Marvel vs. Capcom Roll Character FAQ

by JChristopher

```
  ,gggggggggg,
dP"""88"""""""Y8,              ,dPYb, ,dPYb,
Yb,  88      `8b              IP'`Yb IP'`Yb
 `"  88      ,8P              I8  8I I8  8I
     88aaaad8P"               I8  8' I8  8'
     88"""""Yb,      ,ggggg,  I8 dP  I8 dP
     88      "8b    dP"  "Y8ggg I8dP   I8dP
     88       `8i  i8'    ,8I  I8P    I8P
     88        Yb,,d8,   ,d8' ,d8b,_ ,d8b,_
     88         Y8P"Y8888P"   8P'"Y888P'"Y88


MARVEL VS. CAPCOM FAQ
by Joseph Christopher <sirlordjoseph@icqmail.com>
version 1.1
Nov. 27, 1999


this faq is copyright 1999-2000 Joseph Christopher

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...

By gaining access to this faq you agree to the following terms:


_____
==========================================================================
||                                                                      ||
||  1) I, Joseph Christopher, the author of this faq, is not in any way  ||
||     liable for any harm that anybody thinks came from reading this faq. ||
||     Examples of this harm include physical ones, such as getting mauled ||
||     by someone who lost to you via a technique found in this faq, and ||
||     emotional ones, such as experiencing humiliation upon the use or ||
||     most likely misuse of yet another technique found in this faq.   ||
||                                                                      ||
||  2) If this faq was accessed from a source other than gamefaqs.com, nine ||
||     out of ten chances are it is not in its latest update. You must  ||
||     therefore read the latest version of this faq first at the said web ||
||     site before sending in any comments, suggestions, and/or corrections. ||
||     As for webmasters, web page contibutors, and all similar personnel, ||
||     posting this faq on any other website requires every last sentence, ||
||     phrase, word, and character contained within this file included and ||
||     unaltered. Keeping this faq as updated as it is on gamefaqs.com is ||
||     preferable, though not required.                                 ||
||                                                                      ||
||  3) This faq is not to be profited from---directly, indirectly, or in ||
||     whatever other way possible. By directly I mean earning less than, ||
||     equal to, or greater than a cent's worth in cash, items, or services ||
||     in exchange for part of or all the contents of this faq. On the  ||
||     other hand, by indirectly I mean using a part of or all the contents ||
||     of this faq as a convincing factor for the purchase of another product ||
||     thus directly or again indirectly yielding profit.              ||
||                                                                      ||
||  4) You will not use even a single phrase, sentence, or concept found ||
||     anywhere in this faq on your own work, even if you expressed it in ||
```

* 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! ;)

* I always told everyone that Megaman is just the worst character ever
  to be included in a seemingly "serious" fighting game, then I saw Roll
  and took back what I said. I also once said that Megaman is the smallest
  and at the same time most annoying MVC character that ever existed, and
  again I remembered Roll, and again I took back what I said. Finally I
  concluded that Megaman is the cheapest character in MVC, and then I
  taught of Roll, and then...NOOO WAAAAAAAAAAAAAYYYY! I won't take back
  what I said! Roll can NEVER!, EVER, EVER! be a cheap character no matter
  WHAT anyone else says! I just like her so much! ;) I can't give you much
  reason to choose her since she really is just an expert's choice and
  lacks what other players have at least TWO of: range, speed, priority,
  and damage. BUT, there's still some chance you could beat an above average
  player's butt with Roll because of these advantages:

1. Roll is THE evasion queen cause she's too small to get easily hit
2. Roll is the chipping princess (where Shadow Lady is queen, of course)
3. Roll is soooooo cute! (hey, there's some strategy to it!)
4. Roll is equipped with a lot slow yet I-didn't-see-it-coming moves
5. Roll's Beat Plane crosses out the Mech Zangief types from those who
    have a possibility to beat you.

* how to access: highlight Zangief and do the code-
                 2L,2D,2R,2D,2L,U,R,2U,2R

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

  tap left and continue to make an S figure, then make a vertically inverted
  L figure, and then make another vertically inverted L but this time double
  its size.

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

%%

```
  ____        __    ____   ___  ____  _  _  ____
 (_  _)      (  )  ( ___) / __)( ___)( \( )(  _ \
  _)(_        )(__  )__)  ( (_-. )__)  )  (  ) _ <
 (____)()    (____)(____) \___/(____)(_)\_)(____/
```

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

%%

```
 ____  ____      ___  ____  _  _  ____  ____   __    __
(_  _)(_  _)    / __)( ___)( \( )( ___)(  _ \  /__\  (  )
 _)(_  _)(_    ( (_-. )__)  )  (  )__)   ) _ < /(__)\  )(__
(____)(____)() \___/(____)(_)\_)(____)(_)\_)(__)(__)(____)

               __ __  ____  _  _  ____  ___
              (  \/  )(  _  )( \/ )( ___)/ __)
               )    ( )(_)(  \  /  )__) \__ \
              (_/\/\_)(_____)  \/  (____)(___/
```

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
```
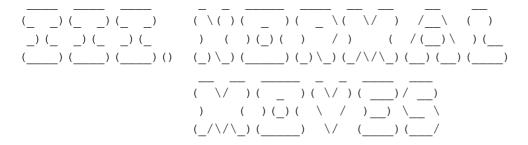
tag partner - your partner will enter the screen, attacking anything in
              front of him or her, but you probably already know that by
              now, don't you?

tag super - common to crossover fans, this move needs at least two levels
            of super charged up. It will allow both fighters to execute
            their respective supers at the same time, the resting one
            being left behind as if they already "tagged"

team work - ahh, this is new. your partner enters the screen as he would
 super   during a normal tag, but then after that you can control both
            your fighters at the same time! (they'll both respond to your
            controls.) What's more, your super gauge is set to infinite.
            Yeah! This state is timed though, so use it wisely. The length
            of time you stay in this state is determined by the amount
            of super you have charged up when you did it.

%%%

  ____ ____ ____   _ _ _____ ____ __ __   __   __
 (_ _)(_ _)(_ _)   (\( )(_)(_ \(\/) /__\ ( )
  _)(_ _)(_ _)(_   ) ( )(_)( )   /)   (/(__)\ )(__
 (____)(____)(____)()   (_)_)(_____)(_)_)(_/\/_)(__)(__)(____)

                    __ __ _____ _ _ ____ ___
                   (\/)(_)(\/)(___)/ __)
)   ( )(_)(\ /)__) __ \
                   (_/\/_)(_____) \/ (____)(___/

1) LP - They're all alike! $#%&! Goes to show Capcom didn't put much time
        and effort on including Roll in this game. Makes me sad. But maybe
        they just want to establish the fact that Roll isn't trained to
        fight and doesn't have much variety in her moves, no? Anyway...

   a) standing - she throws a punch that's just as useful as any normal
                 or small sized player's jab in the game. Used to confuse
                 high-blocking opponents to continue blocking high when
                 you decide to do a Slide K-> Tornado Hold.

   b) crouching - well, she just crouches and does basically the same
                  attack as her standing LP. This time you use it to
                  confuse opponents to block when you decide to do a chipping
                  move or a throw.
```

c) jumping - well, she just jumps and does basically the same attack
                  as her standing LP. You can use it to start an air combo,
                  but other than that I don't see any reason to do it.

2) MP - Again, (!) They're all alike! $#%&! Goes to show Capcom didn't
        put much time and effort on including Roll in this game. Makes
        me sad. But maybe they just want to establish the fact that Roll
        isn't trained to fight and doesn't have much variety in her moves,
        no? Anyway...

    a) standing - you know what? I still consider this, as well as all her
                  other MPs, as jabs! This time, however, she delivers a
                  punch with her farther arm that aims at a 30degreee angle.

    b) crouching - well, she just crouches and does basically the same
                   attack as her standing MP. This time you use it to
                   confuse opponents to block when you decide to do a chipping
                   move or a throw.

    c) jumping - well, she just jumps and does basically the same attack
                 as her standing LP. You can use it to continue an air combo,
                 but other than that I don't see any reason to do it.

3) HP - This time only one of them is unique. Should have been combo enders
        but I'd rather use special moves. Can also be used to charge up
        your super meter but still, I'd prefer another move, the HKs.

    a) standing - She raises her nearer arm, and swings it all the way down,
                  slapping (!) your opponent in the process. Good in speed
                  and priority but the HK version is just better.

    b) crouching - from a squating position, Roll sends forth a powerful
                   (well, not really) uppercut that looks much like Sakura's
                   in the SFA series. Doesn't launch any opponent so don't
                   use it much.

    c) jumping - well, she just jumps and does basically the same attack
                 as her standing HP. You can use it to end an air combo
                 and/or to charge up your super meter but other than that
                 I don't see any reason to do it.

4) LK - Only two are alike, but the other one mimics another of her normal
        moves. These are the longest-reaching of her moves, but still relatively
        ULTRA short in range.

    a) standing - this is just how Roberto (from Rival Schools) or any other
                  soccer player kicks a free ball. Nothing much can be done
                  with this move 'cept to confuse, like the standing LP.

    b) crouching - remember Ryu's Joudan Sokutou Geri? This is a similar
                   move, with range and damage the only BIG difference.
                   And in case you didn't know, it's some sort of side-
                   forward kick, so just see it for yourself to understand
                   me better.

    c) jumping - well, she just jumps and does basically the same attack
                 as her crouching LK. It's highly efficient in starting
                 or filling (but more on starting) an air combo but other
                 than that I don't see any reason to do it.

5) MK - They're NOT all alike! Yes! but, they all just mimic another normal
        move and that, once again, sickens me.

   a) standing - well, she just stands and does basically the same attack
                 as her crouching(and jumping) LK. You can use it to continue
                 an air combo, but other than that I don't see any reason
                 to do it.

   b) crouching - she leans backwards and does what is supposed to be an
                  an axe kick, but because of her position turns out to
                  be a sweep with much force (yet still, doesn't knock
                  the opponent down).

   c) jumping - it's just a slower yet higher damaging version of her
                standing LK, complete with scream. More force comes with
                this move, and the kick is aimed high, reaching her head,
                while the standing LK only reaches her waist.

6) HK - again, They're NOT all alike! Yes! but, they all just mimic another
        normal move and that, for the Nth time, just sickens me.

   a) standing - this is what every MVC character has---a launcher. It's
                 an even slower and yes, even higher(though not notably)
                 damaging version of her standing LK, also complete with
                 scream. As with the jumping MK, More force comes with
                 this move, and the kick is aimed high, reaching her head,
                 while the standing LK only reaches her waist.

   b) crouching - this is should be a special move, but I'll include it
                  here for completeness' sake. In this move, Roll does
                  a slide that can be comboed into a good number of moves,
                  both normal (in corner) and special, making it one of
                  her best moves, not to mention its confusing potential.

   c) jumping - well, she just jumps and does basically the same attack
                as her crouching MK. You can use it to end an air combo,
                and/or to charge up your super meter but other than that
                I don't see any reason to do it. (it CAN counter some moves
                but don't rely on that)

   d) up - it looks like Sean's Ryuubi Kyaku, but then again more like
           Guy's heel K. Anyway, Roll just does an unorthodox-looking
           axe K in this move. I basically prefer the plain jumping HK
           to this move so maybe you should too.

* In a nutshell, her only moves worth using outside combos are the LPs
  (standing and crouching), MPs(standing and crouching), LKs(crouching and
  jumping), and HKs(all except crouching and "up").

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
 ____  _  _      ___  ____  ____   ___  ____   __   __
(_  _)( \/ )    / __)(  _ \( ___) / __)(_  _)  /__\ (  )
 _)(_  \  /     \__ \ )___/ )__)  ( (__  _)(_  /(__)\ ) (__
(____)  \/  ()  (___/(__)  (____) \___)(____)(__)(__)(____)

            __ __  _____  _  _  ____  ___
           (  \/  )(  _  )( \/ )( ___)/ __)
            )    (  )(_)(  \  /  )__) \__ \
           (_/\/\_)(_____)  \/  (____)(___/

* I'm not an avid Megaman fan and the only Megaman game I've ever played,
  and mastered, is Megaman(or Rockman) 3 on the NES. And this is the
  first time I got to meet Roll. My point? I'm not sure if these are the
  correct names for her moves so help me if you can...

1) Roll Buster - D,DF,F+P

        It's a fireball, alright, but it's NOT cheap! For starters, you
   can't rain an opponent with this move because it has a lame execution
   time compared to Ryu's and the others'. Second, you have to do the down-
   forward motion to do this move and that just makes it a lot more honorable
   compared to Megaman's HP-is-already-a-fireball. Finally, Roll's too
   weak to have any cheapy strategy and if ever some of you still think
   her moves are cheap, why don't you consider that as a compensation for
   her many disadvantages.

2) Bouquet Bomb - D,DB,B+P

        Roll pulls up a bunch of flowers from beneath her skirt(no wonder
   they explode) and throws it at an arc depending on which P you used.
   LP will make her throw high yet with short range. MP will make you apply
   the standard arc and distance of your throw while the HP will just
   throw at a 10degree arc but this move reaches ALMOST across the screen.

3) Item Call - D,DB,B+K

        Some nutcase with legs falls from the sky, opens his head, and
   out pops an item depending on which K you used. LK will yield a Megaball
   while the MK and HK will yield a Tornado Hold and a Leaf Shield repectively.
   This item falls on the ground and you have to walk to it to be able
   to pick it up. Once that is done, refer to the next move.

4) Item Use - D,DF,F+K

   a) Megaball - you drop a pink-and-blue ball on the ground and nothing
                 happens. What to do? Kick it! The ball will bounce back
                 about three times on the sides of the screen and hopefully
                 hit the opponent in the process.

   b) Tornado Hold - Roll drops some kind of propeller on the ground and
                     in an instant a mini-tornado is formed, Inflicting
                     some four hits of damage. Best done after a slide
                     K and before a corner air combo.

   c) Leaf Shield - a circle of leaves suddenly surround you in an attempt
                    to make you invulnerable to ANYTHING as long as that
                    anything doesn't combo. You can also repeat the item
                    use code to launch your leaves, and even do it on the
                    rooftop.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```
 _ _   ___ __ __ ____ ____ ____ ___
(\/)   / __)( )( )(_ \(__)(_ \/ __)
 \ /   __ \ )(__)( )   /)_))   /__ \
  \/   ()   (___/(_____)(__) (____)(_)_)(___/
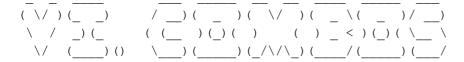```

1) Hyper Roll - D,DF,F+2P

She turns all white, grows up to be taller than the average MVC
   player, and unleashes a number of attacks, namely, a lightning bolt
   from her antennae, which is the ONLY useful and damaging aspect of this
   super, a lot of powered-up robo animals, and pairs of giant missiles
   that come from her ... well ... *blush* see for yourself! I bet you
   won't notice her winking at YOU before and after the super, but she
   does! Use this super only on opponents trying to execute a jump-in
   or better yet a stomp because you'll NEED to connect the growing part
   of the super to get maximum damage.

2) Rush Drill - D,DF,F+2K

   Roll calls out, "Wush-y!" (meaning Rush, the robo-dog) and...
   boom! She's already in a drill-vehicle of some sort. Mash the buttons
   to increase number of hits and damge as well. This super has four
   main advantages: One, you are totally INVULNERABLE while doing this
   super and even a Shinkuu Hadouken won't land you a scratch, two, it
   does WAY too much chip, (not cheap) damage, three, you can turn around
   and nail any opponent who tries to jump his way out of your wrath,
   and four, you can add an LK-> HK-> air combo afterwards if you end
   up cornering the opponent (which is VERY likely)

3) Beat Plane - D,DB,B+2K

   Roll calls out, "Beat-ow!" and out comes this dumb-looking bump
   car with wings, loading our heroine in the process. You then HAVE TO
   mash the buttons since this super is practically useless if you don't.
   Mashing the Ps will let you fire a whole lotta low damaging, small
   sized fireballs while the Ks will yield missiles that don't fly; they
   just drop. Of course, you CAN(and should) mash both Ps and Ks to throw
   everything your flying bump car can. Oh, I forgot; you can, and again
   should, use the directions to control the Beat Plane while firing all
   its missiles. A good strategy would be to start the super, fire like
   crazy, and fly behind the opponent while firing to make sure he doesn't
   block all of it.

%%%

```
 _ _  ____        ___  _____ __ __  ____  _____ ___
( \/ )(_  _)     / __)(  _  )(  \/  )(  _ \(  _  )/ __)
 \  /  _)(_     ( (__  )(_)(  )    (  ) _ < )(_)( \__ \
  \/  (____)()    \___)(_____)(_/\/\_)(____/(_____)(___/
```


Universal Jump-in: HK - 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?

* I don't usually include corner combos but with Roll, you'll need all
  the help you can get.
* a jump-in you MAY add while a dash-in you MUST add to any of these combos:

1. LP-> MP-> HP-> Roll Buster
2. LK-> MK-> D+HK-> Leaf Shield
3. LK-> MK-> D+HK-> Tornado Hold
   (in corner) -> HK-> UF-> LP-> LK-> MP-> MK-> HP throw-> HK-> Roll Buster
4. LK-> HK-> UF-> LP-> LK-> MP-> MK-> Roll Buster
5. (in corner) Rush Drill-> LK-> HK-> UF-> LP-> LK-> MP-> MK-> HP throw->
   HK-> Roll Buster

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

%%

```
  _ _  ____  ____        _ _  ___
 ( \/ )(_  _)(_  _)      ( \/ )/ __)
  \  /  _)(_  _)(_        \  / \__ \
   \/  (____)(____)()      \/  (___/()

        ___  _____ __ __  ____ __ __  ____  ____  ____
       / __)(  _  )(  \/ )( _ \(  )(  )(_  _)( ___)(  _ \
      ( (__  )(_)(  )    ( )___/ )(__)(   )(   )__)  )   /
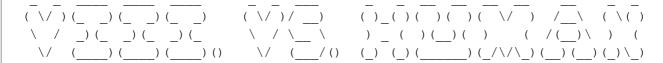       \___)(_____)(_/\/\_)(__)  (_____) (__) (____)(_)\_)
```

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: Hahaha! you're IMMUNE to his mega optic blast
                          so keep that in mind and run for him when he
                          does this move and repeatedly HP his foot(though
                          it looks a lot wackier if you use HKs, trust
                          me :D

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

%%

```
  _ _  ____  ____  ____        _ _  ___     _   _ __ __  __ __  _   _
 ( \/ )(_  _)(_  _)(_  _)      ( \/ )/ __)   ( )_( )(  )(  )( \/ )  /__\  ( \( )
  \  /  _)(_  _)(_  _)(_        \  / \__ \    ) _ (  )(__)(    ( /(__)\  )  (
   \/  (____)(____)(____)()      \/  (___/()  (_) (_)(_____)(_/\/\_)(__)(__)(_)\_)
```

*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 Pure and Fur as a helper - You may replace her(them), but make
                                  sure the replacement pretty much does
                                  the same thing---drop a lotta $%#& from
                                  the sky! Using this kind of attack can
                                  force the opponent to block, not knowing
                                  the fact that you're already closing
                                  in for a throw or a slide K-> Tornado
                                  Hold

2. Remember her moves' main strategies

   a) Roll Buster - chip, chip, chip. That's the only thing this move
                    is supposed to do. Best done when jumping (not SUPER-
                    jumping) backwards.

   b) Bouquet Bomb - this is one of the I-didn't-see-it-coming moves I
                     was talking about. Throw a LOT of these in mid-air
                     whenever your opponent thinks he's safe on the ground.

Also a good "break" move to prevent you from landing
                           into an opponent's ground trap.

    c) Item Call - only for fellow Roll users(which is VERY rare) and
                        Megaman users as well. Use it to give them an item they
                        DON'T want to use(like a Megaball which in my opinion
                        is really useless) cause they CAN get what you dropped.

    d) Slide K (D+HK) - always follow this move up with something else,
                        preferably a Tornado Hold and again, if opponent
                        is cornered, follow up with an HK to air combo.
                        Tornado Hold is also the best thing to do after
                        this move is blocked because if its chipping damage.

    e) Hyper Roll - as mentioned above, use this super only on opponents
                        trying to execute a jump-in or better yet a stomp because
                        you'll NEED to connect the growing part of the super
                        to get maximum damage. Not to be done as air combo
                        ender or helper complement because it simply won't
                        work.

    f) Rush Drill - for even MORE chipping! The opponent will most probably
                        be able to block this, so chipping would be its main
                        thing. Are YOU the one being chipped by a team work
                        super? Never fear! Use this super and drill two birds
                        with one...drill!(sorry, that's the only word that fits)

    g) Beat Plane - if you seriously want to land a hit or two, no matter
                        how low damaging those hits are, (e.g whenever your
                        opponent has 1% life left), then use this super. You
                        won't get a chessy win cause you DID land a clean hit!
                        Added note: Never use any other super if you'd be
                        dealing with the Golden War Machine type cause this
                        is enough to make them crack.

3. Abuse your Jumping HK even if it doesn't have a very high priority

        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 HKs 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! If he tries to meet
    you in the air, switch to delivering a ton of HPs since it's these that
    can turn into an air throw when close enough.

4. Know which super to use

        I already told you the use of her supers, but just for a quick
    overview, her Hyper Roll is only for those who try to jump-in or stomp,
    the Rush Drill is for those who block all day and those who abuse the
    power of the team work super, and the Beat Plane is for finishing off
    a hopeless opponent and for those who can't block like Golden War Machine.

5. Never underrate Roll's weight-lifting strength

        Roll may be the weakest when it comes to delivering punches and
    kicks, (her hardest actually does equal damage to Ryu's jab!) but her
    throws, which lift the opponent and slam them on the ground, are just
    as damaging as any normal player's (e.g Ryu) throw in the game. Throwing

with other players may be considered cheap, but with Roll, as I've
mentioned time and again, there is NO cheapness! A good strategy would
be to repeatedly tickle the opponent with your little attacks and close
in for a throw when he least expects it. While it may be harder to
land a throw with Roll in terms of distance required, it is definitely
a whole lot harder to DETECT a Roll who's planning a throw. Most people
would let Roll come close to be able to block and retaliate, not knowing
the fact that Roll can easily throw them out of a block! If all else
fails, repeatedly jump back and throw whenever someone gets close
enough---and don't forget to follow up with an HK-> Roll Buster for
a three-hit combo, ok?

6. Character-specific strategies:

Captain America - if there's anyone who could counter your air HKing strategy,
                  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 call on "Beat-ow" (though you have to be very quick
                  at that). Use a confuser's throwing strategy, guard
                  push his supers, and retaliate with a Hyper Roll.

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 Rush Drill 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
         confuser strategy, but with extra care. Missing would prove fatal...

Gambit - just avoid his cheappy infinite(which you'd be probably immune
         to but, still, be prepared) 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 lower
         precitability) 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 Hyper Roll!

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+HK->
       Tornado Hold. 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. And don't underrate your standing HP cause,
         in certain positions, it can stuff any normal move he tries to
         pull off.

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 Bouquet Bomb. 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 and highly undetectable standing HK! By the
            way, don't worry bout his supers, just block and do your version
            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 lower precitability)
             If she does something you won't, namely raining you with air
             fireballs, Dash in and punish her with your Hyper Roll 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 HK to chrage up
         your super, mid-air Bouquet Bomb his ground fireballs and dash-in
         to Hyper Roll his air fireballs wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered
              by a Hyper Roll 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 a Hyper Roll 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, 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 launch him
                and air combo throw to HK-> Roll Buster. 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 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 you could switch to delivering HPs which could out
        prioritize ANYTHING he whips up and give you an opportunity to
        do a D+LK-> D+HK-> Tornado Hold 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 attemps,
              and do a dash in to Hyper Roll 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 Rush Drill 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 Hyper Roll. If your opponent doesn't make
              flaws like this, then you better stick to your good 'ol
              jumping HK to mid-air HP throws 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 Roll. 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 Hyper Roll 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 Hyper Roll 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 every projectile including your
                Beat Plane's.

6. Strategies on secret characters:

Golden War Machine - Just block his ground combos, super jump from his
                     throw attemps, and do a sudden dash in to Hyper
                     Roll 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 Rush Drill 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 Hyper
                     Roll. If your opponent doesn't make flaws like
                     this, then you better stick to your good 'ol jumping
                     HK to mid-air HP throws 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+HK-> Tornado Hold. 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 retaliate with your own 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 Rush Drill time! Anticipate her
              missile super and again use your Rush Drill 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 be the first to 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 Rush Drill!

%%%

  ____ _ _ _   ____ _ _ ____   ____ _ _   ___
 (_ _)(\/)   (___)(\( )(_ \ (_)(\( ) / __)
  _)(_) (   )__)) ( ))(_)) _)(_) (((__-.
 (____)(_/_)() (____)(_)_)(____/ (____)(_)_) ___/

Roll defeats Onslaught(!) and Dr. Light is very pleased. Roll is so happy
that she beat Megaman in this..."stage"(!) and has finally proven the
fact that she can also kick some metallic butt. She is given lots o' nice
upgrades by Dr. Light and so, I think, she permanently becomes Hyper Roll!
Megaman arrives after all's gone and realizes he has lost the race to
Onslaught. He then sheds a single tear, but that's still enough to make
me call him a ... CRY BABY!!! Hahahaha! (sorry)

%%%

  _ _   ___ ____ ____ ____ ____ ____ ___
 (\/)   / __)(_ \(___)(_ \ (_)(_)/ __)
) (((__) /)__)))(_)) _)(_)(__ \
 (_/_)() ___)(_)_) (____)(____/ (____) (__) (___/

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

Sir "O" (Sir0rion@aol.com) for the English translation of Roll's taunt
                           quote

http://blackhole.winsocket.com/dogshell/roll/ - for Roll's background
                                                song and its English
                                                translation

Doug Dlin - the real author of the song's English translation which I
            stumbled upon in the site above

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!

```
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
  _ _  ____         ____  ____  _  _  ____  ___  ____  ____  _ _
 ( \/ )(_  _)       (  _ \( ___)( \/ )(_  _)/ __)(_  _)( ___)( \( )
  )  (  _)(_         )   / )__)  \  /  _)(_ \__ \ _)(_  )__)  )  (
 (_/\_)(____)()     (_)\_)(____)  \/  (____)(___/(____)(____)(_)\_)
             _ _  ____  ___  ____  ____  ____  _ _
            ( )_( )(  _ )/ __)(  _ )(  _  )(  _ \( \/ )
             ) _ ( _)(_ \__ \  )(  )(_)( )   / \  /
            (_) (_)(____)(___/ (__) (____)(_)\_) (__)

v1.1 - added combos and credits

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
  _ _  ____  ____       ____  ____  _ _    __    __
 ( \/ )(_  _)(_  _)     ( ___)(_  _)( \( )  /__\  (  )
  )  (  _)(_  _)(_       )__)  _)(_  )  (  /(__)\  )(__
 (_/\_)(____)(____)()   (__)  (____)(_)\_)(__)(__)(____)
             _ _  _____  ____  ____  ___
            ( \/\/ )( _  )( _ \( _ \ / __)
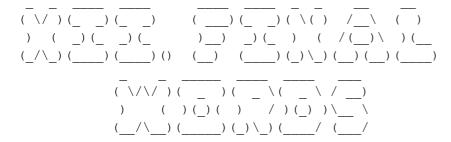             )    (  )_)( )   / )_) )\__ \
            (__/\__)(____)(_)\_)(____/ (___/


Please feel free to email me if there's something about Roll 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.

Roll has the reputation(though I beg to disagree) of being the joke character
of MVC. She's known to have to weakest of attacks, the shortest of limbs,
and the lamest of combos. Hey, that's just all the more reason to USE her!
If she has such an awful reputation, then losing a game with her won't
be shame, but winning...ahhh glory! Remember that she is an experts choice,
and if you want to master her, you'll have to be prepared to spend a little
more than usual.

Roll's Cuteness:

999,999 out of a million Roll users (well, assuming there ARE a million,...)
choose Roll partly, mainly, or ONLY because she's sooooo cute! And since
that's the case, I've decided to add a semi-section on the little details
that take part in making Roll the cutest fighting game character ever!

1. Colors - LP: ribbon  - green
                hair    - gold
                dress   - red
                sleeves - grey
                socks   - grey
                shoes   - red

            MP: ribbon  - dark green
                hair    - blonde
                dress   - dark grey
                sleeves - grey
                socks   - grey
                shoes   - dark grey

            HP: ribbon  - red
                hair    - gold
```

```
              dress   - light pink
              sleeves - pink
              socks   - pink
              shoes   - light pink

      LK: ribbon  - dark green
          hair    - blonde
          dress   - dark grey
          sleeves - grey
          socks   - grey
          shoes   - dark grey

      MK: ribbon  - dark green
          hair    - blonde
          dress   - dark grey
          sleeves - grey
          socks   - grey
          shoes   - dark grey

      HK: ribbon  - white
          hair    - light yellow
          dress   - white
          sleeves - blue
          socks   - blue
          shoes   - white
```

2. Entrances -

   a) Rush(the robo-dog) enters the screen from the opponent's side with
      Roll sitting on it. Roll then hops down at her starting point.

   b) A mini Beat Plane enters the screen with Roll hanging on to its
      talons. Roll then lets go and drops exactly at her starting point.

   c) That nutcase who brings Roll her items is shown repeatedly opening
      then closing its head. Roll then kicks it to its senses, then it
      stops and looks left and right. Roll then fixes her ribbon a bit
      like in her taunt as that nutcase leaves the scene.

3. Taunt - Roll looks at her hair, fixes the knot of her ribbon a bit,
           and says, "Boku re nai wa?" which means, "Can't you hit me?"
           (!) My, my,... ain't she the cutest? ;)

4. In-game actions

   a) Hyper Roll - her head is still looking at her opponent, but her
                   eyes stray on you and then she winks. She does this
                   before and after she pours out all her energy to the
                   opponent.

   b) supers - Roll always kinda morphs before executing a super, and
               afterwards she has to "morph" back. Just one moment after
               she stabilizes and before you can control her again, she
               turns her back on you but still looks at you, gives a very
               happy look on her face, and raises one of her arms straight
               up with her hand opened while the other arm is pointing
               opposite direction.
```

c) guard push - using both her wide-open hands, she pushes the opponent
                       with much force while raising one leg backwards, closing
                       her eyes, looking the other way, and leaving a trace
                       of pain in her face.

       d) time-over - she sits on the ground, knees together and feet apart.
                       (get it? like a top view of her would resemble a letter
                       "T" ?) Her hands hold her shins, and she starts crying
                       out loud. You'll notice her mouth is about half the size
                       of her face in this animation!


5. Background Song - "Kaze yo Tsutaete"
                       (Wind, Let Him Know)

* the words in ( ) are obviously the English translations while the words
  in [ ] ,I think, are just added to complete the sense in the English
  sentences and wasn't directly translated from Japanese.

                              I

                   Tsutaetai kono om oi
            (I want to let you know, know just what I feel)

                   Tomaranai modorenai
             (I'm not gonna stop, I can't ever go back)

                   Dakishimete Tsukamaete
            (I want you to hold me, want you to catch me)

                     Moh hanasanaide
                  (And never let me go...)

                              II

             Machi no akari Yureru om oi terashite
      (The lights of the city shine on the trembling thoughts I possess.)

                 Hitogomi ni anata no Yasashisa kanjite
          (Even amid the crowds, I [clearly] feel your gentleness.)

                     Namida no ashiato sae
               (Before the tracks of tears [on my face])

                       Kiete shimau mae ni
                (Have a chance to [dry and] disappear)

                     Anata to ita jikan wo
                 (Just once again, I want to be sure)

                     Moh inchido tashikamete
              (Of the time that I spent with you, [dear])

                              III

                   Aitakute samishikute
             ([Now] I want to see you, [cause] I'm lonely)

                   Nukum ori ga kienai yoh ni

```
            (So [I can be sure] that your warmth won't depart.)

                     Kono mune ga sakeru hodo
              (I want to feel it [now, want] it so badly)

                        Kanjite itakute
                  (That it's breaking my heart.)


6. Winning Poses -

   a) Roll changes her outfit to that of a school girl, holds the straps
      of her back pack, and looks at YOU in a very, very cute way.

   b) The ever so reliable nutcase enters the screen, runs toward her,
      opens its head, and offers her flowers. Roll then picks up and smells
      these flowers in appreciation.

   c) Megaman comes running for Roll and does his taunt (THE most annoying
      taunt in the game! I personally make sure anyone who does that taunt
      to me gets a butt load of Shinkuus in his face) Roll then sheds
      some tears, but does not cry out loud.

   d) Megaman is flying the Beat Plane as he swoops down for Roll, making
      her skirt fly up. Roll holds her skirt back down and Megaman looks
      at you for approval. ($#%& you Megaman, you little...)

   e) Rush, being originally made for Megaman, is still loyal to his original
      master as he practically the same thing---make Roll's skirt fly!
      This time, however, he also projects a holographic image of a blabbing
      Dr. Light.

   f) Roll raises one of her arms, the other one resting on her bicep,
      (like a not-so-good sign) and yells a lot of Japanese words while
      raising one of her feet a little backwards.


7. Quotes -

   a) "Are you hurt? Maybe my doctor can fix you......"

   b) "Hehe...... I did it! Girl power!"

   c) "I didn't mean to hurt you badly!"

   d) "I should learn that absorption thing from Dr. Light."

   e) "I think you're due for an upgrade!"

   f) "Now all I need is my own series..."

   g) "Now how does Megaman do that absorption thing?"

   h) "See? I should have been in Power Battle!"


8. Pre-fight conversation with Onslaught:

   Roll     : "Don't get mad at me...... I'm just a girl!"
   Onslaught: "You shall be the first to fall, little one."
```

9. Partners you should really try, and why:

   Venom   - Venom has always been a good partner because of his "interactive"
              ending, but is especially wacky when it comes to Roll. This
              ending starts out just the same as Venom's normal ending,
              which features him(Venom) praising his partner and inviting
              him/her to be his tag teammate for their next adventures.
              But then after they both do their winning pose, the symbiote
              takes control of Venom and he starts saying gross things to
              Roll and that makes her cry.
            - additional reason: Try finishing the opponent with Venom
              doing a tag super; the resulting name? "Death Roll!" (Ha!)
            - another additional reason: for the obvious contrast: Venom
              being the scariest and most disgusting while Roll being the
              cutest and most adorable.

   Zangief - now, just you try his Double Final Atomic Buster with Roll
              and see her take part in the SLAM! (though I think she looks
              more like just trying to hold on for the ride of her life!
              hehe)

   Ryu   - this is strictly for an MVC expert only! Try executing a team
              work super and theennnnn....TAUNT!! TAUNT!! TAUUUUUNT!!!
              Bwahaha! Both do practically the same thing! Roll would look
              much like Ryu's daughter-student in this scene ;) But that
              does not come without strategy(!)...pull off a Shinkuu Tatsumaki
              Senpuu Kyaku (also activating Roll's Beat Plane) and manuever
              Roll into getting behind the opponent while he's being whacked
              by both Ryu's foot and the Beat Plane's projectiles then
              repeat the code for the Shinkuu Tatsumaki Senpuu Kyaku (which
              will now activate Roll's Rush Drill) and watch the opponent
              scream in sandwiched pain! But wait, if Roll's the daughter,
              then who's the mother? ;) That's simple: Roll has blonde
              hair right? She wouldn't have gotten that from Ryu, so it
              must've come from her mom! And who else in MVC is a blonde-haired
              babe, may I ask? (forgive my sick mind, ok?)

   Hulk   - well, just for the contrast of it. Imagine the biggest oaf
              in the game teammed up with the smallest doll. I think Roll
              here is just about as big as Hulk's foot!

   Megaman - no! I hate this team, mainly because I HATE Megaman and partly
              because I honestly think you'll lose if you choose them as
              a team (unless maybe if you go ULTRA cheap with the blue boy
              and take care of both your opponents!) Then why did I list
              Megaman here? Cause he and his sis looks plain cool in a tag
              super, nothing else.

%%%

And just in case you read the last part of this faq before the first,
allow me restate my legal notice...

By gaining access to this faq you agree to the following terms:

_____
===
|| ||

```
|| 1) I, Joseph Christopher, the author of this faq, is not in any way     ||
||    liable for any harm that anybody thinks came from reading this faq.   ||
||    Examples of this harm include physical ones, such as getting mauled   ||
||    by someone who lost to you via a technique found in this faq, and     ||
||    emotional ones, such as experiencing humiliation upon the use or      ||
||    most likely misuse of yet another technique found in this faq.        ||
||                                                                          ||
|| 2) If this faq was accessed from a source other than gamefaqs.com, nine  ||
||    out of ten chances are it is not in its latest update. You must       ||
||    therefore read the latest version of this faq first at the said web   ||
||    site before sending in any comments, suggestions, and/or corrections. ||
||    As for webmasters, web page contibutors, and all similar personnel,   ||
||    posting this faq on any other website requires every last sentence,   ||
||    phrase, word, and character contained within this file included and   ||
||    unaltered. Keeping this faq as updated as it is on gamefaqs.com is    ||
||    preferable, though not required.                                      ||
||                                                                          ||
|| 3) This faq is not to be profited from---directly, indirectly, or in     ||
||    whatever other way possible. By directly I mean earning less than,    ||
||    equal to, or greater than a cent's worth in cash, items, or services  ||
||    in exchange for part of or all the contents of this faq. On the       ||
||    other hand, by indirectly I mean using a part of or all the contents  ||
||    of this faq as a convincing factor for the purchase of another product||
||    thus directly or again indirectly yielding profit.                    ||
||                                                                          ||
|| 4) You will not use even a single phrase, sentence, or concept found     ||
||    anywhere in this faq on your own work, even if you expressed it in    ||
||    your own words, without at the very least giving me, Joseph Christopher,||
||    the author of this faq, full credit for it. If you in any way         ||
||    incorporated even a very minute part of the strategies found in this  ||
||    faq with your own in your work, then you must at the very least give  ||
||    me partial credit for it.                                             ||
||                                                                          ||
|| 5) Ignorance of the law excuses no one, therefore if ever anything       ||
||    unlawful is done to this faq and/or to me, its author, the appropriate||
||    legal actions will be taken. If at any point you disagree to this     ||
||    or any of the above statements, delete this faq immediately and discard||
||    any help it has done for you.                                         ||
||                                                                          ||
 ===========================================================================
 ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```