

Marvel Vs. Capcom 2: Jill Guide

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Marvel Vs. Capcom 2: New Age of Heroes

Jill Valentine

Version 1.0

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11-5-00

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Legal Stuff
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All right I made this so don't go saying that you made it mmmkay!?

All characters belong to their respected games and therefore the companies that make those games.

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=====Table Of contents=====

- I. Character Information
- II. Legends
- III. Universal Moves
- IV. Character Specifics.
 - A. Rating's on Punches and Kicks
 - B. Her Throws (Throw actually she only has one!)
 - C. Silly Stuff
- V. Special moves
- VI. Jill's Hyper combo's
- VII. Combo's
- VIII. General Strategy for Jill
- IX. Partners for Jill
- X. History and credits

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I. Character Information
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(I'm not really a Resident Evil fan so I may get some of this information wrong don't flame me ok!?)

Jill is a member of S.T.A.R.S Which is a special tactical team that does "dirty work" for the people who can't do it themselves. Jill is a woman who's gone through a lot of stuff, Having zombies try to kill her, having fellow team mates eaten before her own eyes, and even manages to escape death a number of times.

As you can imagine she's no softie and in Marvel Vs. Capcom 2 and will wipe you out in 13 seconds flat. (My personal record with Jill. Only hit me once, and killed a very good person in 13 seconds. As you can imagine he was PISSED!) Ok so maybe not 13 seconds but she's the type of person where everyone groans when someone picks her. I personally don't find her cheap (I guess some people can be with her helper moves, but I don't use her that way.) but a lot of people do. I'm

gonna tell you how I play with her which I think is rather effective.

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II. Legend
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I use my buttons differently than everybody else so I'll explain them here.....

Jp - Jab punch
Mp - Strong Punch
Hp - Fierce Punch

Lk - Short Kick
Mk - Forward Kick
Hk - Roundhouse Kick

A1 - Assist 1
A2 - Assist 2

T - Toward the opponent
B - Away from the opponent
D - Down/Crouching
U - Up/ Jump
Dt - Down Forward
Db - Down Back
Ut - Up forward
Ub - Up back

Sj- Super Jump

XX- Cancel into a move. Example; While Jill is doing her Standing Strong attack before she is done you can do a special or super move I'll use it the following way. Example; S. Lp, S. Mp, Elbow dash, XX Hyper Elbow dash

+ - Pressing that button in conjunction with another button or direction. Example; Storm's Lighting Attack is Hp + Lk

, - Going from one direction to another in one fluid motion. Example; a Fireball is D, Dt, T,

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III. Universal moves
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I'm not going to go over Minor thing's such as jumping and super jumping but I think I'll go ahead and do a few of them.

Dash- Press Toward twice in quick succession, This is very important to anyone's game, unfortunately Tron's dash is not very good....

Roll- Do a Clockwise rotation of the joystick and press any button. Rolling is EXTREMELY important to anyone's game. Unless you're playing a complete idiot they will always try to do something to you while you're lying on the ground. Learn how to do it.. It's important..

Assist- Press the Button To the right of the Hp and Hk.. Pressing the bottom one will call out the person on the bottom of your fighting list. Pressing the top one will call the person right under your

active fighter.

Push Block- Press both punch button's while you are blocking attacks. I don't use this to much unless I'm being bombarded by someone in the corner.

Snapback- D, Dt, T, and the assist button of choice. This is a very under rated move.. If connected it will switch out the active person with the inactive person you chose with the assist button.. I only use this when I know that it is definitely going to hit or when they stupidly change out right in front of you. Just pop that person right back out to get rid of all that red they had without any healing!! Don't use it to often otherwise the person will probably kick you arse, (Literally cause it can get frustrating).

Hyper Counter- D, Dt, T and the assist button of choice. This is a great move (although I never use it) When you are blocking input the command and then the person you chose with the assist button will switch out with your active person. Doing there assist attack in the process.

Delayed Hyper Combos (DHC)- This is probably the coolest of the new features. When you are doing a Hyper combo during that hyper combo you then input the next person's hyper and watch the pretty colors Fly! Example; Have Ryu Do his Shinku Hadoken Then (have Akuma the next person to come out) input Akumas Shinku Gou Hado.

Team Hyper Combo's

By pressing both assist buttons you can do a super involving everyone in your team. The super they do is dependent on the assist you chose when you start the battle.

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XI. Character Specifics
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Power - Jill Is very powerful, you'll find her aerial raves doing jaw dropping amounts of damage.

Rating- 8.0

Vitality- When you think of someone fast and powerful like Jill you think that she's gonna take damage as bad as Strider and Akuma, right? WRONG! Let me tell you she's not by any margin a War machine (In case you didn't know he's near the top of the Vitality scale) but she is definitely not a Strider!

Rating- 6.5

Speed- Probably Jill best category, All of her moves come out lightning fast (except her jumping Hk and Grenade launcher) and her dash is fairly effective, definitely no Cammy, though.

Rating-7.5

Offense- The way I play hey I think she should always be offensive, but some people like to play keep-away with her. This rating is pending on how you play her

Rating- 8.5 (way I use her.)

Rating- 4.0 (way I've seen people use her.)

Defense- The way I use her is kinda bad cause when she's up close she can take a beating because of her lack of anti-air move, and reliable projectile.

Rating- 5.0 (way I use her.)

Rating- 9.0 (way I've seen people use her.)

=====Punches=====

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A.

====Jab====

Standing Lp

A quick jab with her hand. A good poke and has fairly good range and little lag, but in my opinion Lk is better.

Rating-7.0

Jumping Lp

A jab aimed downward at an 45' angle. This move is my jump in of choice and has a lot of range for a jab. Use often and to start her devastating combo's

Rating-9.0

Ducking Lp

The same as her standing but downward a little bit (the person doesn't have to block low, go figure >_<) use her Crouching Lk so you can punish a person who's not blocking low.

Rating- 6.5

====Strong====

Just to let you know in order to get a medium attack you have to press the jab button twice (the first one has to connect with the person or they have to at least block it) to get it to come out

Standing Mp

A punch with her other arm, use in conjunction with Lp to start combo's and such.

Rating-7.5

Jumping Mp

A more straight version of her jumping Lp but with more power. Use in Aerial Raves and jump ins.

Rating- 7.5

Crouching Mp

A Little uppercut to the person's mid-section. Has almost the same range as her Lp and they don't have to block low! So why don't you just do Mk?

Rating-6.0

====fierce====

Standing Hp

For it's looks it doesn't seem to go that far, but actually it goes farther than you think. Use for poking to wake up the person you're playing. That's about it your average Hp plus that little extra! ^.~

Rating-8.0

Jumping Hp

Hmmm this is hard to explain, but I'll try! She gets parallel with the floor and then swings her whole hand down to clunk them in the head.

Used to start combo's and such.

Rating-7.5

Crouching Hp

This is an important move! It's her launcher, and any good person in Marvel Vs. Capcom 2 knows how to do air Combo's! she crouches down and swings her hand high up in the air (upper cut fashion). She kinda inches forward when she does this so if they woulda been slightly out of reach with your 2 hit chain combo into her launcher. She'll still hit because she moves forward slightly! This is her only anti-air and it's not a very good one! But you work with what you have!

Rating-8.5

=====Kicks=====

====Short====

Standing Lk

She swings her leg around her body really fast smacking the person. Has same start-up as her Jp but has more range. So why not just use this!?

Rating-7.5

Jumping Lk

She extends her leg forward popping the person in the head. Great range and is good for air-to-air confrontations.

Rating-7.0

Crouching Lk

She kicks with her leg down on the floor. Can be used to OTG as well. Equal range as her Lp but they have to block low for this one. Use this instead of Lp

Rating-8.0

====Forward====

Standing Mk

The same as her Lk except with the other leg, and has more range even though it's the same kick. If you are close enough you can Cancel her kick out into her Rocket Launcher super.

Rating-7.5

Jumping Mk

The same as her Lk but is with the other leg and has more reach. Used to fill in air combo's and such

Rating-7.0

Crouching Mk

The usual, The same kick with more reach and lag. Use to start air combo's, and to combo into her sweep. Blah Blah Blah Blah.

Rating-8.0

====Roundhouse====

Standing Hk

Jill swings around and kicks the opponent square in the chest. Has really good range, has lag, if they jump over it your as good as screwed

Rating-6.5

Jumping Hk

Jill rears back then kicks her leg straight to whack the person. I

noticed that this attack is almost the same as Cammy's Jumping Hk (I love Cammy! I use her a lot!) except it comes out A LOT slower!

Rating-5.5

Crouching- Hk

Jill's sweep. Jill slides about ¼ the way across the screen tripping the person. This sweep makes it really easy to OTG after they are hit. You have many possibilities, I'll explain them in the combo's section. One of the best sweeps in the game.

Rating-9.0

-----Throws/command moves-----

B.

Combat Knife Slash- Close to the person F + Hp

Jill pulls out her combat knife and slashes them right across the chest area. Does really good damage and is just plain fun to watch! Actually has good priority on the ground and WONDERFUL priority in the air, but you can't OTG after this throw which you can, on a lot of other people's throws!

Rating-8.5

-----Silly Stuff-----

C.

I don't own the game so I can't tell you the colors right off the top of my head! I'll do that on a later update!

Opening animation1- She's standing there throwing a key up in the air. After she does this a few times she throws it behind her and says C'mon!

Opening animation2- Same as number1 but with a Ink ribbon (I think)

Winning animation1- She takes off her hat, Revealing her golden brown hair, and says "I'm a member of S.T.A.R.S.!"

Winning animation2- She butts something on the ground, and it fires a rocket. (or something like that) then she jumps up and down saying "C,MON C,MON C,MON" over & over & over!

Time over animation loss- she puts her hand on her head in the, I'm so stupid! Type of way.

Time over animation win- she does her winning animation2 or 1

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V. Special moves

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Elbow Dash- D, Dt, T + any punch

Jill rears back for a little bit then charges forward, while super heated air surrounds her shoulder.

This move is by far Jill's greatest special move (In my opinion. Some people Love her helpers, I don't) the punch button determines the start-up. Jp comes out fast and has almost no lag, While Hp comes out slower and has no lag as well, stick to the Lp unless you're charging it up.

Speaking of charging it up. If you do her Hp dash, you might notice a little crosshair in front of Jill before she dashes. If you hold Hp, you can charge up her dash for more hits. I think one game second tacks

on 1 hit when you let go of it. I don't use this move unless I know for sure that I am gonna win, because when she is like this she can't initiate her launcher, or any hyper move without losing your charge time first. Also if you do her regular Lp dash while she's charging she'll do it but you lose all your charge time just for your normal dash! It has decent OTG properties and you can cancel it into her rocket launcher if you have at least 8+ hits on it.

Lp Rating-8.5

Hp Rating (without charging) -5.5

Hp rating (with charging- 8.0

Grenade Launcher- T, D, Dt, + any punch

Jill pulls out her trusty Grenade launcher and fires it at the person. The punch button determines at which angle she fires it. The Lp version makes it arc towards the person fairly low to the ground, while the Hp version it shot upward at a sharp angle. You can hold the button to make the grenade go farther.

I have absolutely no use for this in my games, It comes out incredibly slow and they can see it a mile away. I strongly suggest that you don't use this move unless for flashiness and you know that you will be safe afterwards.

Lp rating-4.0

Hp rating-2.5

Gun Counter T, Dt, D, Db, B + Any punch

Jill puts her hand behind her--as if she were getting ready to backslap someone--and begins to glow. If a person hits them with a normal move while she is like this Jill will attempt to push them away from her. If that connects you have a chance to shoot the person for up to 10 times! Sounds cool right!? Well it certainly looks cool but the damage this thing does is horrible! And the thing is, is that it is so friction hard to get to connect with! The only reason I use this move is to prompt a person to hit me. Then I do her rocket launcher super, most people don't know that she can cancel that and will eat it!

Rating-2.0

Zombie call- D, Db, B, + any kick

Jill looks behind her and she gasps in horror, then a zombie appears on the screen and heads toward the opponent. The kick button determines the type of zombie she calls! Lp summons a normal zombie that travels across the screen very slowly, But if it hits (it's unblockable) the monster begins to munch on the person. Holding them still for a free combo. Hk summons a Flamming zombie that is harder to get rid of and if it hits them (Unblockable as well) it knocks them away and does a decent chunk of damage.

This is a turtler's dream! Wow the way I've seen people use these helpers (not just the zombie's but her dog and crow as well). You can't do anything about it! I don't like playing like that and I'm pure offense. The only time I use it is when the always roll away from my sweep, then I give them a piece of their own medicine! They roll right into the zombie letting me get a free combo! YAHOO!

Lp rating- 7.5

Hp rating- 7.0

Dog(gie)- D, Dt, T, + Lk

Jill looks behind her and gasps in utter terror, and one of those Zombie Doberman dog's lunges at Jill (she jumps over it) and it then see's the other person and dives at them tackling the person.

This move is kinda worthless in my P.O.V, But it is after all her only projectile. The only time I use it is when I know someone is sweep

happy (Jin or perhaps another Jill), if you time it right she jumps over the sweep and the dog gets the person!

Rating-5.5

Crow- D, Dt, T, + Hk

Jill again looks behind her in pure fright, (poor girl she goes through so much) while a evil crow swoops to attack Jill (she ducks under it) then fly's away at a upward angle.

This is much worse than her dog special because they have to be blind to not see that! Ok let me cut it some slack, It's actually pretty good, because the person will dash in to punish you for calling a helper only to realize the stupidly dashed into a crow!

Rating-4.0

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VI. Jill's hyper combos
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Hyper Elbow dash- D, Dt, T, + Lp & Hp

Jill rears back for a second While shouting out "YOU'RE FINISHED!" and then a huge field of superheated air surrounds her shoulder (whole body actually) as she makes a wild dash towards her Enemy, If it connects they are hit by this overwhelming heat and knocked down hard! This is Jill's most reliable hyper and can be tacked onto almost anything, Use it often as you will be using it a lot!

Rating- 9.0

Rocket launcher- D, Dt, T, + Lk & Hp

Jill Shout's "YOU'RE FINISHED!" and then whips out her Rocket Launcher and comfortably holds it on her shoulder. Blasting a whole bunch of rockets at the poor helpless person. After Blasting the person with a bunch of rockets The Recoil Overwhelms Jill as she falls back tired. The first hit acts like Hyper Megaman, If you hit them you ensure the next hits. It can be comboed into a couple of things, don't throw this out at random because any Good player will super jump over it and give you a nice big Super!

Rating-7.5

Tyrant- D, Db, B, + Lk & Hk

Jill crouches down towards the ground and says "WHAT'S THAT!?" as a big column of light erupts from the ground. If it connects (most of the time it won't) Her arch nemesis, Nemesis (Sorry couldn't resist!) pops out of the hole the light makes and Repeatedly slashes the helpless victim to death.

This does massive damage and is cool looking too! Only problem is that it's VERY hard to get it to actually hit someone. Jill can't so it by herself (to get it to combo that is) by herself, the only way I know how to do it is to cancel it from Chun-Li's Shinretsu Kyako. (I think that's what it is called)Into this super. after this you can set up some nasty OTG combo's if you have the cat-like reflexes.

Rating-4.0

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VII. Combo's
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All right I'm only listing the combo's that I use, They are effective and reliable. I'm not listing the basic jump-in's and stuff you can add those at your leisure. If you think that one of you're combo's are really good feel free to e-mail me at artemis25 @excite.com, but only

if it is truly good. Ok?

Basic Ground combo's (No super's)

S.Lp, S.Mp, Lp Elbow dash

- Your basic ground combo fairly effective

C.Lk, C.Mk, C.Hk, Lp Elbow dash.

- I use this one a lot. It's very easy and it keeps you relatively safe from attacks.

C.Lk, C.Mk, C.Hk, C.Lk (OTG) Lp Elbow dash

- I use this one more than the first one if they roll you don't dash if you don't hit the person with the OTG.

Really good Ground Combo's (With Supers)

S.Lp, S.Mp, Hyper Elbow Dash

- Easy and damaging but I suggest you do the other ones involving the Hyper Elbow Dash Super

S.Lk, S.Mk, Rocket Launcher

- Just to let you know you have to be REALLY close to the person in order to get the Rocket launcher to hit!

C.Lk, C.Mk, C.Hk, C.Lk (OTG) XX into Hyper Elbow dash

- the last few hits of the Hyper Elbow dash kinda miss but it still does very nice damage!

C.Lk, C.Mk, C.Hk, C.Lk (OTG) Lp Elbow dash XX Into Hyper Elbow Dash

- This will get people going! It look rather impressive! Use it a lot!

C.Lk, C.Mk, C.Hk, C.Lk (OTG), Rocket Launcher

- The timing is kinda iffy on the Rocket launcher but if you do it a lot (like me) You get used to it!

Aerial Raves (With & without supers)

(I'm just doing what you do in the air, I'm assuming that you did a Jump in and a few hit's on the ground first)

Lp, Lk, Mp, Mk, Hp/Hk

- Your basic air combo and is kinda useless it Jill case you should at least end it with a Elbow dash in my opinion.

Lp, Lk, Mp, Mk, (pause) Throw

- This is really stylish, It can be hard to connect but it's fun and damaging to

Lp, Lk, Mp, Mk, Lp Elbow dash

- Get used to this air combo cause it will be your friend when you are out of levels or you want a break from the following combo

Lp, Lk, Mp, Mk, Hyper Elbow Dash

- Ha Ha Ha. The person you're playing will really get used to this! Make sure you get a break from this combo every once in a while other wise you'll end up looking like a one trick pony!

Lp, Lk, Mp, Mk, Lp Elbow dash (After first hit) XX Hyper Elbow dash

- The timing after the Lp Elbow dash can be tricky but it is doable! After you master the combo without the Lp Elbow dash, start working on this one. In no time this combo will become a cinch!

(In Corner)

Lp, Lk, Mp, Mk, Lp Elbow dash, XX Hyper Elbow dash

- When you're in the corner you can wait until both of the hit's off of the Lp Elbow dash are done hitting before you cancel it into the Hyper Elbow dash. It does wonderful damage and use it whenever the opportunity arrives!

OTG combos

C.Lk, C.Mk, C.Hk, C.Lk (OTG), C.Hp, sj, J.Lp, J.Lk, J.Mp, J.Mk. Ac Finisher (Hp/Hk, Lp Elbow dash/Hyper Elbow dash, or the Lp Elbow dash (After first hit) XX Hyper Elbow dash combo.)

- This is her nicest OTG combo that can be done regularly. If you really wanna look professional try the next combo

Tyrant Hyper, Dash-In, C.Lk (OTG) C.Hp, sj, J.Lp, J.Lk, J.Mp, J.Mk. Ac Finisher (Hp/Hk, Lp Elbow dash/Hyper Elbow dash, or the Lp Elbow dash (After first hit) XX Hyper Elbow dash combo.)

- One word describes this combo, Wow! The dash-in C.Lk can be tricky but if you dash as soon as Jill regains her ability to move it can be done. I've only done this twice, and might I add it's a nice crowd pleaser.

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VIII. Strategy for Jill
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-Jill Is one of the biggest OTG'ers in the game(Cammy being on Top!)! Take advantage of that, a lot of the damage you deal will be done on from OTG combo's!

-Don't abuse you're helper specials (Unless of course they roll after your sweep them.....He He He. They're screwed!) because they will learn to get around them (Not in the above case though..... HEH)

-Be careful Jill doesn't have any reliable anti-air or projectile. This is a really bad thing, but Jill somehow doesn't really need one, At all!

-Learn to like her Air combo's, but don't depend on them. You'll get predictable that way, She plays just as well on the ground! That's why she is one of the better characters in the game!

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IX. Good partners for Jill.
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Iron Man- His Uni.-beam will make up for Jill's lack of Projectile. I particularly hate Iron Man and don't use him, but he's good for people who enjoy massive ship damage through Beams.

Psylocke- With these two babes together no one can stop them! Her Anti-Air assist is one of the best assist in the game, mainly cause it adds to Jill's nasty OTG game! Not to mention her big nasty triple-jump air combo!

Cammy- Speed queen all the way! She is by far the fastest person in the game, and will compliment Jill quite well due to the fact they are both fast! Just beware that she has crappy assists and bad lag on her specials.

Tron Bonne- This is my Woman! I love Tron, I don't know about you but I think she is one of the best characters in the game! Her Alpha and Gamma assists are nasty, and hers supers can combo easy into Jill's. Not to mention her Lunch Rush super is one of the funniest things in the game!

Jin- He's pretty good actually with his Ant-air assist, It covers both aspects of a anti-air and a projectile! He's powerful too!

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X. History and Credits
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V1.0 Everything is new.

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Thanks to Capcom for making them game, and adding Jill to it!