

Marvel vs Capcom 2 FAQ/Walkthrough Part 2

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III. Capcom Characters

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

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

Special Moves:

Smile & Missile - charge b 2 sec, f +P/K
Hop & Missile - charge d 2 sec, u + P
Shyness & Strike - qcb + P
Molotov Fire - dp + P (can be done in air)
Ring Around The Posies - hcb + P (near foe)

Super Moves:

Cool Hunting - qcf + PP
Apple For You - hcb + KK
Beautiful Memory - hcf + KK

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

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

Her Launcher, because of its range, may prove to be a bit difficult to pull off against opponents, so try to get it very near them. Or simply suck them in with a jumping two hit C combo, then dash forward

quickly while they're stunned and throw another 2 hit C combo. She has a damaging delay combo

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

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

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

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

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

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

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

MVC2 game! If timed right, it can deal up to 60-hits of damage! AH HA HA HA!!! POWER!! It comes out quickly, which means this is the Doomsday Weapon against those of the Cheapo fighters,

(except for thos with Beam projectiles). This Cancels out shots headed her way and

makes'em eat

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

Her Apple

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

fighting. Prayer helps out too.

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

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

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

Launcher: d+HP

Special Moves:

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

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

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

Royal Curse - In air, qcf + K

Super Moves:

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

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

Coffin Rain Blows - d, d + PP

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

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

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

Against Anakaris - This guy is tricky. Very tricky. You might just say he's a slow guy but in reality, he's pretty fast when it comes to dashing. He's one of the more dangerous foes in this game since almost all of his moves have very little recovery time which you will find very hard to take advantage of. This applies to both HUMANS and CPU. The worst trick will be to get you downstairs and strike you with a d+C, C, D combo. This hurts alot. Don't keep running into the fights alot since you might find yourself suddenly wrapped up and slammed out of breath. Those hands of his comes out when

you least expect it. His Supers come out pretty fast but they go only to one certain direction. So what you do when you finally recognize the start-up animation of his Supers is you jump over him and let'im have it. But this might take some practice since they do come out pretty fast. Be very careful because if you get it wrong, you'll find out just how devastating his Supers can be. But probably the best style against him is to use quicker opponents, take the fight to him and rain Assist characters all the way.

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

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

Special Moves:

Kikouken - hcf + P
Hyakuretsu Kyaku - K rapidly (can be done in air)
Tenshou Kyaku - dp + K
Hienshuu - hcb + K

Super Moves:

Kikoushou - qcf + PP
Senretsu Kyaku - qcf + KK
Hazantenshou Kyaku - dp + KK

Hey, Anthony! Have you ever seen the hentai pictures of Chun-Li? It's on www.kissmehentai.com. Man, she is HOT!! And I just gotta say, I...huh? What about the readers? Readers? What readers?! What the...? Whoops!! Sorry! Forgot where I was! Damn! <ahem!>.....Now.... On with the show.....
(boy, is my face really red!)

Using Chun-Li - First thing you must remember everytime you play is she is fast. Second thing you must remember is that being one of the older generation of fighters, almost all her moves and all of her Supers are Cancelable. When you start an aerial rave, try ending it with a Hyakuretsu Kyaku. Or if not try this; after launching, A, C, A, C, d+C, (this is that old d+MK stomp which keeps your foes in the air) then A, C, A, C, again. Repeat this as far as you possibly can go. Thanks to Doods for this tip. I could get as much as a 13-Hit combo from this one before dropping out. Try it and tell me how many hits you guys can get. Her Hienshuu is perfect for overhead attacks against people who love to duck, especially against Charge fighters like Guile and Nash. She's not much of a projectile user, since her Kikouken comes out pretty slow, even her B Kikouken, and she would always lose in a projectile trade against Beam projectiles. So this projectile is best used like Nash's Sonic Boom. A screener attack with which to force your foes into blocking or jumping over you. If he/she blocks

it rush'em while they're blocking. Strike them with low-high attacks or better still, a grab. If they jump over the Kikouken, have a quick Tenshou Kyaku ready to take them out once they're just within a few inches of you. She may not be much in the projectile department, but her other moves come out pretty fast, so some players do not expect you to throw a Tenshou Kyaku so quickly or better still a Hazantenshou Kyaku when he/she REALLY doesn't expect it for more hurt! Chun-Li's Kikoushou comes out quite slow, so don't expect to always get hits in. Only use it to hit easily suckered opponents or to shield yourself from projectile Supers in order to avoid block damage. Her Senretsu Kyaku is cancelable by doing this, A, C, d+B, then while your opponent's reeling from the HP blow, throw her Senretsu Kyaku Super to link up with it as fast as possible. Her Hazantenshou Kyaku can be combo-linked by A, C, then Hazantenshou Kyaku for great effect. The one thing that's really bugging me is, where is her Shichesei Senkuukyaku!? That move was not only the most damaging move in her arsenal, it was one of the most incredible moves I had ever seen, along with the Eternal Slumber of Morrigan and the Captain Storm of Captain Commando. The others are pretty cool, but these three Supers were the most awesome Supers in MVC. Now? Weeeell....Only time can tell. I'll try to compile the list of the most awesome looking Supers, for me, in MVC2 (see below). Tell me what your most awesome Supers are.

Against Chun-Li - Now although Chun-Li's fast, she can make some awful mistakes. Her Kikouken, when blocked near, a faster foe can shrug it off and strike her quickly. Trick her into sending a Tenshou Kyaku or a Hazantenshou Kyaku. Block low, then do low hit-Launcher attacks or strike back with a Super of your own, because although it comes out quickly, when it ends, she crouches down for a while to probably catch her breath. Standing attacks go over her head, so low-hit-Launchers all the way or Super. CPU also has the bad habit of suddenly throwing the Hyakuretsu Kyaku out of nowhere, which also has quite a recovery time when it ends. Not as long as that of the Tenshou Kyaku, but still, it's there. Dash in and take her out. Same goes for her Senretsu Kyaku. Block it to its entirety, then take her out. A Super or, if you're planning for an aerial combo, throw a Launcher for this one, since low-hit attacks such as C won't hit her unless you time it right and standing weak attacks will knock her back, unless you have a quick 2-hit standing Launcher combo, like Cable's and Cyclop's. Her Kikoushou, although deadly when it hits, is crappy when blocked, or worse, when thrown far away. When it ends, she pauses for a while, just like War Machine & Iron Man after a blocked Proton Cannon, only a little longer. So throw a Super of your own, one that doesn't take too

long or dash in and combo her. Your choice. Be careful because both CPU and HUMAN players like tossing out Assist characters unexpectedly. Coupled with her speed, this makes her one of the more dangerous characters. So don't go dashing in just like that. Wait. Bait. Block. THEN dash in. Just like that.

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

Quote: "Bison and I shall laugh about this tonight." (XMVSSF)
Launcher - d+HP / standing HK

Special Moves:

Spiral Arrow - qcf + K (can be done in air)
Cannon Spike - dp + K
Spinning Fist - qcf + P
Cammy Counter - hcb + P
Sky Lance - in air, qcb + K
Rolling Frankensteiner - qcb + K, then HK again when near foe's head
Reverse Toe Hold - qcb + K, then HK again when near body of foe
Rolling Slider - qcb + K

Super Moves:

Wild Bull - qcf + KK
Lock On - qcb + PP (can be done in air)
Vertical Spear - qcb + KK

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

Using Cammy - Now the first thing you should remember is that she's the fastest character among the Capcom characters, with Strider Hiryu in second and Morrigan a close third, which means she has the ability to run into a fight, whack out a few times, then beat a hasty retreat before the enemy even realizes the game has started. That you should use to your advantage, especially against projectile users, since Cammy has no projectiles to speak of. So use her speed to jump over projectiles and stike foes out. Her Spiral Arrow move goes low and can go under most projectiles, if timed right, and hit the opponent doing the firing, if you're near enough. If you're feeling bad enough, you can cancel that and go into her Wild Bull Super for maximum damage. But don't go throwing Spiral Arrows at just any time. This is not a projectile. If it is blocked, you put yourself in a very dangerous position as it takes cammy awhile to recover from a blocked Spiral Arrow, leaving her open to Supers, Launchers, etc., unless before you throw a Spiral Arrow, you have an Assist character back you up, so Cammy'll have some time to recover. Refrain from using her Spinning Fist and her Rolling Frankensteiner / Reverse Toehold / Rolling Slider command. These moves are the only times when Cammy is at her

slowest and her most vulnerable. Learn to time a Cammy Counter well in order to stop using the block command. Her Cammy Counter is a great way of blocking physical strikes (it won't work on projectiles and Beam and Charge Supers though. I've seen her Counter Impact Supers before but those were rare.) and make her opponent eat their own foolishness. Some of the hard core fighters associate this move with the Parrying Command in Street Fighter 3. But make sure to time it right, as it only stays on for just a second then disappears. If done perfectly, you block an opponent's attack and strike him/her down. If not, well, you get a knuckle sandwich! What's also great about this player is that all her Supers are button-link chainable. Her Wild Bull Super is best used as described above. Her Vertical Spear is, dash, A / C, then quickly go into Vertical Spear as fast as humanly possible. Not for the very slow. This really packs a punch. If you would like to hear some OHHs and AHHs, does this; launcher, A, C, A, C, qcf+D (HK Spiral Arrow), then quickly do her Lock On Super. This has got to be done as fast as humanly possible to get these hits in and this might take some time to master. But hey. No prob. This one's a real crowd pleaser.

Against Cammy - Be very careful with this one. The CPU AI for Cammy is just as anti-social as Gambit's or Psylocke's plus it has the annoying habit of walking up to you and grabbing you when you least expect it. She may be fast but all her moves, when blocked, have insane recovery time, recovery times which you must take advantage of immediately in order to win. Against HUMAN players, same thing. Block all their attacks and counter quickly. Don't try to go for fancy schmany combos which might not have a 100% success rate. The simplest combos are always the best. Keep your combos against Cammy as simple, but as painful, as possible. Keep your Assist characters on their toes. When Cammy's the Assist character, take her out as fast as possible / reduce her life considerably before she comes out to the playing field. When in doubt, after a blocked move or a Super from Cammy, throw a Super of your own or a plain projectile. Just be careful of Crossover Supers. Who the hell cares if everyone doesn't think it's flashy enough? Do they feed you?! Do they clothe you?! To hell with them! What matters most, in the end, will not be the flashy attacks, but who stands over whose dead players victorious.

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

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

Launcher: df + HP

Special Moves:

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

Super Moves:

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

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

Using Morrigan - Just like Cammy, she's a speed fighter, so keep those hits coming. She has an incredible combo which few use but it's very intense. It goes like this, make sure first that you are anywhere near a corner. Then Launcher, A, C, A, C, then Demon Claw. This knocks them towards the wall. While you opponent is in the air dropping down on the wall, dash right in and the instant he/she lands, throw a Earth Vacuum whcih will catch him/her. Most, while coming down, on seeing you so near, will automatically block an attack. Problem is, Earth Vacuum is like Zangeif's grabs. Unblockable. All the blocking they do will merely provide you with an easy target. Also, this same combo, minus the Earth Vacuum, if done, say, in the middle of the screen, can be linked with a Soul Eraser. How? This Super has been given faster recovery time which makes it a great Beam Super. So, after a Demon Claw, when the enemy is coming down, the moment he or she lands, FIRE! Very few expect that, and since it comes out very fast, chances of a successful hit are 85%. She has one of the fastest air dashes in the game which can be put to good use by annoying your foe while coming in for a quick hit. Use her Soul Fist to keep opponents away for a while then strike. Probably the only Super which is button-link chainable is her Silouhette Blade. Dash, d+C then Silouhette Blade, if you're fast enough, or dash, A, C, then Siluohette Blade. Just like Captain America's Hyper Star's n' Stripes.

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

try to get rid of her quickly when she's an Assist character or damage her quite a bit, before she comes out. Saves you alot of trouble.

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

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

Launcher - d + HP

Special Moves:

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

Shoryuuken - dp + P

Tatsumakishipuu kyaku - qcb + K (can be done in air)

Super Moves:

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

Shinkuu Tatsumaki Senpuu Kyaku - qcb + KK

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

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

Using Ryu - Now I'm not such an avid fan of Ryu's so I really can't tell you exactly on how best to use him. All I know is, he's one of the most balanced fighters in the game, which makes him maintain his status as Arcade Fave (At least, from what I've observed, although it's slowly waning.) Hell, the only button link-Super chain combo I know is the one my friend taught me, launch, A, C, A, C then ShinkuuHadouken in the air. That's all I know about Ryu. Sorry. So if you would like better info, go get tips from expert users. You must know some of them. Me? I'm still experimenting with Ryu. I'll find out how to use him well. When I find the time. I'll post my findings on Ver. 2.

Against Ryu - This one is dangerous. Very dangerous. Seems like the CPU version has a nasty habit, when it's Super Meter is say at Level 4 or above, of throwing a Hadouken, then dashing back and Canceling it with a ShinkuuHadouken, which catches alot of players unawares and can put on the big hurt. I've even seen HUMAN players use this tactic with very painful results, to their opponents. Also, sometimes he does an aerial Tatsumakishipuu Kyaku, which is easily blocked. but the moment he touches the ground, he immediately goes Shinkuu Tatsumakishipuu Kyaku, which can pull an opponent close into the whirling vortex for quick hits. Worst of all, this move has NO recovery time, which means after blocking this attack, Ryu can immediately block against the opponent's counter-attack. There is no real way to beat a good Ryu player. (against the Cheapos however, there are plenty of ways.) The only way to beat Ryu is observance. Watch your opponent's style and counterattack when you feel a perfect oppurtuniy comes your way. Good Ryu players may be good, and I've gone

up against the best of them, but they are certainly not unbeatable. I should know. I've kicked some of their asses. Each and every one of them has their styles. Learn them, view their strengths and weaknesses, observe their favorite combos, master them, beat them.

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

Quote: "You've got a lot to learn before you beat me." (MSHVSSF)
Launcher - d + HP

Special Moves:

Hadouken - qcf + P (can be done in air)
Shoryuken - dp + P (can be done in air)
Tatsumakishippuukyaku - qcb + K (can be done in air)
Evade Roll - qcb + P

Super Moves:

Shoryu Reppa - qcf + PP
Shinryu Ken - qcf + KK
Shipuu Jinrai Kyaku - qcb + KK

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

Using Ken - Obviously, he's waaay faster than his rival Ryu, who opts for balance. That much I can tell you. To tell you all the truth, I have never used anyone from the Shotokan school of Martial Arts yet. I still have to practice using one of them, whether it's Ryu, Ken, (chuckle!) Dan (though I'm not sure whether this loser is with the Shotokan school), Sakura, and Gouki. But hey, I'm accepting suggestions on how to use these guys properly. My e-mail is above, so please send in your suggestions along with your e-mail address and your name (name is optional, but e-mail is required) so I can thank you and give you credit in Version 2.0. But really Ken is so fast that practically all of his Supers, with the exception of the Shipuu Jinrai Kyaku, have a 100% success rate if used properly. Like his Shoryu Reppa. Simply A, C or A, A and then go into Shoryu Reppa (can also be done with Gouki.) or his Shinryu Ken. Launcher, then Shinryu Ken. Just like a Captain Sword. Cool.

Against Ken - That speed of Blondie can be used against him. CPU Ken is no threat. HUMANS are deadly, with a captital D. His Hadouken, while impressive, disappears at a certain distance, sometimes not even getting close enough to give you block damage. Time it that when his projectile disappears, throw a projectile of your own. If timed right, your projectile will go through the disappearing Hadouken and strike Ken before he recovers from the hadouken throw animation. Also, try to trick opponents into going into a Shoryuken. Block this low and when he lands, nail the blonde

geek! His

Tatsumakishipuukyaku goes diagonally up, making him very susceptible to an anti-air move or Super.

So take advantage of that. Take advantage of all his blocked Supers because once blocked, Ken leaves

himself open to any move under the sun, especially his Shipuu Jinrai Kyaku, which, when blocked,

ends with Ken stalling for a full second, showing you how smashing his red knee is. Bust him apart!

And always use Assist characters whenever possible. Heaven knows that you'll need all the help you

can get against him, especially against good Ken players who are almost unbeatable (but not so

unbeatable. I've kicked more than one blonde ass now and then).

36. Dan - <PPPHHHHT!> The(snickler!)self taught fighter is back, (AH AH AH AH HA!!) and he's

still as pathetic as ever! AH HA HA HA!! HOOO HA HA HA HA HA!!!

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

Launcher - d + HP

Special Moves:

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

Kouryuuken - dp + K

Hishu Burai-Ken - qcb + K (can be done in air)

Autograph - qcf + K

Super Moves:

Dankuu Gadouken - qcf + PP

Shoryuu Reppa - qcf + KK

Desperation - qcb + KK

Super Taunt - qcf, qcf + Start

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

Using Dan - Oh yes. I really want to use this Ryo Sakazaki/Robert Garcia clone. With pathetic moves

and pathetic Supers, only those with the mettle can use him without being bothered by his (hmp!)

moves, such as they are. Look. Read this movelist and then talk to someone who likes using Dan as

a serious competitor (Good luck finding him/her. Good Dan players are like rare Pokemon, like

theMew or Mewto. Few and very hard to find.) You won't get anything from me other than this.

Against Dan - He is the EASIEST character in the game. I'm only going to tell you what the score is

on the CPU because the HUMANS using Dan who've gone up against me always got Dan busted up before the real fight started. Remember, all of his moves are pathetically slow. The only real danger

comes from his Desperation Super. It comes out faster than the rest of his moves with decent speed,

which gives it the potential to really catch you off guard. But other than that, take the fight to him,

because CPU has weird habit of standing back and signing autographs, signing them and tossing them

at you. Jump and take this joke out for good!

37. Sakura - Oh jeez! The little Sailormoon reject has come back again! And just like before, she's just as pathetic as ever. I mean, why can't she get her own moves, eh? Always copying, always following!
What a crackpot fighter! Why the hell did she come back anyway? She should go f...waitaminit.
Someone at the door. Well, hey, Saki, baby! how are ya? You're doing well? What!? ME!? Say bad things about you!? Oh, no no no! You must have heard someone else say that! I'm your biggest fan!
Really! You don't beleive me, do you? Wait. Lemme explain. Please. Put that down! Wait! WAIT!
NOOOO!! AHHHH! SOMEBODY HELP MEEEE!!!! YAAAARGH!

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

Special Moves:

Shououken - qcf + P (can be done in air), dp + P if Dark Sakura
Hadouken - qcb + P (can be done in air), qcf + P if Dark Sakura
Shunpuu Kyaku - qcb + K (can be done in air)
Ashura Warp - dp + PP/KK (only with Dark Sakura)

Super Moves:

Midare Zakura - qcf + PP, dp + PP if Dark Sakura
Shinkuu Hadouken - qcb + PP, qcf + PP if Dark Sakura
Haru Ichiban - qcb + KK
Dark Sakura - rdp + PP
Shun Goku Satsu - WP, WP, f, WK, HP(Level 3 or higher)

She's still one of the better, no, NO, best, BEST, characters in MVC2, just as she was in MSHVSSF. Really! Honest to God!! You've gotta beleive me! (There. I said it now, Saki. Please don't kill me.....)

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

Against Sakura - No HUMAN fighters yet, so the CPU version will have to do for now. Just like B.B Hood, Sakura is dangerous is the higher stages of the game. Always seems to be able to find a breach in your defense and throw a quick Shououken which really brings down your morale. Always pulls that combo off whenever she hits you and she's fast enough to do so. Try to block the Shououken all the time and counterattack quickly, but don't always resort to a Super. Her recovery time from a blocked Shououken may be long but it's not that long that you have the luxury to throw a Super at her. She's deadly, that I can tell you. Just Like B.B Hood, she's dangerous in the higher levels, as both an Assist character and as a regular fighter and enjoys throwing out Assists, which for some reason the CPU Sakura is always accompanied by some of the strongest fighters in the game. UNFAIR! But the one

thing that's funny about her is that she enjoys throwing her three basic Supers, Midare Zakura, Shinkuu Hadouken, and Haru Ichiban right out of the blues. These three moves may prove to be your windows of opportunity if you master how to use them to your advantage. The initial hit of the Shinkuu Hadouken, when blocked on land, will push you away, giving you only one point block damage. But what's this? Sakura isn't even through throwing the rest of the Super, which leaves her very susceptible to a SUPER! Her Haru Ichiban, when blocked below, opens her up for either a Super or a Launcher, depends on what you want to do, and her Midare Zakura, When blocked, pushes her off a little ways. This one you must treat as an ordinary Shououken. No Super. Just a quick counterattack. Might I suggest using your faster fighters to take out this clown? What? She's coming back? Sorry, gotta go back into hiding for a while.

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

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

Launcher: d + HP

Special Moves:

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

Gou Shouryuken - dp + P

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

Tenma Kuujin Kyaku - in air, qcf + K

Forward Ashura Senkuu - dp + PP/KK

Reverse Ashura Senkuu - rdp + PP/KK

Super Moves:

Messatsu Gou Hadou - qcb + PP

Tenma Gou Zankuu - in air, qcf + PP

Messatsu Gou Shouryuu - qcf + PP

Messatsu Gou Rasen - qcf + KK

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

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

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

Using Gouki - Fight fans, I know this must come as a great disappointment from me, but just like Sakura, I'm still in the stages of experimenting with Gouki. So I can't even begin to advice you on how exactly to use Gouki. I don't have the right. Perhaps the only combo-Super Cancel that I've been able to pull off so far has been, Launcher, A, C, A, C, HK Tatsumaki Zankuu Kyaku, then half way through that move, Tenma Gou Zankuu. Has an 87% success rate, but with constant practice you should be able to get that thing to work everytime. The same goes for his Messatsu Gou Shouryuu. A,

A then Messatsu Gou Shouryuu. That simple. However there is one Super I've been meaning to try out. It's Launcher then Messatsu Gou Rasen. Just like Magneto's Shockwave after Launcher chain. I don't know if this works, though. I'm still testing it. But if anyone can confirm that I'll give him/her full credit in Ver. 2.

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

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

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

Special Moves:

Roll Shot - qcf + P (can be done in air)
Deadly Bouquet - hcb + P (can be done in air)
Get Rockball - qcf + K, repeat to use
Get Tornado Trap - dp + K, repeat to use
Get Leaf Sheild - qcb + K, repeat to use

Super Moves:

Hyper Roll - qcf + PP (can be done in air)
Rush Drill - qcf + KK
Beat Bomber - qcb + KK, p to shoot, K to drop bombs

Plays a tad just like Megaman, only she doesn't belong in the Cheapo ranks. Capcom has also decided to tune her speed up a bit. One question, though. What the hell is she? Megaman's sister or the runt's girlfriend? Because in the earlier Megaman games, Roll is his sister. In the later ones and in MVC, she's his girlfriend. Wussupwith that? I'm more willing to beleive that she is his sister, since they play so much alike. But if she's also Megaman's girlfriend, then this is the most public display of incest in a fighting game, EVER, in the entire world! Whoa! Awesome!

Using Roll - Now remember, you can't use her as some Megaman clone, in which you sit back and throw fireballs?! Uh uh. You do that, you get your ass royally kicked. She's been made faster, so use her enhanced speed to play like never before. Dash in and out of fights and keep launching your opponents for aerial raves. Forget about doing a Hyper Roll chain when you're done with an air combo. It is IMPOSSIBLE! Lemme put it this way. Her Hyper Roll comes out so slow, your enemy will have enough time to drop to the ground and block before she can complete the animation of Hyper roll and start firing away, leaving her open to any anti-air attacks and Supers that

the enemy

might throw at you from underneath. Don't take the risk. use instead her Rush Drill and her Beat

Bomber if you really want her Supers. they're slow, but at least they're faster than the Hyper Roll.

Like Megaman, switch weapons constantly to keep your opponents guessing. But no Rock Ball. It is

PATHETIC. Easy to see and to block when it shoots. Be very careful when using her.

Although she's

been tuned up more to a real fighter, she still takes more damage from ordinary moves compared to

the others. Best thing to do is wait and counterattack. And don't skimp on the Assist Characters. They

can help you out alot.

Against Roll - Play against her like you would Megaman, because both CPU Roll and Megaman play

the same. Just watch it with the HUMANS. They're a whole lot craftier than the CPU. But still, not so

much of a problem. One thing I ask of you is just: please go easy on her. She's just a little girl and

she's not as annoying as her brother / boyfriend / whatever. C'mon. Have a heart. She's just a girl.

40. Megaman - Oh no. No no no no! Don't tell me! I said DON'T tell me! The leader of the Cheapo

ranks is back, no? That idiotic little runt! AAAAAARRRRRRRRGGGGHHHHHHH!!!!!!!!!!!!!! May he be cursed to all perdition!

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

Launcher - standing HK

Special Moves:

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

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

Get Rockball - qcf + K, repeat to use

Get Tornado Trap - dp + K, repeat to use

Get Leaf Sheild - qcb + K, repeat to use

Super Moves:

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

Rush Drill - qcf + KK

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

For once, that's all I ask, for once, no Megaman for the second series! But noooooo! The small

bastard is back again! But that's okay! I always use him as a punching bag, anyways! MWA HA HA

HA!!! Take that, boy!

Using Megaman - Use him?! Are you crazy!? I wouldn't use him unless I was dead drunk or on extremely heavy drugs! Besides, his Hyper Megaman move come out alot slower than in MVC, so it's

very difficult now to chain it into an aerial rave unlike in MVC. You know, Launcher, WP, WK, MP,

MK, then Hyper Megaman. I'm not saying it's impossible, only it would take incredible timing to

accomplish such a feat, because now, his Hyper Megaman comes out almost as slow as Hyper Roll!

Look, if you're going to use Megaman, I can only give you two options, it's either if

you're one of the players who beleives in really flexing your real muscles, you can ask those who know how to play Megaman well or you can do what most other players do. Sit back and fire away like crazy. Maybe the only thing I can say is to switch your weaponry often to keep your opponents guessing, though I think that won't help much since the names of the weapon comes out after you grab it, which is very noticable to your opponent, unless of course this is in the heat of the battle, where players don't pay much attention to anything else other than beating the tar from you. Also, try to keep charging that Plasma Cannon as long as possible and let go when your opponent least expects it. This ought to give out some heavy damage. (now enough about using Megaman. I'm feeling dirty. Yuch! Hey! Where's my hand sanitizer!?)

Against Megaman - Now this I am good at. No matter who strikes you, most, no, 95.5% of the players who use Megaman like to take full advantage of an easy fireball. Very few like to use Megaman as a man, not some silly little boy pretending to be a man. Easily taken care of. But first the CPU version. Pathetic. Likes to rush back and fire his weapons, which of course, all of them now have incredible start up time. In short, Megaman telegraphs his moves to you, stamps it, delivers it and awaits your reply. Make sure it's the painful one. Now the HUMANS. Now I know there are those who play him like the pros they are, but still, majority of the Megaman players I've seen, and have beaten most righteously and heavily, plainly, SUCK! Him? No threat. Rush them with flying attacks while they're busy firing away, and get your Assisst characters out once in a while to join the party and to block some of those shots, but be careful. Every once in a while, they become crafty and start pulling moves which can pull the rug from under ya, by throwing unexpected Uppercuts and Plasma Cannons. But still, no threat. Block that Uppercut. The moment the runt lands, POW!. Or jump over that idiotic Plasma Cannon of his, since it takes a while to come, and POW! What's even more pathetic is that Megaman's Hyper Megaman, when it comes out, doesn't fire immediately unlike in the MVC game. Megman poses, he grows, he stalls for a while, THEN fires. Which means it can be knocked out of commission before Megaman can even fire a single shot! Even his Rush Drill and his Beat Bomber pose NO threat at all. Both can be blocked and when they end, leave Megaman so open, only the clinically brain dead would not take advantage of an incredibly tempting and incredibly stupid opening! The one thing irritating about him is his taunt after he Assists. Make him eat that damnable tongue of his! So all of you anti-Megaman players out there, pound the little runt! And have fun doing it! You have my blessing!

41. Zangief - The Crimson Tornado has returned. I wonder how come he's so damn popular.

Must be
that buff exterior.

Quote: "Nothing can withstand my Final Atomic Buster!" (XMOVSSF)
Launcher: d+HP

Special Moves:

Double Lariat - PP
Sky Toss - qcb + WP
Banishing Fist - dp + PP
Aerial Russian Slam - dp + K
Screw Pile Driver - 360 + P (near foe, can be done in air)

Double Crusher - hcf + K (very near foe)
Flying Power Bomb - hcf + K
Cyber Fire - hcf + P (only in Iron Body Mode)

Super Moves:

Final Atomic Buster - 360 + PP
Iron Body - rdp + KK (again to switch back)
Iron Tornado - 360 + KK (only in Iron Body Mode)
Ultra Final Atomic Buster - 360 + KK (Level 3 or higher, only in Normal Mode)

This one should be used with the caption, "'For Those Who Believe That They're That Damn Good."

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

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

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

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

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

Launcher - standing HP

Special Moves:

Psycho Shot - hcf + P

Psycho Feild - hcb + P

Scissor Kick - hcf + K

Head Stomp - charge d 2 sec, u + K

Demon Press - d+P after Head Stomp

Teleportation - dp + PP

Float - qcb + KK

Super Moves:

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

Knee Press Nightmare - qcf + KK

Psycho Cannon - hcb + PP

The Dictator? Of what? Of Losers Extraordinaire?

Using Bison - In the SF game, his speed was something else. That little detail has carried over to the

MVC series. He may not be the fastest, but he's still pretty quick. His Psycho Shot is good, but his

Psycho feild is even better, since it does some big damage when unblocked and big cheese damage

when blocked. Don't keep doing that Head Stomp move since all you'll be doing is leave yourself

open to tons of anit-air attacks or Supers. but if you must, when it gets blocked, follow up with a

Demon Press right away in order to knock out those opponents who expect you to land without any

protection (which he does whenever the Head Stomp gets blocked. He recoils and lands very near

opponents, giving that window of oppurtunity to kick your ass!) However, the Demon Press does not

grant him invincibility against anti air attacks such as the Shoryuken or the powerful Captain Corridor.

In other words, don't use this move often. Please. No Floating please. None of that since it makes you

very susceptible to alot of attcks, because this move robs Bison of the ability to block attacks. UGH!

make good use of your Teleportation move since if done properly can get you out of some very tight

situations and prevent those players who enjoy trapping opponents in a corner and whale away from

getting their way with you. You'll drive them nuts disappearing all of a sudden since you can teleport

behind them and lay the smack down on them. Do not underestimate the effectiveness of his Scissor

kick. omes out quick and has very little recovery time. Now I don't know about the others, but, as far

as I know, his Psycho crusher is the only Super in his arsenal that can be used to end an aerial rave

combo.(Launcher, A, A, then Psycho Crusher) His other Supers, the Knee Press Nightmare and the

Psycho Cannon take some time to start up and has only a 20% chance of successfully taking out a foe

since they have horrible starting time. If they do hit, good. They do tons of damage. If

they're blocked, however, Bison is open all sorts of pain. Better learn how to use these things properly.

Against Bison - In the SF games, Bison (why is it Bison? Vega sounded faaaaaar better! Why IS it Bison?) possessed the power to chill even the most hardbitten fighters with his power and speed. He was almost unbeatable, almost godlike. Then when he got transmitted over to the MVC series, almost every player simply laughs at him now. He has got to be the easiest CPU fighter in the game to beat, since he moves fast yes, but not as fast as he would like to be just like in the SF series. His moves no longer intimidate, as they once did in SFA3. In that game, he was a force to be reckoned with. Even the best warriors really had to shed all of their knowledge to take him out. But here? HERE!? AH HA HA HA!! This guy always telegraphs his moves. And since they come out so slow, you have enough time to either block the moves or jump over it. And after you do either of these options, they leave Bison throwing stuff at a ready opponent who, when the move ends, is ready to retaliate because he has some wicked recovery time, (well, maybe except for his Scissor Kick.) But almost all of his moves do have some serious recovery time. Recognize his animation for a Head Press, because that move is about to be your best friend. When it comes out, block it. Then when he recoils, don't wait for him to come down to bust his chops, because Bison all of a sudden might throw a painful Demon Press. Not good. So throw an anti-air move, or better yet, an anti-air Super. Knocks him out of that move and blows away any Assist characters he has in store for you. All of his projectiles can be jumped over. Good thing about his Psycho Field is that if you pound him, that action automatically cancels out the projectile. Bison is also a sucker for low-high attacks, so use your best characters on him (fast or slow, it doesn't matter. Just use your best character against him) He's one of the easiest CPU players to beat, so consider this one in the bag. I don't know about the HUMAN players though. I've never gone up against anyone who could use Bison well. With his Supers, if you see a Psycho Crusher coming your way, here's the fun part. Block it, no, don't jump over it, and keep pushing away (PP). Make sure that when the Super ends, it ends with Bison in front of you recovering from the Super and pound him out! All of his Supers are easily defendable since he telegraphs all of his moves horribly, which gives you ample time to block and counterattack. Oh, how the mighty have fallen. And fallen far.

43. Jill - Capcom must have been desperate to put out more new fighters in this game to decide to take a character from a popular action game who has absolutely NO experience in a fighting game.

And so we have Jill Valentine, making her first ever debut into a fighting game.

Launcher: d+HP

Special Moves:

Power Shoulder A - qcf + P

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

Grenade Launcher - dp + P

Gun Trapper - hcb + P

Summon Dead Dog - qcf + WK

Summon Killer Bird - qcf + HK

Summon Trap Zombie - qcb + WK

Summon Explosion Zombie - qcb + HK

Super Moves:

Shoulder Torpedo - qcf + PP (a)

CODE:T-002 - qcb + KK

Rocket Launcher - qcf + KK

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

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

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

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

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

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

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

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

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

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

Her Gun

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

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

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

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

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

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

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

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

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

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

I've seen

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

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

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

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

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

Launcher does hit the opponent and knocks him/her back, its shells follow suit for a measly 10-hit

damage which is quite powerful. Will someone please tell me what the hell does CODE:T-002 do? I

have never seen it connect and you shouldn't expect it to, either, well not very often.

See, it comes out

so slow that and the opponent has to be at just the right distance to get hit with this.

Otherwise, it's

useless. Someone once told me that if it connects, Tyrant or William comes out. Izzat true or a bunch

of ca-ca?

Against Jill - She's one of the faster Capcom characters so always keep your guard up since she can

really mess up your head if you give her a chance. Expect users to be jumpers as well against you

since she has one of the quickest jumping abilities I have ever seen in this game. And also expect

users to use keep away tactics like sending Helpers all the way against you. One way to cancel them is

by using a projectile against them. Better yet, a Super. Cancels 'em all out right away!

Another is to

use an even faster character against her and whop her before any of her Helpers can come out.

Cancels 'em out right away before they can even appear on the screen. Be careful because any opening

your opponents get will be exploited with a quick button combo Canceled with a Shoulder Torpedo

which can really give you a very painful headache. So you either use fast chjcharacters or faster

characters against her or play defensively to take this troublemaker out quickly.

44. Captain Commando - Alright! The defender of the Capcom Universe, Capcom's First Son, has

returned in his second appearance! I hope, I hope, I hope, I hope there WILL be a Captain Commando

2 game in the future using these graphics. The Commando Team is awesome!

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

Launcher: standing HK

Special Moves:

Captain Fire - qcf + P

Captain Corridor - qcb + P

Summon Ginzu - qcf +WK

Summon Mack - qcf +HK

Summon Hoover - qcf + WK + HP

Captain Kick - D, DB, B + K

Super Moves:

Captain Sword - qcf + PP

Captain Storm - qcb + PP

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

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

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

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

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

Quote: "Go home and be a family man." (SF2)
Launcher - d+HP

Special Moves:

Sonic Boom - Charge b 2 sec, f + P
Somersault Kick - Charge d 2 sec, u + K
Aerial Somersault Kick - in the air, d, u + K

Super Moves:

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

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

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

Against Guile - Boy, is he ever dangerous! Watch it! Guile, both CPU and HUMAN players, will bait you into comitting very serious mistakes which will result in some very serious battery. Don't stay on the defensive too long. These players have a deadly habit of grabbing on the fly. Guile has also this

habit of blocking very quickly. Don't be so quick to come charging in or you'll eat a Somersault for supper. Use faster characters on him and keep pounding him with Assist characters. Just be very careful on how you deal with him because the HUMAN players enjoy Canceling at every opportunity they get. So play cautiously, let him throw the first move, see what your opponent's style is and take advantage of any weak point you might see. A mistake, no matter how small, may be enough to give the fight to you.

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

Quote: "I've beaten more people before 8 a.m" (XMVSSF)
Launcher - d+HP

Special Moves:

Sonic Boom - charge b 2 sec, f + P
Somersault Kick - charge d 2 sec, u + K
Moonsault Kick - in the air, u, uf, f, df, d + K

Super Moves:

Sonic Barrage - qcf + PP
Somersault Justice - qcb + KK
Crossfire Blitz - qcf + KK

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

Using Charlie - When using him, play as you would Guile, only except for certain differences. the most obvious is that Guile is built for power and Charlie is alot faster than his friend and student. So use his speed to jump in and out of fights to annoy opponents greatly, something Guile could not possibly do. They do, however, have the same infinity combo possibilities, only the air grab command is B. His Sonic Booms comes out alot slower than Guile's, but that shouldn't worry. You should use this move as a screening tactic. Most will block it. Come in high with a jump kick, then quickly hit them with d+C attack to catch them unawares to set them up for a Launcher and an aerial rave. If it does hit, it stuns your opponent long enough for you to come in for a combo. His Moonsault is pretty difficult to do, but it's looks great when you end an aerial rave with it. His Crossfire Blitz is very difficult to end a combo or even to simply connect with, for that matter. Charlie has a slight stall before coming in for the kill. Sonic Barrage is good for only screening tactics since no one in their right minds would willingly get struck with this pathetically slow Super. Seems like the only Super of his which is the Somersault Justice, (big surprise) which seems to take out more hits than Guile's. All in all, Charlie is a great user of the screen arts.

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

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

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

Launcher: d+ HP

Special Moves:

Ameno Murakumo - qcf + P

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

Wall Cling - qcb + P

Gram - dp + P or K

Formation A - qcf + K

Formation B - Charge b 2 sec, f + P

Formation C - Charge b 2 sec, f + K

Warp - qcb + K

Position Shift - rdp + P

Super Moves:

Ouroborus - qcf + PP

Ragnarok - dp + PP

Legion - qcf + KK

Not only is he cool in this game, but his other games for the Playstation (Strider and Strider 2) are awesome platform games. Definitely someone to watch out for in the coming months.

Using Strider - Whoa! I can't even begin to start an advice panel on Strider since he's one of the most used Capcom characters. What's so cool about Strider is the fact that he's very easy to use. He's so fast that almost any button-linked combo will connect and can be increased immeidiately with practice and experience. But of all his moves, only the Ameno Murakumo and Gram have any chance of connecting with a ground combo and Excalibur for a high-octane aerial rave combo. The others only serve to slow him down. His summons (Formation A, B, & C) cannot be combined with a button combo. The most they can do is make Strider play keep away and they also serve as Strider's projectiles. His Warp attack is pretty cool since LK will attack an opponent who's close

and HK will send Strider after a far away opponent. But this isn't so good for playing an actual battle. No. It's true potential comes out in the Assist mode (I think to select it it has to be the Expansion Type) because when activated, Strider will not mind any Assist character that comes out in the field. He teleports and will strike the main player no matter where he/she is. (that is if they're on the ground. Hyper Jumpers won't be affected.) Use Position Shifts frequently to send your opponents head spinning. If you're facing right, LK sends you back while HK sends you behind the enemy. If you're facing left, reverse that statment. Unlike in MVC, his Supers cannot be linked anymore with each other. Remember? When you on the Ouroborus Super, while you're whaling on your opponent with Ouroborus, you could mix it with a Legion or Ragnarok to increase damage. Now that is not possible anymore (what with the appearance of Crossover Supers) and also because its move time has been really decreased. You have to really get everything you want to throw in because of the short time limit. But still he's an pretty incredible fighter.

Against Strider - This guy is dangerous, but don't worry about that. Almost all of his moves, when done alone, have horrible start up time, which can be blocked and taken advantage of. Just play a wait and bait game with him and he goes done for the count. Just be careful if he's the Assist character. Always expect him to kick your head out of its neck. So what you do is concentrate on jump attacks and while you're up there try to throw Assist characters of your own, or dash forward and take out the main guy since Strider will only attack the last place from where you were standing, so if you move two steps forward or backward from your current position, the ninja hits only air which can make him susceptible to Assist characters of your own. Also, I've seen people who sort of give up when the Ouroborus Super comes out. That Super is powerful, yes, but it's not that strong! To counteract it is to either Hyperjump over that thing or duck down and block. The last option guarantees that you won't get hit by one Ouruborus. Big mistake if you block up. If the user decides to do a jump kick or overhead attack to break through that guard and take you out with what's left of the Ouroborus, simply keep the stick on the defense position and stand up then duck down again. Strider cannot grab while in Oruborus I should know, I was never able to grab anyone while in Oruborus. His Legion Super can be easily Hyperjumped over and you can kick his ass from behind. His Ragnarok poses a problem, but it is blockable and if your opponent does it away from you, Cancel it with a Super.

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

Launcher: d+HP

Special Moves:

Shiden - qcf + P

Guren - dp + P

Shirotora Hou - b, f + PP

Plasma Combo - B + WP rapidly in rhythm

Hyper Combos:

Rasetsu Zan - qcf + PP

Engetsu - qcf + KK

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

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

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

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

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

end a simple aerial rave with a Guren. More power, more damage. For the life of me, I just can't get

that Plasma Combo of his to connect beyond 2 hits. I've seen some people do up to ten hits and let me

tell you people, it's awesome and very damaging. Some tell me that it's all in the timing. Someone

please tell me what that timing is. What's also good is that his Supers, although slow looking, will

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

Feild, if you're quick enough (Launcher, A, C, A, C, then end with a Plasma Feild). But for the life of

me, I still do not know what exactly is the Plasma Feild supposed to do. All I know is that when it

connects, everything gets bathed in the blue background of an initialized Super (the background) as if

in a permanent state of Super Move initialization and then there's a time bar below. Now what is that

feild supposed to do when it connects? I though at first that it would prevent your opponent from

blocking, but then Guile was blocking all my attacks. Then I theorized that maybe it prevents your

opponent from calling in Assist characters. B.B Hood still called in her lackies which caught me by

surprise. So what exactly is it supposed to do?

Against Hayato - Versus, I'm not too sure just how long he can stay Strider's heir-to-be. Some players

can be suckered into throwing a Guren prematurely and that could mean alot of pain for Hayato. His

Plasma Combo is impressive, that's true. But then, just keep blocking, just watch out for the part

wherre he does an overhead attack, and when he stops, give it to him, because, if you're using a much

faster character, you'll see that Hayato is much slower when he recoils after ending a Plasma Combo,

so give him some! Be very careful though when you see that the Super Meter is up because

most

players like to sucker you in, give you a 2-3 hit starter combo then build it up with a Super like Rasetsu Zan or Engetsu. These are very painful. However, should you be able to block this if some of your opponents throw stuff prematurely, especially the Rasetsu Zan, it stalls him long enough for you to get the better of him. So do so and see just how worthy Hayato is of being Strider's successor.

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

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

Special Moves:

Bonne Strike - qcf + K (can be done in air)
Commanding Shot - qcf + P
Launch Helpers - dp + P

Super Moves:

King of Helper - qcb + PP
Infinity Rush - qcf + PP

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

Using Tron Bonne - Just like the Sentinel. She moves kinda slow, but not that slow. But keep your defense up. Especially against jumping fighters and fans of the low-high attacks. Her Bonne Strike is probably the only move in her arsenal that makes using Tron worthwhile, since it comes out pretty fast and has the combo and damage ratio of a beam projectile (6 if done far away, 8-9 if near.) This can even be used to end a combo, whether on land or in the air, Launcher, A, C, A, C, Bonne Strike.
Simple 15 hit combo. Her other moves really tested my will to live! Her Commanding Shot, if it came out only a little faster, it would be of some help as it's a trapping move. If opponents don't block this, you can get a 2 second free hit with this baby. When it's over, the little guys run away with what looks like two red crystals(?) which I have absolutely no idea what those are supposed to do. It doesn't affect Tron's status (defense, attack, speed) or increase her life. Problem is, it comes

out so slow and
the red light that comes out of her gun is NOT the beam itself. rather it's a laser sight
like the ones
mounted on a Desert Eagle. The trap commend comes out somewhere in the center and takes a
LOOOOOOOONG time before it hits an opponent. Only morons, when they see that red light
coming
their way, will stand there and say, "Duh! What perty lights!" The Launch Helpers is like
Jill
Valentine's Rocket Launcher. Uselessly slow. It can be used as an anti-air but don't
expect anyone to
get hit with this piece of crap anytime soon. Even her Supers are nothing to blab about.
Her Infinity
Rush is an incredible visual Super, but because it's just something like a Hyper Commanding
Shot,
expect the Super to be just as slow and as predictable as the move itself. Pathetic. I
think the only way
to really get this to connect is by using this during a Crossover Super, i.e; If you're
using someone like
say, Morrigan, and she hits the opponent with a Soul Eraser, you then follow it up with an
Infinity
Rush. I don't know if this will work. I'm only in the experimental stages. Tell me if
anyone breaks
new ground with this. Her King Helper is nothing more than a bigger version of one of
those little
dudes who keep following her around, only he, or izzat a she?, is a helluvalot BIGGER!!!
Yeah. Even
the speed reduction is BIGGER! This Super comes out so slow, since Tron takes some time to
first
talk into her headpiece then one of her helpers comes out, then it grows, THEN it attacks!
HOOOH
BOY! If by some miracle to end all miracles it hits, it does 15 hits of inconsequential
damage (this
means opponents can shrug it off). So try to stick more with your ordinary moves and don't
underestimate her dash speed.

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

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

Quote: "Veggies are your pals!"

Launcher: d+WP twice / WK twice

Special Moves:

Squash Roll - qcf + P (a)
Thorny Ball - qcb + P
Baby Cactus Punch - qcf + LK
Baby Cactus Kick - qcf + HK
Baby Cactus Grab - qcb + K

Super Moves:

Law of Vegetables - qcb + PP
Sun Chaser - qcf + KK

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

Using Aminggo - Whenever he comes into play, he may never cease to surprise you for this tub o' lard (or is sap more appropriate?) is incredibly fast for one his size! Whoa! He can go toe to toe with the likes of Jin or Hayato. But don't get too cocky. He's fast, but he ain't that fast. Aminggo will still eat the dust from the likes of Jill Valentine, Psylocke, or Marrow. So it's best to play a balanced game. His Squash Roll is very painful and can ring up to eight hits! Great if you can match it up with a button combo or an Aerial Rave. Very damaging and painful. His Thorny Ball comes out a tad slow to be linked 100% successfully with a combo, but it comes out fast enough to tag an unsuspecting rushing opponent. But his best moves are the Baby Cactus attacks (Why do alot of Capcom fighters get Summon attacks, eh? i.e; Captain Commando, Jill Valentine, and Tron Bonne. They come out quite slow and can be cancelled with a special move, but they're disgustingly cute (the way they waddle across the screen and the way they squeak when they get knocked off.)and, if placed and planned right, they can become an incredible annoyance to your opponent's concentration and sanity. You can even put all three kinds at the same time, so your opponent won't know what to expect and that's when mistakes come in. The Best one, for me, is the Baby Cactus Grab. But since it comes out pretty slow, you're better off doing it far enough while you opponent's dashing.This one is unblockable and if you've thrown a Baby Cactus Punch/Kick, most opponents will instinctively block this attack which you know is a BIG mistake. When it does hit, prepare to take advantage of a 2 second timeperiod (I counted this myself. If it's longer with you, tell me.)in which the opponent cannot block. Make it hurt! His Law of Vegetation Super is pretty slow when it comes out and is blockable, but it can't be canceled by any special move, or so at least I've seen so far. When it does hit, it doesn't do much damage, but it's a cool crowd pleaser. There are only 2 ways for this to really work. One is to let an opponent make the first move, preferabbly sucker him/her into making a special move with very long recovery time and brings him or her very close to you (I.e; Somersault, Spiral Arrow.) The

moment the move ends, throw that Super. 95 % success ratio and two is to simply let the Baby Cactus grab your opponent and throw this sucker. Just be sure to come in close before you DO throw this Super. But it's his Sun Chaser which really hurts alot. If timed right a 25 hit combo is yours for the taking. Best of all is, a simple Launcher can be Canceled with a Sun Chaser ala Captain Sword. Max damage and very painful.

Against Aminggo - I don't know whether to take him seriously or to bust a gut laughing. This one, if you can figure out his system and his moves, can become very easy. Take advantage everytime he plants one of those Baby Cactus, since it takes some time for him to duck down, plant, then it waddles to the end of the screen. Don't dash him when you see this one coming. Do a running jump towards him and hit him with a jump attack and follow up with your best combo. Of course when the little buggers come out, it's pretty hard to tell which one is which. Who knows? The one you're blocking right now could easily be the Baby Cactus that grabs. And you waste precious time in attacking them, time which your opponent could take advantage of. So when in doubt, throw a strong Assist Super, like Captain Commando's Captain Corridor, Guile's Somersault Kick, or Cable's Viper Beam. Special Moves take these things out but why do it yourself when you have friends to do it for you, eh? Also his Supers are pretty much laughable, well maybe not the Sun Chaser, but his Law of Vegetation when it comes out, leaves Aminggo open for a while as he somehow freezes when he plants this Super. So jump over it and smack his head or if you're quite mean, HYPER COMBINATION FINISH!! TAKE THAT MR. VEGGIE! I AIN'T EATIN' MY LETTUCE OR MY BROCCOLLI!!!! YOU CAN'T MAKE MEEEEEEEE!!!!!!

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

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

Special Moves:

Saotome Typhoon - charge b 2 sec, f + P
Saotome Dynamite - charge d 2 sec, u + P
Saotome Crush - hcb + K
Saotome Burst - Press start, then rapidly press all buttons.

Super Moves:

Blodia Punch - qcf + PP
Blodia Vulcan - qcb + PP
Saotome Cyclone - qcf + KK

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

EERGH!

Using Jin - Think of this guy as Dan on steroids. This guy almost plays like Dan but he's a helluva lot better than Dan, that's for damn sure. His Saotome Typhoon is great especially for those who like to keep on jumping. Still has no projectiles but that's cool. He's fast enough to jump over most of them. What's also great about him is that ordinary button attacks such as the HK and the HP can be used as Special Attacks which can really hurt someone. A personal favorite of mine, try to knock an opponent down with a d+HK attack than throw a Saotome Dynamite. Five to eight hit combo guaranteed. But you gotta be quick about it since some foes already know how to roll out of harms way in case they get knocked down. His Saotome Burst should NEVER be used by mentally sane gamers in the game since it takes a long time for it to actually do any damage and it is IMPOSSIBLE to even link it with a combo. This has got to be Jin's most useless move ever! I mean, what moron would stand by and wait while Jin's rubbing his back fast enough to get enough friction going to set himself on fire? No way! Don't expect to be doing his Saotome Crush all the time since it starts up horribly and only morons won't see it coming and block. But if by some miracle, it does hit, it also has SUCKY damage ratios! Yech! For an impressive grab move which elbows out the Spinning Pile Driver and the Earth Vacuum in visual effects, the damage it deals out doesn't even cut it! Of all his Supers, only his Blodia Punch has any hope of connecting with a button combo (A, B, then Blodia Punch. But this has to be done very quickly.)5-6 hits but very powerful and very damaging and it also has very little recovery time that even if your opponent blocks the move, jin recovers fast enough to block a quick counterattack from anyone. His Blodia Vulcan must never be thrown just out of the blue, especially if you're anywhere near an opponent, since it takes forever to start up and when it gets blocked, Jin jumps down and slams his fist on the floor in frustration, wasting precious seconds, seconds which give the opponent a window of opportunity here. Dammit Jin! What're you doing!? Saotome Hurricane can be thrown against jumping or even Hyperjumping foes and this is probably the most damaging Super Jin has in his whole arsenal. Problem is startup time, which gives your opponent enough warning and time to block it and makes it virtually impossible to link it up with a Launcher like you would do with a Captain Sword. If only it could, man, he'd be powerful! Probably even better than ever!

Against Jin - Here is where Jin is like Dan, but don't underestimate him. When attacking him, remember two things. Always use either a quick character against him or a character who has quick counterattacking capabilities, and always let him make the first move. What you want to do is sucker

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

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

Quote: "Ahvahst!! It be Moby Dick! ARRRHH!"
Launcher: d + HP

Special Moves:

Shovel Shell - qcf + P
Supremanation - qcf + K
Fantome - qcb + K
Anchor Throw - hcb + P

Super Moves:

Hyper Shovel Shell - qcf + PP (can be done in air)
Mille Fantome - qcb + KK
Pirate Nell - qcf + KK
Tour-Do-Mage - HK, WP, D, WK, HP

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

Using Ruby - Okay if I call ya Ruby? Check. Anyways, Her Shovel Shell move, while quick is not very focused, because it knocks your opponent back for a few hits then goes over them. It plays like a mini-Psy-Thrust. The moment it reaches 2-3 hits, it goes over a foe, but you can control the direction as well. So when it goes over, pull down on your joystick, (not YOUR joystick, you putz! THE joystick! On the machine!) for Ruby to trace the enemy. A very useful feature, indeed. It can not only be brought down, but it can go diagonal (any direction), back, and up as well. Very cool in tracng attacks. Her Supremanation is pretty good too. Comes out like Storm's Double Typhoon. Hunts down where the opponent is standing and striking them when they least expect it. Problem is, just like Storm's Double Typhoon, her Supremanation is only a tad faster than that. But a tad doesn't make it REALLY fast. Two steps forward or backward from where they stand and the opponent has just neatly evaded your Supremanation. It's better to use this with an Assist Character. Her Fantome is one of her trap moves, although I'm not so certain that it's really a trap. I'm told that when it hits, this

thing prevents a foe from blocking while another tells me that when this hits it drains life from your opponents and still another tells me that prevents one from calling an Assist character. However this move comes out pretty slow and can be blocked which makes it pretty difficult to really tell which one's true. Oh well. Her Anchor Throw is the second one of her trappers which is more useful than the Fantome. It is blockable, but when it does hit, it does pretty decent damage, plus it looks pretty funny and it comes out fast. Eat cannon ball, ya land lubber! Her Supers are pretty good and the Hyper Shovel Shell is pretty much linkable, Launcher, A, C, A, C then Hyper Shovel Shell, but you have to treat it like the ordinary Shovel Shell since it won't completely hit the opponent. But practice will make this move REALLY hurt. Her Mill Fantome is just like the Fantome only alot of these ghost, phantom, thingies whcih is REALLY useless, since any opponent with half a brain can go over this one. So use this sparingly. VERY sparingly. Her Pirate Nell. Now here's a Super that's pretty awesome! It comes out very fast and just like the Blodia Punch, it can hit your opponent when they least expect it. But it's a combination of Blodia Vulcan and Blodia Punch. If it hits, it takes a 3-hit combo out of your foe, then implaes them on the wall and fires all of its guns on them! ARR HAR HAR HAR!!! Fire on the starboard bow! Of course, if this is blocked, the 3-hit block damage comes out, but the guns will be silent. So make it come out when they don't know it. And lastly her Tour-Do-Mage Super is perfect against people who like to hang back. A barrel comes down very fast and then Ruby does some sort of magic trick that really cause alot of pain. This can be blocked, but just like the Pirate Nell, make it come out when the opponent least expects it and you got it made!

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

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

Quote: "Yoga teaches the combination of power." (XMVSSF)
Launcher - df + HP twice

Special Moves:

Yoga Fire - qcf + P
Yoga Flame - hcb + P
Yoga Blast - hcb + K

Yoga Teleport - dp + PP / KK
Yoga Head Butt - in air, d + PP
Yoga Spear - in air, d + KK

Super Moves:

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

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

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

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

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

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

Quote: "KAMEHAMEHA!!" (Dragonball Z)

Launcher: d+HK

Special Moves:

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

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

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

Walkabout - qcb + K

Time To Cook - qcb + P

Evasion Crawl - qcf + K

Super Moves:

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

POW - qcf + KK

Monkey Emperor - qcb + PP

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

comes out

(What?! Just because it's big means you can't block it anymore? Oh, c'mon!) or you can simply

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

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

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

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

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

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

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

Those Saiyajins ain't so tough after all!

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

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

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

Launcher - standing HK

Special Moves:

Rolling Scratch - qcf + P, then P again

Sand Splash - qcf + K

Cat Spika - dp + K

Delta Kick - f, df, d + P

Crazy Cat - hcb + K (near foe)

Super Moves:

Dancing Flash - qcf + PP

Please Help Me - hcb + KK

Sand Wave - qcf + KK

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

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

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

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

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

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

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

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

strike opponents over their fool heads! Her Dancing Flash and her Sand Wave can be used together

with a double A starter or her Dancing Flash can be used to cancel over a Sand Splash or better yet,

use a Sand Wave. (where she gets that much sand, nobody knows.) I'm not that certain with

her Please

Help Me Super if it can be canceled. But if it does hit, you get an incredible 33-hit combo which really competes with the awesomeness (new word!...maybe) Captain Commando's Captain Storm Super.

It comes out pretty fast and it goes over projectiles. If it gets hit, no problem, that's no skin off your nose since it hits someone else and does not drain your life bar. What's incredible is that it's a tracer, meaning wherever your opponent is standing (this won't affect jumping clowns, though) the little kitty cat starter will jump that near or that far. (She can get knocked off by a projectile, though.) Cool.

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

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

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

Launcher: standing HK

Special Moves:

Hot Lunch - qcf + P

Crystal Theft - qcb + P

Robot Attack - qcf + K

Air Kobun - qcb + K

Super Moves:

Infinity Servants - qcf + PP

Armada - qcb + KK

Giant Growth - qcf + KK

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

Just like thanos I have no idea of how to use him since the last ones to come out when I finished this FAQ was Felicia and Sentinel. I don't know. Maybe by the time you're reading this,

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

IV. Crashing Abyss

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

First 1 - No threat. Extremely slow that he makes Juggernaut as fast as Marrow and always telegraphs his moves before throwing them, giving you enough time to jump over and behind him or block. No need to waste your Super Meter on this clown. Give it simply your best ground button combo or ground button combo canceled with a Special Move. Jump behind him when he fires a projectile and repeat the whole process again. Block when you see him raise his hand because that signals a painful Lance Rain that can take out mucho life-o. There is no way to avoid this one, so just block. His Beam move, if you could not jump behind him while he's charging up, you gotta block, because this takes also as much damage as the Lance Rain. Oh and when you're whaling away at him in front, start blocking when you see him rear back because that's the signal for his

Charge move

which is also very painful. When he does charge and you get the chance, the moment he goes beneath

you, throw a quick projectile right at his back. But all in all, no threat. Just hit with your best button

combo/button combo canceled with Special Move combo, and he goes down without a sound.

He's so

easy you don't even need a Super against him.

Suggested Characters: (These are the people I have used and have seen others use and have been

successful. I don't know about the others, so mail me your suggestions.)

Hulk - HP / HK attacks all the way

Juggernaut - Same as Hulk

Captain Commando - A, C, A, C, Summon Ginzu, get behind Abyss and repeat again.

Rouge - A, C, A, C, then HP Rising Gatling Punch (throw an Assist character to shield you.)

Captain America - A, C then HP Stars n' Stripes

Omega Red - A, C, A, C, then HK Omega Destroyer

Aminggo - A, C, A, C, B / D

Ruby Heart - A, C, A, C then WP Shovel Shell

Colossus - HP attacks, both jumping and ducking attacks and Shoulder Rush when you get the chance.

Wolverine (both) - Whale away with your best buttone combo and end with a WP Tornado Claw.

Nash - A, C, then HK Somersault Kick

Guile - See Nash

Hayato - A, C, A, C, then Plasma Combo

Tron Bonne - A, C, then WK Bonne Strike

Form 2 - This goo guy is faster than the first form, but has pathetic range, but watch out. See that

you don't get too close. I heard five hits with his fire move can knock you out. The moves you should

be worried about are his beam move, the bubbles, and his Super. You can attack him in three ways.

One, use your best projectile users and sit back and fire away or use your shortest characters, go up

close and personal and hit him with your best low-hitting combo. Special are not advisable. They

increase the distance between you and Abyss. After you spent alot of time trying to get very near him,

you don't want this to happen. And three, daze him with a quick character. Stay in fron of him and

just when he's about to fire, short jump behind him and give a him a two hit combo then when he

turns to face you jump over and 2-hit again. Repeat again and again until he croaks. The last two

ways are pretty risky since it entails you coming near Abyss, so keep those Assits Characters close at

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

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

Suggested Characters:

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

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

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

Cable- Stand back and Viper Beam all the way.

Iron Man - See Cable.

War Machine - See Cable

Son Son - Stand back and HP Monkey Boogie

Juggernaut - Stand back and Earthquake.

Storm - Typhoon or Double Typhoons really do the trick.

Gambit - See Morrigan. Replace Soul Shot with Kinetic Card

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

Cyclops - See Cable

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

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

Mega Man - Charge and Plasma cannon away

Guile - Throw Sonic Booms away or follow Marrow.

Gouki - See Morrigan

Ryu - Stand back and Hadouken while tossing Assist characters

Ken - See Ryu but get into range first

Ruby Heart - Stand back and HK Supremanation

Dhalseim - See Ryu

Form 3 - this is where it all comes down to. The final fight. This time Abyss is motherly BIG and his

moves hurt ALOT! For this form it's time to pull out the big guns and take him out. I now there are

the big strapping people who can take this guy on without using projectiles (though I doubt it) but

now is not the time to be macho. Now is the time to be cheap! Always let him make the first move

and try not to let your guard down for even a second, because when he goes underground (or is that

underwater?) he suddenly shoots up flames (?) that really put on the hurt since they can juggle you up

in the air for a long time. Also, when he submerges, please don't try to hit that floating globe with a

button combo because it is one of the deadliest baits in the game. Think of it as a worm and you are

the fish. Except the line that will reel you in is the worst beating of your life in the form of alot of

flame spears! This time, it is NOT advisable that you use Assist characters because all you'll be doing

is feeding more fodder to this ugly bastard. Stick with your best projectile warrior who also has a

nasty Beam Super and everything will go smoothly, because if timed right, some Beam Supers (i.e

Proton Cannon, Soul Eraser) can put Abyss out with two consecutive strikes! He may be mean but

he's a pussy when Beam Supers strike him. Now you know why I said not to use Supers in his first

two forms. All your stored up energy is for this one. The big one where it really counts. Some Supers

are so incredible that if time right they can take him out with one blow (i.e: Silver Samurai's Thunder

Storm). However, if your Super doesn't take him out that quickly, well, duh! do it again! Do I have to

think of everything for you? Also, if you get his life low enough, if you think you have this one in the

bag, if you have enough juice in your meter, and you want to finish the game with a BANG, HYPER

COMBINATION FINISH!! A real crowd wower all the way!

Suggested Characters:

Cable - Viper Cannon when you get the chance into his face!

Iron Man - Proton Cannon when you get the chance. Just time it that when he comes up, your Cannon is already ready to fire!

Magneto - Magnetic Tempest. Activate it when you see him rising out of the water (?).

Marrow - When Abyss surfaces, Bone Storm!

War Machine - See Iron Man

Jin Saotome - Blodia Punch when Abyss' directly in front of ya!

Strider Hiryu - Activate Ouroborus and whale away or to play safe, Legion!

Morrigan - Soul Eraser when he solidifies when he rises from the ground(?) Done right, 2 kills him.

Blackheart - Armaggedon, baby! Or a Judgment Day for more pain!

Ryu - Shinkuu Hadouken (what else?)

Gouki - Jump up and Tenma Gou Zankuu (from a safe distance of course)

Silver Samurai - Wait for Abyss to surface, get in the middle of his body and throw a Thunder Storm!

Cyclops - Throw a Mega Optic Blast at his stupid face!

Psylocke - Get right in the middle and throw a Kochou Gakure.

Felicia - Wait for him to surface then throw a Sand Wave.

Storm - Lightning Storm in Abyss' middle or Blizzard if you're in front of him.

Doctor Doom - Photon Array if you're in the middle of Abyss or Electric Cage when you're in front.

Sakura - Throw her Shinkuu Hadouken at Abyss' ugly mug!

Son Son - Turn into the Monkey Emperor and breath fire on him!

Mega Man - What else? HYPER MEGA MAN!!

Jill Valentine - Charge up a Restrained Power Shoulder for say, around 20 sec, and when Abyss surfaces, jump and release your pentup energy and Cancel it with a Shoulder Torpedo.

And there you have it. You've beaten him. You've taken out Abyss. That's it. You win the game.
Now sit back and watch a crappy ending followed by a crappy ending song. YUCCH!

V. The Usual Raves

V1. Oh yeah, like I was saying waaay earlier, some crap guy challenged me NINE times! I mean what is it with these people? Why do they enjoy challenging players who just want to have a good time? Also, every once in a while (I see your smile...ahem) I see relatively good players challenge kids who have just started out in the game. What's up with that? It's a very one-sided fight. They get their kicks from challenging people who can't fight back? And when they do win, which would be pretty obvious from the fight itself, they make as if their now the real deal pros or something. Now when all of a sudden the REAL DEAL pros do show up and kick their collective asses, they can't seem to take it (even some real deal pros do this.) and so they challenge again and again and again just to beat the guy who busted his chops. What is it with that ego? Why do these people have to prove that they are the best? What do you get when you do prove this that you are the best? The next day, you'll be just another forgotten face. They spend, what?, probably close to a hundred pesos and when they do beat that guy they challenged, they posture and preen and say they've won. Lemme get this straight. The person they challenged (or who challenged them) has used only two tokens (because here it takes two

tokens to operate the arcade. Highway robbery? Very!)while they have used close to about 18 tokens, which, if the price is just like here that it's 5 bucks a shot, gives a grand total of ninety pesos! Almost a hundred bucks was wasted on some stupid feeling of pride! AH HA HA HA! Come on people! Don't challenge! It takes the fun out of the game when you challenge people instead of waiting for your turn to jam with the machine. Or if you must challenge, challenge only once! That's it. When you win, fine. Don't rub it in. When you lose, walk away. Don't look back. You lose, you learn from this and you do better, instead of spending for another game just to console your hurt ego. The person just went one game against you and you ring up to say three games until you finally beat him/her. You just spent more than he/she did. Now whose got the better deal? The person who just spent for about two tokens or you with the lighter wallet? Just walk away and learn. Tomorrow is another day. Well, that's what I think.

V2. Awesome Supers Awardees

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

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

V3. Team Names

Now mind you these are not the real team names for them. It's just that everyonce in a while, Whenever I see different teams, I come up with names for that team, sort of like King Of Fighters a long time ago. In short, I made these names. These are not in the game itself because it's from my imagination. If you have anymore suggestions for names, let me know.

Super Soldier Team:	Speed Kings:	Giants Team:	Muscle
Bombers:			
1. Guile	1. Strider Hiryu	1. Juggernaut	1.
Colossus			
2. Nash	2. Spiderman	2. Hulk	2.
Zangeif			

3. Captain America Juggernaut	3. Wolverine	3. Sentinel	3.
First Sons Team: 1. Captain Commando 2. Captain America 3. Cyclops	Speed Queens: 1. Jill Valentine 2. Sonson 3. Cammy	Slasher Team 1. Silver Samurai 2. Strider Hiryu 3. Hayato	XMen Team (Any 3 X- Men)
Sex Bomb Team: 1. Morrigan Gambit 2. Felicia Colossus 3. Psylocke Magneto	Long Armers Team: 1. Dhalseim 2. Sentinel 3. Anakaris	Army Men Team: 1. Guile 2. Nash 3. Cammy	XMen Team(mine) 1. 2. 3.
Capcom Team(mine): 1. Captain Commando 2. Morrigan 2. Sentinel 3. Cammy Tron Bonne	Midget Team: 1. Mega Man 2. Roll 3. Servebot	Shotokan Karate Team 1. Ryu 2. Ken 3. Gouki	Mecha Team: 1. Jin 3.
The Tin Men Darkstalkers Team: 1. Sentinel 1. Morrigan 2. Iron Man 2. Felicia 3. War Machine 3. B.B Hood	Father, Son, Guardian Team 1. Cyclops 2. Cable 3. Any 3rd character	Street Fighter Team 1. Ryu 2. Guile 3. Chun Li	

So there you have it. My lists. Anyone care to add or suggest anything?

VI. Acknowledgements

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

Also, I've been getting alot of questions from people I know who equal me or are even waaaay better than me but when they go up against the CPU they fold up. The "Against X" feature here sort of describes what the CPU is capable of and what its weaknesses are. But nothing beats

first hand observation. Observe the CPU's style of fighting. Sooner or later a visible pattern comes out which, when taken advantage of, will win you the game, the same of which cannot be said of whaling on the opponent even when blocking. So observe, learn the pattern and be the best. But you do have to be careful, because as the computer's experience points go higher, so does its difficulty. For example, at Level 72, I could whip Sentinel's ass like a little lost child, but now, at Level 76, I really have to put out the guns to stop him! AAARARRRRGGHH!!

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

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

Ben Thunder for giving me the movelists of Thanos and Servebot. Thanks a bunch cuz.

Anthony Palma, thanks in advance for him should any of you drop him a line and he helps you out.

Loading, for me, the pioneer in the videogame mag business here in the Philippines, for giving me a shot at this FAQ. More power to their magazine!

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

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

"Censorship is for Communists."

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