

Marvel vs. Capcom Lilith Character FAQ

by JChristopher

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(or simply Lilith)

MARVEL VS. CAPCOM FAQ

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.0

Dec. 5, 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! ;)

\* Blonde Morrigan's are what I like best, second would be the original  
green haired babe, her other colors, maybe, but in her Lilith Mode?  
I don't think so. Make-ups are supposed to enhance one's appearance,  
doesn't it? So why did it make Morrigan look worse? (maybe she's too  
perfect she can't look any better, no?) Anyway, she should have been  
a good MVC character but because of the existence of the original Morrigan,  
comparisons arise, and many think she just doesn't have ANYTHING that  
would top the real deal. I, for one, also think that way and advise  
you to choose Morrigan's Lilith Mode only if you're an absolute expert  
at Morrigan's confusing and comboing skills and using yet another player  
with identical normal moves guarantees you victory. Contrary to popular  
belief, however, I have observed some advantages the Lilith Mode has  
over the original, namely:

1. Morrigan's Lilith Mode is a liiiittle bit faster than the original.
2. Morrigan's Lilith Mode combos a liiiittle bit easier than the original.
3. Morrigan's Lilith Mode chips, not a liiiittle, but a whooooole LOT better  
than the original.
4. Morrigan's Lilith Mode's supers can still hit for max damage even when  
the opponent is cornered.
5. Morrigan's Lilith Mode can, sometimes, combo her beam super from a sweep  
(I'll explain why when I comment on this super)

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

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

tap left and continue to draw a figure nine, tap up until you reach the  
top most row, tap right, go back, tap down and continue to make a U figure,  
tap left and continue to make a C figure but do not finish the last square,  
instead tap down.

Why read this guide:

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

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- U - up
- D - down
- B - back
- F - forward
- + - at the same time
- P - any punch
- K - any kick
- L - low
- M - medium
- H - high
- / - or

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

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

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

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

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 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.

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\* Morrigan's normal moves are identical to her Lilith Mode's and, of course, are all picture-perfect(!) so I'll be concentrating on their descriptions rather than their uses, which are mainly combo starters, fillers, and enders for the low, medium, and high attacks respectively.

1. LP - one of the few LPs in the game that can be comboed unto itself for two, and possibly three, hits. Also one of the few Ps where she doesn't use her shape-shifting bats to strike.

a) standing - she rests her nearer arm on her, uh, breasts (sorry, I'd be using that term in this faq cause that's undeniably

a "big" part of what Morrigan and her Lilith Mode is all about) and uses her HAIR to strike at the opponent.

b) crouching - this move may not be comboed unto itself, as I've said with Morrigan's Lilith Mode's LPs, but it alone is already two hits! She punches the opponent's knee area with her nearer arm and quickly "points" with her other one for a second hit

c) jumping - she folds both her arms and legs and out comes a spear-like shape from her side. Actually, it's just her shape-shifting bats doing the job.

2. MP - these moves make some semi-creative uses, shapes, and blades again from her shape-shifting bats. Basic combo fillers, but nothing more than that.

a) standing - her farther arm reaches out as far as it can by means of a punch. Strips of red metal wrap her punching arm and form a drill in front of it.

b) crouching - from a kneeling position, she bows all the way down, revealing a pair of wing-blades that are relatively small but big enough to reach a not-so-close opponent.

c) jumping - she crosses her arms above her head, re-opens them while folding her legs, and out comes a double-bladed something from her side. Actually, it's just her shape-shifting bats doing the job.

3. HP - high-priority spikes that come from behind her. This is the most her shape-shifting bats can do without much effort. Basically covers and protects her whole front side from any jump or dash-in.

a) standing - she spreads out both her arms sideways to their fullest extent, swings them back toward the opponent and, like I said, high-priority spikes come out from behind her. Most would point straight forward, some diagonally upward, and a few diagonally downward.

b) down-forward - she doesn't use spikes in this move, only a single blade. This blade also comes from behind her and she turns around to get it to hit the opponent. Still has the damage and priority of an HP but would mostly come out by mistake when what you really wanted to do was launch the oppoent so be careful.

c) crouching - this is what every MVC character has---a launcher. From a kneeling position, she points her nearer arm upwards while trying to stand up and out pops a big arrow head from the ground.

d) jumping - crosses her arms to cover her face, re-opens them and, again like I said, high-priority spikes come out from behind her. These, however, are different from her standing HP in the sense that these spikes are in curves (like the spike that came from the upper part of her back would end up pointing diagonally downwards) and form some sort of "metallic net" in front of her.

4. LK - one of these show that she's ready to do what she does best, the other one shows her simply being a good fighter, and the remaining one just shows how happy she is with her job.

- a) standing - this is the part that shows her simply being a good fighter. She does what looks like the famous Shotokan standing LK--- a weak but quick kick to the shin.
  - b) crouching - this is what I referred to as the "remaining one" which just shows how happy she is with her job. It's her nearer leg that kicks the opponent's foot, and she's smiling while doing it. She also has both arms spread out, and both her hands are half-closed with the pinky sticking out.
  - c) jumping - I guess the one that shows she's ready to do what she does best (and don't tell me you don't know what that is) is all that's left and it's this move that shows just that. She just basically does a weak knee attack but the pose--- eye candy!!
5. MK - just like the LKs, where one shows she's ready to do what she does best and another shows how happy she is with her job. This time, however, two attacks show how good a fighter(kicker) she is.
- a) standing - this is, like the standing LK, the part that shows her simply being a good fighter. She does what looks like the famous Joudan Sokutou Geri by Ryu, but of course this is a lot less damaging since it's only a normal move.
  - b) crouching - she's definitely ready to...rumble when she does this move, wherein from a kneeling position she slides her farther leg towards her opponent without the heel ever leaving the ground. Her butt slides a little with it too. And her breasts become a little obvious.
  - c) jumping - remember me saying there were two attacks that showed how good a fighter(kicker) she is? Well, this is the second one. In this move, she covers her whole chest area (ow, shucks) with her arms as if embracing herself and then delivers a horizontal kick that yields some nice reach.
  - d) down (mid-air) - she experiences a feeling of "lightness" as she turns around, spreads out both her arms and straightens out both her legs. Strips of red metal wrap her whole lower body and form a drill in front of her toes. And all this while she slowly glides diagonally downwards and try to hit the opponent.
6. HK - just like the MKs, where two attacks show how good a fighter(kicker) she is and another shows a feeling of "lightness". This time, however, none show she's ready to rumble but in its place one shows how well she know her ballet(!)
- a) standing - experienced MVC players should have already guessed, this is the move that features Morrigan's Lilith Mode's ballet skills ;) She raises both her arms and stretches her nearer leg backwards until the foot reaches the back of her shoulder. She then swings this whole leg forward in a near 360degree arc without folding the knee, bending back and reaching the ground with both arms in the process. Get it? Oh, and a red metallic blade comes slashing with her foot.
  - b) forward - she folds one leg bakwards and straightens the other one forward (kinda like a splits K) Then she does a forward



"inverts" with the opponent, and only starts spinning on the way down---  
cool!

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1) Brilliant Shower - D,DF,F+2P

This is the REAL potential of her shape-shifting bats unleashed! They'll all glow and fly towards the opponent, bursting on impact and dealing some damage in the process. 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. Cannot be done in mid-air unlike Ryu's Shinkuu Hadouken, but would cover more vertical range. See anyone who can't move for the moment? DO IT NOW!!! Added note: This super CAN be comboed from a D+HK, but you'll have random(or rather little) success since the bats come out at random and you need the first two to four bats to come out low for the whole super to connect. I usually wouldn't recommend that combo unless the opponent has little life left, where chipping would prove most useful.

2) Splendor Love - F,D,DF+2P

Morrigan seems to be too tired to execute this super, so she calls on Lilith, (or is it Lilith's Morrigan Mode?) and SHE does the uppercutting. How? She lets Morrigan take hold of her in a similar way to the Vector Drain, spreads out one of her wings, and they both float while repeatedly dealing damage to the opponent. But, unlike the Silhouette Blade, you cannot combo this super from anything so use this only as an anti-air. But, again, it does a liiiiittle more damage than the said super.

3) Luminous Illusion - D,DF,F+2K

As if one bombshell beating you up wasn't enough, now there are TWO of them! In this move, Morrigan's Lilith Mode glides toward the opponent, and if she connects, another Morrigan in the same mode will appear behind the victim, and they both will get to do a near twenty-hit combo which would register as 30+ since there are two of them. You can do this super in mid-air, but it can't be comboed from an air combo.

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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. MP-> HP-> Soul Flash
- 2. MK-> HK-> Soul Flash
- 3. LP-> LK-> Shining Blade
- 4. LP-> MP-> Shining Blade
- 5. LK-> MK-> Shining Blade



- 6. D+LP(two-hit)-> D+LK-> D+MK-> D+HP-> UF-> LP-> LK-> MP-> MK-> Soul Fist
- 7. D+LP(two-hit)-> D+LK-> D+MP-> D+MK-> D+HK-> Brilliant Shower

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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 and release a multitude of standing 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 Brilliant Shower 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 Brilliant Shower for major damage afterwards.
2. Play a mix-up game - Morrigan's Lilith Mode 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) D+HP - only if he doesn't block. Launches him in mid-air.

a.1) U-> LP-> LK-> MP-> MK-> Soul Flash

a.2) Dash-> D+HP - will confuse him into blocking the wrong way when he falls back to the ground

a.2.1) Dash-> D+HP - will again confuse him into blocking the wrong way when he falls back to the ground

a.2.2) D+HP - will confuse him into blocking the wrong way when he falls back to the ground in case he's already got the hang of your strategy.

a.2.3) U-> LP-> LK-> MP-> MK-> Soul Flash

b) D+MK - may be done even if he blocks or doesn't block. Added combo filler.

b.1) D+HK-> Brilliant Shower - may be done even if he blocks doesn't block or even when he's at the middle of the screen

b.2) Vector Drain - 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.3) throw - easier and a little faster to execute so do it when you weren't able to act quickly. Also 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) walk forward - make him guess what you'll be doing next and if you predict right, either:

c.1) Vector Drain - 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.

c.2) throw - remove the D+MK part to further confuse. It's easier and a little faster to execute so do it when you weren't able to act quickly. Also not to be used much as it can be considered cheap if you win almost entirely by it.

c.3) 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.

d) summon Colossus/any rammer - only when guard pushed because your opponent will usually dash afterwards. Connect with a Soul Eraser for major damage.

\* you can always jump to D+MK or super jump to D+HK anywhere between these confuser strategies to further confuse. It's a bit more risky, but, if done sparingly, can lure opponents to execute dumb supers that leave them WIDE open for all of yours! Added note: when in mid-air and a little close to above the opponent's head, tap 3P to dash for the opponent, D+3P to do same but suddenly fake it and "hop" over his head, and U+3P to do the "hop" without dashing for the opponent first.

### 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. Know which super to use

Don't always rely on the Brilliant Shower to retaliate on the mistakes of an opponent. It's slow execution time can make you regret doing it because most likely the opponent can still save his own hide by blocking. Use the Brilliant Shower only if your opponent did a super that's so far from you and have 1% chance of ever landing a hit. The Brilliant Shower is also applicable in times when you have super jumped from the opponent's beam super and landed behind him/her. Otherwise, on situations that enabled you to block a super or better yet a tag move, use the Luminous Illusion which definitely comes out faster. Use the Splendor Love whenever you detect a dashing super come your way.

#### 5. 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 Brilliant Shower. Use a confuser's strategy and counter his dashing supers with a Splendor Love to the face! (a little anticipation is needed here, though)

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 Brilliant Shower 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, use your dash to low combo to Brilliant Shower to match Chunli's, and so we're back to a fair match. It's just a matter of "sleight of wrist" now...

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, super jump, and meet him in mid-air with a Darkness Illusion. Alternatively, you can use the Splendor Love---riskier, but well worth it.

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+HP-> air combos which 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 ('cept the Luminous Illusion) 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 a ground to air combo. 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. No, that's not how to beat him, I told you never to use Morrigan's fireballs! 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 dash back to Brilliant Shower. 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 and then juggle with my D+HP strategy! By the way, don't worry bout his supers, just block and Brilliant Shower afterwards.

Morrigan - will fight like you do, being a good confuser and all that. She will, however, (if she didn't read this faq, heh) 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 bury your foot or better yet Lilith's wing blade in her...uh...midsection with a Darkness Illusion or a Splendor Love respectively or make use of my D+HP strategy 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 charge up your super and Brilliant Shower his fireball wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Splendor Love 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 Splendor Love 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, do the aforementioned super and make him savor the taste of a succubus foot. Well, not that it tastes bad but, ow shut me up! :\*

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 Brilliant Shower 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+HK-> Brilliant Shower 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 Splendor Love or jump and Darkness Illusion 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 Luminous Illusion or Brilliant Shower 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 Brilliant Shower or a Splendor Love. 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 players. There'll be two things any "challenging" Wolvie user would do: stomp you like crazy until you open up for a combo to super, or dash in like crazy also until you open up for a combo to super! With the first strategy you'll again have to utilize 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 Soul Eraser. 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 Splendor Love 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 Brilliant Shower 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 D+HP-> Splendor Love 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 Brilliant Shower 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 Brilliant Shower. 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+HK-> Brilliant Shower. 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 (again, 'cept the Luminous Illusion) 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 Brilliant Shower 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, it's Brilliant Shower time! Anticipate her missile super and again use your Brilliant Shower 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



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Please feel free to email me if there's something about Morrigan's Lilith Mode 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.

Contrary to what every other faq, guide, manual etc. has ever said about Morrigan's Lilith Mode, I declare with 100% accuracy that she DOESN'T, I repeat, DOESN'T deal more damage than the original Morrigan in ANY of her moves with the Splendor Love as the only possible exception---and even that merely does 2-3% more damage than the Silhouette Blade. The greatest and most common misconception is that her Soul Flash does a lot more damage than Morrigan's Soul Fist. WRONG!! Again, this is NOT true! Even her Shining Blade does, I think, 2-3% less damage. Trust me, I've actually played a number of times just to verify that.

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