

# Marvel vs. Capcom Venom Character FAQ

by JChristopher

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MARVEL VS. CAPCOM FAQ

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.0

Nov. 27, 1999

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I didn't believe there will come a time when I'll have to write something like this just to remind some people of what they all should be knowing by heart :( Anyway, here goes...

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\* This society does not care if you're the dumbest vegetable on earth,  
if you do something wrong, someone will make you pay the price! ;)

\* Peter Parker definitely made the mistake of the millenium when he discarded  
the all-powerful symbiote! Now it has taken a more powerful host, and  
fused what it has learned from a spider-influenced DNA to produce...  
Venom! Alright! I was waiting for this character(subconsciously) all  
my life and seeing him in MVC definitely left an evil grin on my face.  
He's not what I frequently use nowadays, but I still have won many battles  
with him cause:

1. Venom can surprise a lot with his Venom Fang
2. Venom is all range, without having to suffer much speed
3. Venom has the most damaging non super or throw-linked air combo
4. Venom's Venom Web is easily the best to use in a team work super

Why read this guide:

- I. Legend
- II. General Moves
- III. Normal Moves
- IV. Supers
- V. Combos
- VI. Vs. Computer
- VII. Vs. Human
- VIII. Ending
- IX. Credits
- X. Revision History
- XI. Final Words

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U - up  
D - down  
B - back  
F - forward  
+ - at the same time  
P - any punch  
K - any kick  
L - low

M - medium  
H - high  
/ - or

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dash - F,F / B,B (goes in direction you choose)  
super jump - D,U / D,UF / D,UB (goes in direction you choose)  
guard push - LP+MP+HP (while blocking)  
taunt - press start  
call helper- MP+MK  
tag partner- HP+HK  
tag super - D,DF,F+HP+HK  
team work - D,DB,B+HP+HK

\* let me explain a few things about some of the general moves:

call helper - your helper is the character you choose after you have chosen the two members of your team. He/she basically, when called, just enters the screen, does an attack, and leaves. Fighters available in the character select screen are not available as helpers and vice versa. With choosing a helper, the cursor goes through all the possible selections and you have to hit a button at the exact moment it highlights your desired helper. There is, however, an alternative: (to use any of these helpers, hold start and the corresponding button immediately after choosing your second fighter.)

Anita - LP+MP+HP  
Colossus - LP+MP+MK  
Cyclops - LP+LK+MP  
Devilot - MP+HP  
Iceman - MP+MK  
Jubilee - LK+MP+HP  
Juggernaut - LP+MK  
K. Arthur - LP+MP  
Lou - MP  
Magneto - LK+HP  
Michelle H.- LP+LK  
Psylocke - MK  
Pure & Fur - LK  
Rogue - LP+LK+MP+HP  
Saki - HP  
Sentinel - MP+MK+HP  
Shadow - LP+MK+HP  
Storm - LP+LK+HP  
Thor - LK+MP  
Ton-pooh - LP+HP  
U. Soldier - LP  
US Agent - MP+HP



by sticking his tongue out to its full length.

- c) jumping - well, he just jumps and does basically the same attack as his crouching MP. You can use it to fill an air combo, or counter a close air to air encounter but other than those I don't see more reasons to use it.
3. HP - the loong rangers! These babies reach about three-fourths the screen and come out fast enough to surprise any on-rusher! Let's not forget the fact that these can also deal awesome damage and are never to be underestimated.
- a) standing - Venom's whole upper body BECOMES his mouth, complete with razor sharp teeth, and bites the opponent. Definitely High on damage, comes out a little slower but is still considered quick, and reaches, like I said, three-fourths the screen! Nice to exchange hits with.
  - b) crouching - well, he just crouches and does basically the same attack as his standing HP. Just as high on damage, as quick on execution time, but a little less on the reach factor. Use it occasionally.
  - c) jumping - this is an exception. Well, it's still quite long-ranged but not as long as the other two HPs and clearly not as useful. Don't even use it as an air combo ender either cause a jumping HK to Venom Fang is always better.
4. LK - nothing his LKs can do that his LPs can't do better so I won't be including strategies on this but I'll describe them...
- a) standing - everybody's short, forward kick, very common, very useless
  - b) crouching - everybody's crouching short, forward kick, very common, very useless (yup, the kick still looks the same even if he's crouching)
  - c) jumping - your basic combo filler, but nothing else. Looks much like the other LKs, so won't be packing much use with it either
5. MK - looks the coolest, but is the most awkward to use. I recommend their use only as a combo filler or a super meter charger.
- a) standing - a whole lotta little sharp beaked shapes morph from Venom's own skin in his leg area and hit the opponent almost all at once. Gives two hits, may be linked from a standing LP and to a Death Bite but nothing more than that.
  - b) crouching - again, a whole lotta little sharp beaked shapes morph from Venom's own skin this time in his back area and hit the opponent all at once. May be linked from a crouching MP and to a Death Bite but nothing more than that.
  - c) jumping - Venom turns to YOU, compresses himself, and out comes a multitude of "spike" skins that hit the opponent wherever he is, that is, within a very short radius. Only for filling air combos.
6. HK - the multi-hitting ones. Makes use of multi-fanged mouths that take



depending on the buttons you mashed. A good strategy would be to air combo your opponent in a corner, end it with a Venom Fang, and pull off this move as he tries to fall and do a jump-in on you.

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1) Venom Web - D,DF,F+2P

This is what a true human spider should be doing, not some off-the-screen flying kicks. Venom jumps forward a little, prepares to do what looks like a jumping MK, but then flashes and out comes a screenfull of...WEB! Anyone open at that moment, unless he's at the peak of a super jump, will fall prey to this great super move. THE best super to use in a team work super because it allows your partner to pour out his/her own super while Venom's at it. Other useful reasons to do this move would be to finish what a helper started, punish a missed super, and trick a raging super-jumper.

2) Death Bite - D,DF,F+2K

First, there was the HK, then there was the Venom Bite. Now, this? Capcom has really overused the animation for Venom's HK cause, as you can see, it has both a special and a super version! \*Sigh\*,...at least it's a good ground combo ender, specifically after a crouching HK, and it also is a good chipper, compared to the Venom Web, which does ZERO chip. Use it mainly to counter slow ground attacks.

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Universal Jump-in: HK - yes, that's all you should do to start a jump-in combo. You may want to do a LK-> HK combo to start a jump-in but, can the LK really hit the opponent before he does something else?

\* a jump-in you MAY add while a dash-in you MUST add to any of these combos:

1. LP-> MK-> Venom Fang
2. D+MP-> D+MK-> Venom Fang
3. MP-> UF-> LP-> LK-> MP-> MK-> HK-> Venom Fang
4. D+MP-> D+HK-> Death Bite

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Well, pull off all the combos I just taught you! If you block all day, computer opponents will most likely do a dumb attack that'd leave them open for a combo that ends in a super! If, however, they walk forward for no reason, they're planning to throw you so do what you want to counter that! Simple enough?

Oh, yeah, how to beat Onslaught:

First, cool-looking form: all you have to do is block low and lick his...  
well, let's just say repeatedly do a D+MP  
whenever he's finished doing a special move.  
You can also try diving for him via Venom Fang.

Second, cheap\$\$\$ form: jump and HK his face until you're all charged up for a super then Death Bite his face and make his neck crack! Block right after your every move to avoid his eye beams.

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\*Well, there won't be any universal rules for fighting against humans cause no two humans think identically. There are, however, general rules that could apply to at most 80% of your encounters with human challengers.

1. Use Anita as a helper - You may replace her, but make sure the replacement pretty much does the same thing--- throw a lot of semi-homing stuff at the opponent! As she comes in, do a Venom Fang to chip without the risk of getting more damage than you dealt

2. Do not let Venom's personality confuse you

As you might have already known, Venom is well-equated with the word, "savagery" Whether you saw him on TV or read about him in the comic world, he's the aggressive, come-what-may type. He is, however very much the opposite in MVC. True, his air combos have a lot of berserk rage in them, but I'm talking about the way you'll LAND those air combos. First of all, don't just dash in and combo the opponent like crazy, one, because you simply can't, and two, because he'll find a lotta opens spots to take advantage of. Venom in MVC is cool and calculating, and will only make a move AFTER the opponent has done his. Here's what you generally should do: If the opponent jumps for you, jump back, block his series of attacks, and Venom Fang him afterwards. If he's short and dashes in, jab him in the face. If he's the tall, muscular type, try an HP to counter his dash-ins. If he tries to throw you, reverse the situation cause your throw is higher in priority. (not to mention opens the opponent up for a launcher)

3. Don't abuse his MP/HP throw

If you chose Venom mainly because of his mighty throw, then you're just about as desperate as a cheap\$\$\$ Strider user! Almost ANYONE nowadays can easily win whenever they abuse the potential in this cheap throw. Not only does it have one of the highest ranks in terms of priority,



it also does some nice damage and stuns the opponent long enough for you to hit him with a standing MP and continue with an air combo. You can always use the MK/HK, and if you really want to use the stunning version, do at least only when necessary. (e.g. you "sense" a throw coming your way but it's too late to do anything else)

#### 4. Know which super to use

Venom only has two supers (whereas most have three or more) and the least you could do is know their differences in terms of use. The Venom Web is easier to connect when the opponent is wide open so use it only when you think you have confused the opponent on what you'll do next. The Death Bite, on the other hand, is best used as part of a combo simply because you can't do that with the Venom Web. Once you hit the opponent on the ground, follow-up with a D+HK which is the best normal move from which a Death Bite should come from. People who have less life generally deserve a Death Bite more than a Venom Web because the latter does ZERO chip damage. Finally, if you're doing a team work super, The Venom Web is the only super you should use (unless your opponent has very little life left) because it allows your teammate to do HIS super while Venom's busy comboing the opponent!

#### 5. Character-specific strategies:

Captain America - if there's anyone who could counter your air Venom Fangs, it's him. His jumping HP does almost equal damage, reaches almost as far, and all that without having to sacrifice execution time. Don't be the first one to super jump, as he would most likely meet you in the air with the accursed HP. Stay on the ground, dash forward and back and lure him to miss a standing HP cause that's when you spread out your Venom Web. Use a confuser's throwing strategy (only to counter HIS throw attempts), guard push his supers, and retaliate with a Death Bite

Captain Commando - ahh...this captain must be dealt with in a rather opposite manner than the first one. With this captain, ALWAYS super jump and air block to avoid getting hit by the heavily damaging Captain Corridor or the Captain Sword super. Being able to block these would mean a free Venom Web for you. DON'T use a confuser's game with this captain because he'll just Captain Corridor you out of it.

Chunli - two problems: avoiding her launcher when you're air-borne and avoiding her low combo to Lightning K super when you're on dry land. Two solutions: never be the first to super jump and if you ever will, hit the HK button rapidly during the whole air trip. Second, dash to low combo to special and make use of my Venom Fang strategies, but with extra care. Missing would prove fatal...

Gambit - just avoid his cheappy infinite (which would probably work exceptionally well on you) and you'll be fine. That's the only thing he can do to beat you so if you've mastered the art of avoiding it, and everything he can do set you up for it, (like a launcher, a ramming helper, or a throw in the corner) then you'll be fine. He can be a good confuser but has his options limited to low attacks and throws so show-off YOUR confusing skills and win! (well,

actually your confusing skills will also have the same limits as his but your throws will have higher priority) He may use a rain of Kinetic Cards as a chip away strategy but that can easily be countered: Just dash right below him, and what else but Venom Web!

Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to dash-in, throw him, and proceed with air combos which will also work on him fine. Just remember that with the Hulk, throwing is always necessary cause there's no other way to launch him. Hulk is big, yet he'd easily be able to block your Venom Web so use Death Bites instead. Don't use the Venom Fang on a standing Hulk cause more often than not you'll get punished by a Gamma Charge.

Jin - obviously cannot even dream of having Hulk's reach, but would definitely be faster. Other than that, Jin would have all of Hulk's advantages and disadvantages as well. He'll pack power with his attacks, especially if he's all yellow! That doesn't give him much of an upperhand, though, as his attacks have a lame recovery time and could easily be punished by an aerial combo. Just use the same strategies you would on a Hulk user and watch out for that hurricane super whenever you jump!

Megaman - two words: Keep Away. Yep, that's the NES freak's cheapy strategy! Let him use his X buster all he wants, while you constantly super jump and HK all the way. There'll be four kinds of Megaman users, and only two will you find challenging. The first one just hammers away with a stream of X busters that's easy to jump over and punish with a combo. The second one will always charge up his X buster and use it as part of an air combo. Just dash back and forth to confuse him into giving up that hold then welcome his fireball with a mid-air Venom Fang. The third Megaman user would be using a rammer as a helper, slide kick you, and hope that you'll retaliate with a combo as he summons his helper afterwards. He'll surely get hit, but you'll be punished by his helper as well, giving him enough time for a Hyper Megaman super. Just don't counter the slide kick and wait for him to run out of helpers, THEN attack! The fourth, most challenging one would be a Megaman that X busters low, then X busters high, then low, then high, then you lose your sanity---WRONG!! Fight on! Block his low X busters and dash forward when he does the high one. Eventually you'd be near him. Time to use your confusing skills. If he manages to escape, which would only be possible via super jump, catch him off guard with an MP or HP Web Throw (not LP cause it aims horizontally) By the way, don't worry about his supers, just block and do either super of yours afterwards.

Morrigan - will fight like you do, being a good confuser and all that. She will, however, have her options limited to low attacks and throws so show-off YOUR confusing throw skills and win! (well, actually your confusing skills will also have the same limits as hers but your throws will have higher priority) If she does something you won't, namely raining you with air fireballs, Dash in and punish her with your Venom Web or catch her off guard with an HP Web Throw if you don't have the extra charged super bar.

Ryu - If he's using strategies found in my Ryu faq, then may the best

confuser win! If he's not, you're in for a cheap fireball game. Again, you'd be needing your invaluable jumping HK to charge up your super, Venom Fangs to counter his ground fireballs and dash-in to Venom Web his air fireballs wherever he may be! (except at the peaks of high jumps, of course)

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Venom Web in progress so abuse that fact to your advantage. Master the art of rolling and you'll be avoiding his Crawler Assaults forever! His Ultimate Web Throw will be his only super that could counter all of yours but you can easily detect that. If he uses an air combo that knocks you down and falls right behind you as you get up, Venom Fang him!

Strider Hiryu - I don't believe I'm hearing myself say this, but I advise you to STAY in the corner when pitted against this teleport master. That way he wouldn't be able to use an Ouroboros-and-teleport-behind-you strategy. But with you in the corner, he'll try two things: combo you like crazy, wherein the guard push feature would prove most useful, and chip away some nice damage with his robo dog, which you should super jump to avoid and charge up your super meter. Use your helper whenever he jumps for you then launch him and air combo to Venom Fang. If he doesn't have a single super charged up yet, hell, forget all I've just said about him and engage in a confuser's throwing game instead.

Venom - Just super jump and HK all the way and as you land, choose from two landing sites: as far away from him as possible to be able to continue super jumping and charging up your meter, or a little behind him so your HK could out prioritize he whips up and give you an opportunity to do a D+MP-> D+HK-> Death Bite combo whether he blocks it or not. If he's able to block all of it, engage in a confuser's throwing game but beware, he may not have an overhead but his throw allows him to combo you afterwards so get ready for that.

War Machine - Just block his ground combos, D+MP to combo his throw attempts, and do a dash in to Venom Web if he abuses his mid-air smart bombs. If he's dumb enough not to include his War Destroyer super in a combo, dash to Death Bite him one moment after all his missiles are launched from his armor. I guarantee you the missiles will drop where you WERE before you dashed but you have to time it right, though. The Proton Cannon, if not done as an ender to a helper attack, would be easily detected and therefore super jumped from and punished with what else but a Venom Web. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HK to mid-air Venom Fangs to do the trick.

Wolverine - until recently have I thought that Wolvie users (including me, once) were just plain good at it but now I know Wolvie was just too advantaged to be defeated by a mere above average player. I hate to be called cheap, so now I have stopped using Wolverine, and started taking him as a challenge to defeat with my players. There'll be two things any "challenging" Wolvie user would do: stomp you like crazy until you open up for a combo to super, or dash in like crazy also until you open up for a combo to super! With the first strategy you'll again have to utilize your Venom Web and your helper

and mix them up so you wouldn't get too predictable. For the second strategy, you'll have to assess yourself. If you think you can pretty much predict what he's doing, then combo him if he tries to throw and use the guard push otherwise. If he doesn't give up and still dashes in like crazy, smile and surprise him with a risky but rewarding D+HK to Death Bite turn his healing factor off for good!

Zangief - Just charge up the way I've been telling you since the beginning of this section and guard push all his attacks so that he couldn't link them to a grapple or worse, SUPER grapple! He'll be using blocks much, so you'll just have to play a risky confuser's game with him. Remember that in a confuser's throwing game, you'll have to be extra careful since his throws are part of the few that can out prioritize yours! Whenever you're charged up and can't land a combo, just chip away with my helper to Venom Fang strategy.

#### 6. Strategies on secret characters:

Golden War Machine - Just block his ground combos, super jump from his throw attempts, and do a sudden dash in to jump up and air throw if he abuses his mid-air smart bombs. If he's dumb enough not to include his War Destroyer super in a combo, dash and give him a Death Bite one moment after all his missiles are launched from his armor. I guarantee you the missiles will drop where you WERE before you dashed but you have to time it right, though. The Proton Cannon, if not done as an ender to a helper attack, would be easily detected and therefore super jumped from and punished with what else but a Death Bite. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HK to Venom Fangs to do the trick.

Morrigan's Lilith Mode - as with her "older" counterpart, she'll be best dealt with a confuser's strategy. This time she can't use a rain of fireballs to annoy you because she'll only have short range ones but still beware her confusing skills and counter as you see fit.

Orange Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to dash-in, deliver an MP, and proceed with air combos which will also work on him fine. Orange Hulk is big, yet he'd easily be able to block your Venom Web so use Death Bites instead. Don't use the Venom Fang on a standing Hulk cause more often than not you'll get punished by a Gamma Charge.

Roll - She's so cute, I wouldn't dare land a jab on her face, but, sadly, MVC is survival of the fittest and Roll, as many would say, is not "fit". I'd choose her over Megaman anytime but I must admit I find the always-give-you-a-stupid-look boy much harder to defeat. Refer to my Megaman strategies for dealing with her and adjust them according to these added notes: One, Roll's X buster CAN chip some block damage but it would need a down to forward motion so it'll come out slow. Two, you can low block against her Hyper Roll and you wouldn't get a bruise. And three, all her other supers



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none yet. suggestions, anyone?

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