

Marvel vs. Capcom Hulk Character FAQ

by JChristopher

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MARVEL VS. CAPCOM FAQ

by Joseph Christopher <sirlordjoseph@icqmail.com>

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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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as his standing LP. Strictly for filling combos and nothing more. May have other uses but can easily be replaced by other normal moves.

- c) jumping - Hulk delivers an almost horizontal punch with his nearer arm. Should have covered nice range but because of Hulk's size, doing this move alone may result in you getting hit even before you reach the opponent.
3. HP - moves that scream damage, power, and knock down! Comes out slow, recovers even worse. Don't use these as long as you know the opponent has more than 10% chance of blocking them---or you'll end up black and blue all over.
- a) standing - you raise one arm, pack all the power you can muster, and give the opponent a first hand experience of the true meaning of a WHALLOP via hammer punch! But, sadly, it's this move that almost everybody is waiting for cause if blocked, will leave you open for their wildest dreams. Sorry, but don't use this move, ever!
  - b) crouching - this is what every MVC character has---a launcher. I don't understand why it's the biggest and strongest MVC character who needs to raise TWO arms just to launch an opponent! Yep, he uses both his arms in this move. It hits twice, but not because he used two arms, but because his first hit low, then high.
  - c) jumping - it's a clap, but obviously not the normal person's clap, cause if your head gets trapped in between...squishhh! Good move, high on range and damage, but comes out painfully slow and should only be used as an air combo ender.
4. LK - the only LKs in the MVC world worth abusing for their priority, these not only come out just about as fast as any normal players LK, but reaches out more than triply further than normal, and does a little more damage as well.
- a) standing - the introduction says it all! Hulk's front leg just turns side ways and stretches out while the whole base of the foot does not leave the ground. Sound's like the common crouching LK but with much, much more range.
  - b) crouching - why would he change the way he attacks in this move if his standing LK already looks like the common crouching one? So, he doesn't! He's kneeling this time, but still delivers the same kick.
  - c) jumping - well, he just jumps and does basically the same attack as his crouching LK. Not to be underrated cause it's the fastest long-reaching air normal move in MVC. Moreso, it's this move that must be abused for it's priority.
5. MK - like the MP, his basic combo filler. Not much use for these other than what I have just said, though.
- a) standing - he gives you a front kick that hits the face if your not tall enough. Looks cool, comes out a little faster than the standing HP, but recovers just as slow. Don't use this alone.









### 3. Abuse the priority of your jumping LK

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 LKs 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 Gamma Wave 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 Gamma Wave only if your opponent did a super that's so far from you and have 1% chance of ever landing a hit. The Gamma Wave 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 Gamma Quake which comes out a liiiittle faster. Use the Gamma Crush whenever you detect a dashing super come your way.

### 5. Character-specific strategies:

Captain America - if there's anyone who could match your air LK 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 Gamma Wave. (yup this is one of the few matches where you'll have to use this super frequently) Use a counter-attacking strategy and use your Gamma Crush in reply for all his supers!

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 Gamma Wave for you. Might as well use a counter-attacking strategy with this captain because he'll just Captain Corridor you out of any attack you start.

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 LK button rapidly during the whole air trip. Second, dash to low combo to special and make use of my counter-attacking strategies, but with extra care. Missing would prove fatal...

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

a rain of Kinetic Cards as a chip away strategy but that can easily be countered: Just dash right below him, and what else but Gamma Crush!

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-> Gamma Charge. 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 that goes for YOU too. Don't use the Gamma Charge on a standing Hulk cause more often than not you'll get punished by HIS Gamma Charge.

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

Megaman - two words: Keep Away. Yep, that's the NES freak's cheapy strategy! (and it will surely work triply well on someone as big as you) 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 Gamma Wave. 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 counter-attacking skills. How? just dash then...BLOCK! If he attacks, counter with a Gamma Charge! If he manages to escape, which would only be possible via super jump, catch him off guard with a Gamma Crush! By the way, don't worry bout his supers, just block and do a super of yours afterwards---Gamma Wave if too far, any other super if otherwise.

Morrigan - will fight like Ryu does, being a good confuser and all that. She will, however, have her options limited to low attacks and throws so show-off your Gamma Charges and win! If she does something you won't, namely raining you with air fireballs, Dash in and punish her with your Gamma Crush or catch her off guard with a D+HP(your launcher) 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 LK to charge up your super, Gamma Charges to counter his ground fireballs and dash-in to Gamma Crush his air fireballs wherever he may be! (even at the peaks of high jumps!)

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

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. If he doesn't have a single super charged up yet, hell, forget all I've just said about him and engage in a confuser's throwing game instead.

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

War Machine - Just block his ground combos, D+LK to combo his throw attempts, and do a dash in to Gamma Crush 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 Gamma Quake 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 Gamma Wave. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping LK to do the trick.

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

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

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

#### 6. Strategies on secret characters:

Golden War Machine - Just block his ground combos, super jump from his throw attempts, and do a sudden dash in to Gamma Crush 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 Gamma Quake 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 Gamma Wave. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping LKs do the trick. Added note: You CAN Gamma Wave like crazy with this War Machine cause he'll take every last bit of it.

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

Orange Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to dash-in, deliver a D+HP, and proceed with air combos which will also work on him fine. Orange Hulk is big, but remember that all your supers make bigger look dumber rather than stronger---and that goes for YOU too. Don't use the Gamma Charge on a standing Hulk cause more often than not you'll get punished by HIS Gamma Charge.

Roll - She's so cute, I wouldn't dare land a jab on her face, but, sadly, MVC is survival of the fittest and Roll, as many would say, is not "fit". I'd choose her over Megaman anytime but I must admit I find the always-give-you-a-stupid-look boy much harder to defeat. Refer to my Megaman strategies for dealing with her and adjust





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