

Marvel vs. Capcom Shadow Lady Character FAQ

by JChristopher

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MARVEL VS. CAPCOM FAQ

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.3

Dec. 12, 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! ;)

\* Shadow Lady is quite deprived of height(and color) advantage in the MVC  
world, but no one should EVER take that as a sure sign of winning if  
they're using someone taller. To compensate for her lack in size, she  
has packed quite a LOT of advantages for her fans to enjoy, namely:

1. Shadow Lady's supers cross out the Mech Zangief types from those who  
have a possibility to beat you.
2. Shadow Lady can propell herself THRICE in mid-air, do a triangle jump,  
and finally an air dash to keep her in mid-air for a looong time.
3. Shadow Lady can be both good confuser as well as a crazy combo maker
4. Shadow Lady has one of the best chipping abilities that cannot be considered  
cheap since they work only on those who block all day.

\* how to access: highlight Morrigan and do the code-  
U,2R,4D,2L,4U,2R,2L,2D,2R,2D,2L,2U,2R,2U,2L,5D

or for easier comprehension, follow these instructions after highlighting  
Morrigan-

tap up once, circle the selection screen in a clockwise manner, tap  
right twice and go back to your original position, tap down and continue  
to draw a figure eight, then tap down repeatedly until she comes out.

Why read this guide:

- I. Legend
- II. General Moves
- III. Normal Moves

- IV. Special Moves
- V. Supers
- VI. Combos
- VII. Vs. Computer
- VIII. Vs. Human
- IX. Ending
- X. Credits
- XI. Revision History
- XII. 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



three if you are to fully utilize Shadow Lady's poking powers.

- b) crouching - she throws a punch that's just as useful as any normal or small sized player's jab in the game. Used to confuse low-blocking opponents to continue blocking low when you decide to do an a Splits K.
  - c) jumping - it's just a mid-air version of her crouching LP and this time her aim is a little diagonally downward. Strictly for starting air combos ONLY.
- 2) MP - generally (and unexpectedly) just considered as combo fillers and nothing else. It can counter many dashing attacks and therefore should be used also in those situations.
- a) standing - remember what Chunli did to launch her first projectile in the SFII series? Well, if you don't, it's a double palm strike to the midsection and that's what Shadow Lady's standing MP in MVC does. And like its predecessor, does a lot of damage. (well, not really)
  - b) crouching - it's just a longer reaching but slower yet higher damaging version of the crouching LP and can combo from that move too.
  - c) jumping - it's just a longer reaching but slower yet higher damaging version of the jumping LP and can combo from that move too. This time, however, her arm is angled a bit lower than the said move.
- 3) HP - tons of uses and therefore is the most important in Shadow Lady's array of normal moves. Besides being a good combo ender, also has high priority and does some pretty respectable damage.
- a) standing - a long-reaching punch to the head that actually makes you do a step forward first before executing it. It's a good anti-air (but nothing compared to her launcher) that comes out fast and like I just said, has a longer reach.
  - b) crouching - it's just a longer reaching but slower and yes, higher damaging version of the crouching MP and can combo from that move and/or from the crouching LP. Recommended for starting a Senretsu Kyaku.
  - c) jumping - it's just a longer reaching but slower and yes, higher damaging version of the crouching MP and can combo from that move and/or from the crouching LP. This move is the high priority move I was talking about. You just punch downward, (diagonally forward, not straight down) and hit hard, giving you enough time to follow it up with ANY move---normal, special, or super if you use it as a jump-in combo starter. You can super jump and charge your super bar by repeatedly doing this move as an alternative to the multitude of Lightning Ks you were probably thinking. If an opponent's air-borne, you can also super jump and do it as you propell yourself to give him a knock down surprise.

- 4) LK - at some point may be better than the LPs but not always. I'll show you why...
- a) standing - she throws a short K that's just as useful as any normal or small sized player's short K in the game. Used to confuse blocking opponents to continue blocking when you decide to throw them.
  - b) crouching - ahh...yes, the short kick that used to rule during the SFII series. I think you can do about 5-7 hit combos with this move before but not any more. It's a good combo starter, that's what it is. And it can also be a good confuser.
  - c) jumping - a straight horizontal K that's one of the best moves to use in an air to air encounter. (though I'd prefer an HP) May also serve as a jump-in but rather leave that to the H attacks. Its main use is an air combo starter.
- 5) MK - just like the MPs, a basic combo filler that has its varieties but is mainly used to increase the number of hits of your every combo.
- a) standing - it's just a longer reaching but slower yet higher damaging version of the standing LK and can combo from that move too. This time, however, her leg is angled a bit higher than the said move.
  - b) crouching - a long-reaching low kick that should be used mainly to add to the number of hits of your ground combos but can also be considered as a counter for dash-in moves and combos.
  - c) jumping - a straight horizontal K---slower yet more damaging than the jumping LK---that's one of the best moves to use in an air to air encounter. (though I'd prefer an HP) May also serve as a jump-in but rather leave that to the H attacks. Its main use is an air combo filler.
  - d) down (mid-air) - her famous stomp kick that, since already has the ability to be comboed into other normal moves, has gained respect in the crossover world.
- 6) HK - being a combo ender (not to mention a launcher) is the only use I can think for this move so far. Not much on the priority side, but reaches further while just as damaging as the HPs.
- a) standing - this is what every MVC character has---a launcher. From a kneeling position, Shadow Lady turns her back, reveals her butt for a split second, and then kicks almost vertically upward so hard your opponent is launched. Also very high on priority.
  - b) down-forward - this should be a special move, but I'll include it here for completeness' sake. In this move, Shadow Lady jumps, flips forward in mid-air, and lands a little bit behind your opponent, sticking out her knee to the back of his neck. Not to be used much because of its lame execution and recovery time.



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1) Big Bang Laser - D,DF,F+2P

Shadow Lady summons all her chi and pours it all out on her opponent in the form of a beam of pure energy. It does a minimum of 20+ hits (as far as I've seen) and that can be increased to 30+ if you mash the buttons while she's at it (that I'm not sure of). You can also do this in mid-air. See anyone who can't move for the moment? DO IT NOW!!!

2) Galaxy Missile - D,DF,F+2K

As the Rainbow Missile can chip well, so can its super version. Use this move mainly as a combo ender though it WON't combo. Utilizing its chipping prowess whenever the opponent's in a corner is also acceptable. Not the best super to finish what a ramming helper started but at least it's the easiest to execute when you're a mile away from a jumping opponent

3) Final Mission - Hold B...F,B,F+2K (must be charged at level 3)

WOW! Definitely one of the coolest moves in town! I said cool because, in case you haven't seen it yet, it's a move wherein Shadow Lady kicks the opponent once (with a launcher), the whole scene comes to a pause, like Akuma's Shun Goku Satsu, a multitude of hits reveal themselves on the screen, and when everything's back to normal your opponent finds his life bar cut to half---yeah! On the down side, besides eating up ALL three super bars, it's very hard to connect with this super even on average players. Don't use this super even if your opponent is wide open because there's always that chance you might miss so if I were you, I'd do a team work super and make him/her pay for his/her mistake.

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\* nope. I won't be giving out any infinites (though you'd probably know them all by now) BUT I'll be using those infinites' basic principles in some of my combos.

Universal Jump-in: HP - yes, that's all you should do to start a jump-in combo. You may want to do a LK-> MK-> 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. D+LK-> D+MK-> D+HP-> Drill
2. LP-> LK-> MP-> MK-> Drill



3. LP-> LK-> MP-> MK-> Lightning K

4. LP-> LK-> HK-> UF-> LP-> LK-> MP-> D+MK-> LP-> LK-> MP-> MK-> Lightning K

\* sigh...no combos that end in supers, sorry.

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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 release a multitude of crouching HPs whenever he's finished doing a special move.

Second, cheap@\$\$ form: jump and HP his face until you're all charged up for a super then Big Bang Laser 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 Colossus as a helper - You may replace him, but make sure the replacement pretty much does the same thing---  
RAM the opponent! You can always do a Big Bang Laser for major damage afterwards.
2. Play a mix-up game - Shadow Lady can't just combo and hope that her opponent opens up somewhere during her moves because she can only do short range combos and they don't even confuse that much. Here's what you can do:

Dash-> D+LK, after that,...

- a) F+HK - only if he doesn't block. Launches him in mid-air. Continue with an air combo of your choice
- b) D+MK - may be done even if he blocks or doesn't block. Added combo filler.

- b.1) D+HP-> Drill - may be done even if he blocks or doesn't block.  
Added combo ender.
- b.2) Splits K - an overhead to confuse your opponents while blocking  
low
- b.3) throw - used to confuse opponents who block all day. Not to be  
used much as it can be considered cheap if you win almost  
entirely by it.
- b.4) Dash-> D+LK - only if blocked. Repeat mix-up game.
- c) Splits K - remove the D+MK part to further confuse. It's an overhead  
done to confuse your opponents while blocking low.
- d) walk forward - make him guess what you'll be doing next and if  
you predict right, either:
  - d.1) throw - remove the D+MK part to further confuse. It's used to  
confuse opponents who block all day. Not to be used much  
as it can be considered cheap if you win almost entirely  
by it.
  - d.2) D+LK - start the whole strategy all over again for those who  
are already keen observers and can retaliate when they  
see a throw coming. Adding this to your options would  
give 'em a sure fire headache.
- e) summon Colossus/any rammer - only when guard pushed because your  
opponent will usually dash afterwards.  
Connect with a Kikoshou for major  
damage.

### 3. Abuse the priority of your Jumping HP

Whenever you just don't know what to do, or whenever every attack of yours ends up being countered, pull yourself together while buying time using a ton of HPs while repeatedly super jumping. Not only will your supers get charged up in no time, you'll also be quite sure it'll take some time before he could think of a way to stop you, and by that time you've already thought of a way to stop HIM!

### 4. Do not loosen your @\$hole too much

No thanks to you, Mr. Lafaurie Jr., I had to add this section. (joke only, man) Anyway, although this guy gave me a teeneee weenee bit of credit, he still stated at the beginning of his faq the inability of the "other faq writers" (including me) to use the Rainbow Missiles to its full potential. I can't speak for faq writers other than myself, but I have to say I KNOW how to and CAN use those butt bombs the way you do, Mr. Lafaurie Jr., it's just that I HAVE CHOSEN NOT TO. You seem to use them as the computer does, and, no offense, but in my opinion it's even cheaper than Akuma's double Zankuu Hadouken in SFA3. Nope, it is not my goal to win effortlessly, but to have fun in trying out your opponent's skills and adapting to them as you see fit. I use those farts sparingly, and only to prevent jump-ins, not to close in and finish off an opponent whatever he may be doing. Mind games are my specialty, not trappy chipping, or cheappy trapping.

## 5. Know which super to use

Well, you can pretty much guess which super should be used for which situation---Big Bang Laser for ground-bound opponents and the Galaxy Missile for air-borne ones. Master the art of making these moves second nature whenever an opponent opens himself up. Knowing all these by heart would lead the path to victory.

## 6. Character-specific strategies:

Captain America - if there's anyone who could match your air HP priority, it's him. His jumping HP does a lot more damage, reaches further, 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 pour out your Senretsu Kyaku. Use a confuser's strategy, guard push his supers, and retaliate with any of yours!

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 Big Bang Laser 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 HP button rapidly during the whole air trip. Second, dash to low combo to special and make use of my confuser strategy, but with extra care. Missing would prove fatal...

Gambit - just avoid his cheappy infinite 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! 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 Galaxy Missile!

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 combo a dashing D+LK-> D+MK-> D+HP-> Drill. Air combos will also work on him fine, just remember to hit him once before launching otherwise he won't budge. Hulk is big, but remember that all your supers make bigger look dumber rather than stronger.

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 HP 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 Splits K. 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, wait for him on the ground then launch with the all powerful standing HK! By the way, don't worry bout his supers, just block and Big Bang Laser 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 skills and win! If she does something you won't, namely raining you with air fireballs, Dash in and punish her with your Galaxy Missile or launch her 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 cheapy fireball game. Again, you'd be needing your invaluable jumping HP to chrage up your super and Big Bang Laser his fireball wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Big Bang Laser inprogress so abuse that fact to your advantage. Master the art of rolling and you'll be avoiding his Crawler Assaults forever! Even his Ultimate Web Throw would not be able to counter a Big Bang Laser and you can easily detect that. If he uses an air combo that knocks you down and falls right behind you as you get up, just hit the HK and launch 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 Big Bang Laser afterwards. 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 game instead.

Venom - Just super jump and HP 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 HP could out prioritize ANYTHING he whips up and give you an opportunity to do a D+LK-> D+MK-> D+HP-> Drill combo whether he blocks it or not. If he's able to block all of it, engage in a confuser's 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+LK to combo his throw attempts, and do a dash in to Galaxy Missile 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 Big Bang Laser 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 Big Bang Laser. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HP 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 Chunli. 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 the priority that's in your HP. You can also opt to surprise him with a ramming helper as he stomps you to get a clear opportunity for a Big Bang Laser. 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 Big Bang Laser to 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 game, you'll have to succeed over him in a LOT of times before you can be at an advantage. One successful confuser from him and you're back to where you started, a draw. Whenever you're charged up and can't land a combo, just chip away with your Galaxy Missiles along with its normal version.

#### 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 Galaxy

Missile 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 Big Bang Laser 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 Big Bang Laser. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HP 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 combo a dashing D+LK-> D+MK-> D+HP-> Drill. You'll be needing this combo much to chip away some nice damage in case it turns out your opponent is a lot more patient than you are. Orange Hulk is big, but remember that all your supers make bigger look dumber rather than stronger.

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 are easy to block and Big Bang Laser afterwards.

Shadow Lady - Chunli minus the ability to combo a super but plus the ability to chip away with her butt missiles. Keep an eye out for your life bar cause these farts can cut it down to half without even you noticing. Don't super jump, as that would mean a free chip from those accursed butt bombs. If she's stupid enough to do it while you're on the ground, and up close then it's Big Bang Laser time! Anticipate her missile super and again use your Big Bang Laser to counter. She'll also be using a ramming helper to easily connect with her Big Bang Laser so you'll have to predict when she'll use it. Knowing all these, engage in a confuser's game and she'll definitely short-circuit.

Venom's Carnage Mode - I really am not very observant on who takes more damage than who but I definitely noticed the Carnage Mode's belief in the quote, "The best defense is a strong offense." (did I say it right?) Anyway, Carnage Mode concentrates on speed and power, but gives up stamina in return. Don't try a confuser's game for him cause he's already confused!(heh) Seriously though, his tremendous speed just gives

him the ability to jab his way out of any confusing strategy you may have in mind. Let him combo you like crazy, (while you block, of course), abuse your guard push, and make him feel he's just another big sucker for the Big Bang Laser.

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Bison beats the crap out of Jin, and as he lay unconscious, Shadow along with Shodow Lady appears. They blamed themselves for being to late and concluded that only cybernation can save Jin now. After a few sparks, We see Jin all black like the two Shadows and with a drill for an arm--- cool! He says, "Am...I...alive?"

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Jim Chamberlin (jjchamber4@aol.com) for info on the whats and hows of ASCII arts

Benzi Robledo (benzi@iconn.com.ph) for the helper codes

Gamefaqs.com for paying attention to this faq  
Capcom and all its affiliates for creating such a great game

Ms. AsianCuteness for inspiring me in just about everything I do!

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- v1.3 - added some vs. human strategies
- v1.2 - added some combos
- v1.1 - fixed some errors

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Please feel free to email me if there's something about Shadow Lady I left out or if you just want to comment on my work. Thank you. If ever I revise this faq and add something you feel came from one of your emails to me, email me again and remind me bout it so I can give you credit. Thanks again.

Shadow Lady's infinite combo (I don't approve of this, but I'll include it due to persistent requests by a lot of people)

(air dash) D+MK-> HP-> (land) LP-> LK-> HK-> UF->  
LP-> LK-> MP-> D+MK-> [repeat until (><) ]

- \* the infinite part (all four mid-air moves) must be done very quickly
- \* it would help to just hold DF after the first mid-air LP connects
- \* do not alter the infinite part in any way. Some of it, mostly likely the LP or the LK, will not always connect but still you need to press them to ensure perfect timing.
- \* add a Lightning K to the MP-> D+MK part once the opponent's life is less than one-eight for a flashy finish!

There's another shadow lady infinite out there, but I don't know how it's done. I just saw some cheap\$\$\$ nut try to do it to me (good thing he couldn't perfect it, or I would have lost one character immediately) Email me if you have any info on this so I'd stop getting tons of mails requesting for Shadow Lady's infinities, ok?

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