

# Marvel Super Heroes vs. Street Fighter Dhalsim Character FAQ

by ICEOUT0002

Updated to v1.25 on Apr 21, 1999

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## GAME PAGES

Marvel Super Heroes vs. Street Fighter (PSX version)  
Dhalsim Guide

Version : 1.25  
Original: 03/16/1999  
Updated : 04/21/1999  
By : Charles Grey (iceout0002@aol.com)

1.02(3/17/1999): Added hit to combo #6  
1.25(4/21/1999): Added 16-hit corner combo and an INFINITE COMBO  
Far hits combo information and crossover mode differences

ICEOUT GAME PAGES 1999  
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- 1) Legend
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1) LEGEND  
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UB U UF  
B \* F  
DB D DF

1: Jab      2: Strong    3: Fierce      = P  
4: Short    5: Forward    6: Roundhouse = K

2P: Any 2 punches  
2K: Any 2 kicks  
3P: All 3 punches  
3K: All 3 kicks

QCF: D, DF, F  
QCB: D, DB, B  
HCB: F, DF, D, DB, B

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2) UNIVERSAL MOVES  
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Dash : F,F or 3P  
Long Jump : UF from dash  
Back Dash : B,B or B+3P  
Super Jump : D,U/ 3K /U from launch  
Drift : Hold B/F during super jump  
Counter : B,DB,D+any button while blocking (B,DB,D+3+6 in crossover)  
Roll : B,DB,D+any button when knocked down  
Parry : F+3P when blocking  
Universal Launcher: 1+4  
Variable Assist : 2+5  
Team Member Switch: 3+6  
Team Super : QCF+same P+K (QCF+3+6 in crossover)  
Throw Escape : B/F+2/3/5/6  
Taunt : Select

#### DASH

He floats forward 1/2 screen.

#### LONG JUMP

He will jump twice as far as usual. It may be good for landing deep jump-ins.

#### BACK DASH

Floats backward 1/2 screen.

#### SUPER JUMP

You jump twice as high, can throw multiple attacks in mid-air, and change your angle by drifting.

#### COUNTER (Need 1 Super Level, both players)

Dhalsim will jump in and throw a Yoga Flame while his partner is blocking. This is good for getting out of corners.

#### ROLL

When knocked down from a special move or a throw, this will roll you away from your opponent when you hit the ground.

#### PARRY

Also known as "push-blocking". This will push them away from you. Good for blocked specials/supers!

#### UNIVERSAL LAUNCHER

This is just another way of doing your launcher, which is used to start those "AIR COMBOS".

#### VARIABLE ASSIST (both players)

While offscreen, he jumps in and throws a Yoga Fire.

#### TEAM SWITCH (both players, crossover mode only)

This switches your active team member. Dhalsim either exits with a taunt or enters with a jump kick. There is a long recovery if the jumpkick is blocked.

#### TEAM SUPER (2 Super Levels, both players)

Dhalsim throws a Yoga Inferno and his team mate throws one their supers at the same time. It can be a 40+ hits by itself!

#### THROW ESCAPE

In the very first frames of throw animation, use this to break away. The words "TECH HIT" appear when you do it.

TAUNT

He stands for about a second.

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3) BASIC MOVES  
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Far Standing:

1: Hand jab

B/F+1: Fast jab (looks slightly different and animates faster)

2: Long punch

3: Long punch with both hands

4: Downward foot strike

5: Head-level foot strike

6: Head-level roundhouse (knocks down)

Far Crouching:

D+P: Knee-level punch (button determines speed and strength)

D+K: Foot slide (button determines length, 6 knocks down)

Close Standing:

1: Hand chop

2: Upward chop (launcher)

3: Headbutt (hits only once though)

4: Mid-level kick

5: Stomach kick

6: Knee strike (knocks down)

Close Crouching:

D+P: Low chop (button determines speed and strength)

D+K: Ankle kick (button determines strength, 6 knocks down)

Far Jumping:

Jump 1: Punch aimed 75" down

Jump 2: Straight punch

Jump 3: Punch aimed 45" down

Jump 4: Downward kick

Jump 5: Same as 4

Jump 6: Upward air kick

Close Jumping:

Contains only the first half of animation of the far jumping attacks. A close jumping 6 looks like the far one, it just cuts off sooner.

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4) THROWS  
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B+button to throw over head

F+button to throw forward

2 : Yoga Noogie (push buttons rapidly to increase damage)

3 : Shoulder Throw

5/6: Stomach Butt

2/3 in midair: Power Chop

All basic throws can be escaped, and the Noogie and Stomach Butt can followed with OTG hits in the corner.

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## 5) SPECIAL MOVES

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Yoga Fire : QCF+P (also in air)  
Yoga Mummy : Jump D+3  
Yoga Flame (straight): HCB+P  
Yoga Flame (upward) : HCB+K  
Drill Kick : Jump D+K (button determines angle)  
Teleport : F,D,DF+3P or 3K (also in air)  
Teleport : B,D,DB+3P or 3K (also in air)  
Flight : QCB+2K (also in air, repeat to land)

### SUPER MOVES

Yoga Inferno : QCF+2P (also in air) (D/U aims)  
Yoga Strike : QCF+2K

### YOGA FIRE

This is a projectile that stuns briefly when hit. Don't use the air version, though, it's slow.

### YOGA MUMMY

He dives head-first at a 30" angle

### YOGA FLAME

There are two versions of this move. Dhalsim blows fire which bounces and juggles his opponent.

1: 1 hit 4: 1 hit  
2: 2 hits 5: 2 hits  
3: 3 hits 6: 4 hits

### DRILL KICK

A slow-moving drill kick, can be used in jump-in combos.

4: 75" Downward  
5: 45" downward  
6: 15" downward

### TELEPORT

Basically unchanged since Hyper Fighting. Where you end up is partially affected by the position of you and your opponent on the screen.

### FLIGHT

His new move for MSH vs. SF. He floats in the air and can move in any direction he chooses. He can throw an unlimited number of his basic and special air attacks. This lasts for 10 seconds, or if you get hit. Using the Yoga Mummy or D+K drills also ends flight.

### YOGA INFERNO

His main super! He throws a bunch of fireballs that reach 3/4 across the screen. At any time, hold U to aim it above your head or D to aim it below. This can hit up to 24 times and ALL of the hits can juggle! New to this version, he can interrupt this with a Yoga Strike or a Team Super.

### YOGA STRIKE

Dhalsim somersaults up at a 30" angle. If he meets with his opponent, he leg-grabs them and slams them twice. I can't put this into a combo. The only use I know of is an anti-air attack. It IS UNBLOCKABLE.

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6) COMBOS  
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Air combo finishers: Close 2/3/5/6 Far 3/6

JUMPING SERIES

Dhalsim's jump-in series is: (1/4)>(2/5)>(3/6)

This is the number of basic attacks he can use when jumping in or meeting an opponent in mid-air. You can use the D+K drills in jump-ins as well.

GROUND SERIES

Dhalsim has NO actual ground chain combos. Instead, he must link attacks with careful timing. He can link his various close jabs and strongs. (see combos)

SUPER-JUMP (AIR COMBO) SERIES

His close super jumping series is 1>4>(2/3/5/6). His far one is 1>4>2>5>(3/6)  
The last are his air combo finishers which will knock the opponent downward. With good timing, he can extend his air combos by linking up to 3 extra air shorts.

HOW TO DO AIR COMBOS

First, connect with your launcher and immediately jump up. Next, connect the first super-jumping attack while they are flying up. If they block and/or the combo counter stops counting, YOU WERE TOO SLOW! It's like connecting a ground combo, except you are doing it in midair. You have to chain/link the hits before they recover and can air block. Next, connect the rest of the air combo. Eventually, you and your opponent start descending and air combo hits become much harder to connect.

OTG (OFF THE GROUND) COMBOS

When your opponent is falling down from a throw or special move, when there is no air recovery, you can hit them while they are landing from a fall. The first OTG hit will "float" them up a little, and you can juggle them before they land again. However, if they do the recovery roll, they roll away before you can do the OTG hit! You can only do one OTG hit in a combo.

Basic Combos:

- #1 (2): QCF+P, walk in, 3
  - (2): Close D+1, D+2
  - (2): Meet in midair with jump 1, 2
  - (3): Dash in D+1, D+1, D+1
  - (3): Dash in 1, 1, 1
- #2 (3): Throw with 2/5/6 into corner, OTG with D+4, D+5
- #3 (3): Close 2, U, 1, 2

Advanced Combos:

- #4 (5) : (corner only) 6>HCB+5, OTG with D+4, 5
- #5 (8) : Jump-in 1, 2, land, close 2, U, 1, 4, 4, 4, 5
- #6 (10): Jump-in D+4, 5, 3, land, close 2, U, 1, 4, 4, 4, 4, 6 (large guys only)
- #7 (26): HCB+2/5, QCF+2P
- #8 (5) : Dash in close D+1, 2, U, 1, 4, 5
- #9 (16): (corner) Jump D+4, 5, 3, land, close 2, U, 1, 4, 4, 4, 2, 5, 6, land, jump 4, 5, 6, OTG D+4, D+5

#10(IC): (corner) Close 2,slight drift away,4,5,6,4,6,land > jump 4,2,6,jump 4,2,6,...

(only on Chun-Li or Sakura)

#### COMBO #1

The classic pressure combo from SSF2! Connect the punch as they reel from the fireball. Use this to chip at those keep-away players.

#### COMBO #2

What could be cheaper than comboing off a throw? They can roll after the throw, however.

#### COMBO #3

This is a very basic air combo. The close 2 WILL NOT launch Hulk or any other super-armor character unless done in a bigger combo.

#### COMBO #4

The knee will knock them up just a little way, cancel into the flame very quickly and you should be able to do the last two hits when they land. This is a very hard combo!

#### COMBO #5

Now we're thinking big! Make sure the 2-hit jump-in hits deep or else you'll get a far 2 instead of the close one. To get all of the hits, the air jab must connect early!

#### COMBO #6

This is a bigger version of #5, but it can only be done on large characters like Zangief or Hulk. The sixth air hit won't connect on smaller characters because it will be too late even for the upward kick to connect.

#### COMBO #7

As soon as he finishes breathing the second flame, do the super!

#### COMBO #8

The crouching 1 to launcher is a link, not a chain hit.

#### COMBO #9

The 7-hit air series works on everyone, though you may have mixed results on the 3-hit juggle and the 2 OTG hits (which requires perfect timing).

#### COMBO #10

Infinite combos still exist in abundance in MSH vs. SF. The air combo and the jumping hits must be the FAR versions! Drift slightly back after launching, but not too far or the last 2 hits will miss.

## 7) STRATEGY

### General CPU Strategy

A dashing D+5 is one of the best ways to sneak in a hit. If they are turtling or starting a fireball fight, a jumping D+5 drill can get you closer. If stuck in the corner, dash in and throw.

A great time to go for COMBO #5 is when they miss a special move and their head is exposed.

DO NOT try to launch them all of the time. If you do, they will start countering with a special moves or ground combos! Save the air combos for blocked or missed moves!

Vs. CPU Hulk

The fire-fist pressure trap won't work here since he can absorb and attack through the fireball. Alternate dashing D+1 and D+5 attacks to keep the pressure on.

Vs. Apocalypse

Dhalsim can take him out easily! I jump at his head with a jumping 1,2>Yoga Fire combo. You can also Yoga Fire his hand when it's exposed. As soon as you build up a super level, USE THE YOGA INFERNO!!! Apocalypse takes more damage if open hand is hit, if he's blocking with that, aim the inferno up at his head.

Vs. Cyber-Akuma

This guy is tough!!! Pressure with Fierce Yoga Fire and crouching jabs! Watch out for his dash-in ducking short combo! If he teleports towards you, the Yoga Inferno will nail him when he comes out of it! If you are in the corner, get out!!!

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8)ENDING  
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Dhalsim invites Shuma over for dinner and is let on a little "prediction."

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9)CREDITS  
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