, if you suck big time in MVC2, no amount of Crossover Supers will save your sorry butt! MWAH HA HA HA!!

One last thing; there is no more EASY Mode!!! AH HA HA HA HA!! The only adjustments you'll find are for the Speed Modes: Turbo/Normal. Take that, the population of the Cheapo ranks! The only one not affected by this is that little troublemaker Megaman. So this time, no more one button press-automatic projectile fire or three PPP-automatic Supers! This time you toil to win in this game!! Think of this, after the previous three games, this fourth one is a test to see just how good you've become after all these years.

By the way, in case you're wondering why I usually refer to gamers as "He/She/They", that's because I believe both men and women make excellent gamers. Hell, my baby sister whoops me everytime in Tekken, and another girl spanked me very badly in MVC2 when I was just starting out, using ROLL! OH MY GOD!! AHHHHHHHHH! Sorry. Just had to get that off my chest.

All right, here is the roll call for all fighters, 56 in all! This has got to be Capcom's biggest line up of warriors ever! I hope to God there will be MVC3 and I hope the Punisher is included. Hell, I even hope that there will be a Captain Commando 2 game in the Punisher format. Y'know, where they can all be big and bulky instead of thin and scrawny looking like in the first Captain Commando game. The first Capatain Commando was just a wee bit too hard, even with 4 players.

Marvel	Capcom
<=====>	
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 aforementioned 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)

Launcher - Standing HK

### Special Moves:

Shoulder Charge - qcf + K (LK - forward dash, HK - rising dash) (can be done in air)

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)  
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)  
Psytage - 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 feling 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,  
utilizng 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.

Qoute: "Lebaeu...Remy Lebaeu. Remember dat name." (MVC)  
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!  
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:

Artic 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 a lot. 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!" (XMVSSF)  
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 Nait, 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 controlable) 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 illtimed 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 enhancers. Sort of like drugs. (AHHHHH!! 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. 02 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)

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 advantage 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 AHHHS 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 councbterpart 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)  
Launcher: d+HP

Special Moves:  
Berserker Claw - qcf + P  
Wild Fang - hcb + P  
Birdy Call - hcb + K

Supers Moves:  
Berzerker Claw X - qcf + PP  
Berzerker Rage - dp + PP  
Birdie Cannon - hcb + KK

Wolverine's nemesis is back with a veangence 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  
reactiuon 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 oppurtunity  
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 oppurtunity 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)

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...

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 fighter. 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 ricochet 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)  
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.

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 opportunity, 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 oppresion fear him!

Quote: "Beleive in your country, but first beleive in yourself." (MVC)

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 oppponent 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)  
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 looks 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 to 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)  
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)

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 pwerful 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)

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 gorund.. 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 oppurtunity. 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, leavng you with your jaw hanging open and your eyes wide in disbeleif 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)  
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. 2, 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."

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)

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, it 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)

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 Armageddon. 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)  
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)  
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.

Hmmmmmm. 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)

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 field a bit, give yourself some room to 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 a lot 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 a lot 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 a lot of players are suckered in by this move. After neatly evading this pathetically slow move, counterattack in the way you think 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?"  
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 he's 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 mistakened 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 Lancher 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! 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 Sheild 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 Teusday 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 Photn 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)  
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)  
Devitilization - hcb + K

#### Super Moves:

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

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)

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 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.)

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 hitting! 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)  
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](http://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 predictable 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!

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