

Marvel Super Heroes vs. Street Fighter Combo FAQ

by ICEOUT0002

Updated to v1.60 on Oct 28, 2001

ICEOUT GAME PAGES

```
====  ===  ===  ===  =  =  ===
=  =  =  =  =  =  =
-  -  --  -  -  -  -
=  =  =  =  =  =  =
====  ===  ===  ===  ===  =
```

.....
:ICEOUT's incredible Marvel Super Heroes Vs. Street Fighter EX (PSX) Combo Guide:
:.....

.....
:Version 1.60.....
:Original 04/07/1999.
:Updated 10/28/2001.....
:By Charles Grey (iceout0002@aol.com):
:.....

- | | |
|---------------------|-------------------|
| 01) Update History | 02) Super Cancels |
| 03) Legend | 04) Ryu |
| 05) Ken | 06) Akuma |
| 07) Dan | 08) Sakura |
| 09) Dark Sakura | 10) Chun-Li |
| 11) M. Bison | 12) Dhalsim |
| 13) Shadow | 14) Zangief |
| 15) Mech-Zangief | 16) Wolverine |
| 17) Spider-Man | 18) Cyclops |
| 19) Hulk | 20) Omega Red |
| 21) Captain America | 22) Shuma-Gorath |
| 23) Blackheart | 24) Secret Codes |
| 25) Apocalypse | 26) Cyber-Akuma |
| 27) Credits | |

.....
:01) UPDATE HISTORY:
:.....

- 1.60 : (*) 3 New Dhalsim combos, and another Apocalypse move.
- 1.55 : 3 *NEW* combos from shin_wargreymon@yahoo.com, for Ken/Chun-Li
Also new combos of my own. (8/1/00)
- 1.50 : Although Marvel vs. Capcom is out now, I think this is still a better game. There's too much cheese in the PSX version of MvC!!! The 99 hit super to team super combos and unlimited helpers make the game too easy to win! There wasn't as much lost on MSH vs. SF for the PSX. New Ryu and Akuma combos sent in from ANTHONYGE, as well as some new combos for Spider-Man, Zangief, Wolverine, and Hulk that were discovered playing Marvel vs. Capcom on the Dreamcast, which will work here. (2/26/00)
- 1.42 : New Chun-Li/Dan combos, Cyclops double-jump combo (4/22/99)
- 1.39 : More infinites, some corrections, Captain America combo
- 1.36 : Infinites for Dhalsim and Wolverine - noted by "IC"
- 1.33 : Added EX OPTIONS code, improved some combos
New combos for Ken,Zangief,Cyber-Akuma
- 1.22 : 2 more combos
- 1.20 : Added combos for Chun-Li, Captain America/US Agent, and Spider-Man
Changed "continues" to "rounds" in boss codes.
- 1.10 : Added combos for Dark Sakura and Cyber-Akuma! (including an infinite!)
Movelist for Apocalypse/How to access both bosses

TOTAL NUMBER OF COMBOS : 121

.....

:02) SUPER CANCELS:

.....

Cancelling Chart (exclusive to PSX version)

special move > super > other super/team super

> same super (Omega Red/Dan super taunt)

.....

:03) LEGEND:

.....

UB U UF 1 2 3 = P jab strong fierce

B * F 4 5 6 = K short forward roundhouse

DB D DF

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

FDF : F,D,DF

HCB/HCF : F,DF,D,DB,B / B,DB,D,DF,F

CD/CB : charge down / back

2P/3P : Any 2 punches / All 3 punches

2K/3K : Any 2 kicks / All 3 kicks

OTG : Off the ground after knockdown (can be rolled out of)

.....

:04) RYU:

.....

(6) Jump 2,4,5>QCB+K

(15+) QCB+K>QCF+2P

(20+) Jump 2>QCF+P>QCF+2P

(20+) (corner) Jump 6,2,D+3,U,1,4,2,5>QCF+P>QCF+2P

(25+) (corner) Jump in 4,U+5,3,dash in 1,2,D+3>FDF+2P,D+3,U,1,4,5>QCF+P>QCF+2P

(32) (corner) Hit out of air with 2>FDF+2P,2>FDF+2P,2>FDF+2P,2,D+3,U,1,2,3

.....

:05) KEN:

.....

(3) Jump in 1,2>QCF+P

(8) (corner) Dash in 4,5,6>QCB+6

(10) Jump in 1,2,land,D+1,D+3,U,1,2,1,2,U+5>FDF+1

(13) (corner) Jump in 1,2,land,D+1,D+3,U,1,4,4,U+6,OTG w/1 on way down,D+2,jump 1,2,3

(17) (corner) Dash in 4,5,3>QCB+2K

(30+) (corner) Jump in 1,2,land,D+1,D+2>QCF+2P>QCF+2K,jump 4,U+5,U+6

(32) (Ken/Akuma as partner) Jump 3,land,1,2>QCF+2P>QCF+3+6

.....

:06) AKUMA:

.....

(5) Jump in 1,2>QCF+5

(10) Dash in D+1>QCB+6,OTG D+1>QCB+6

(15) Jump in 1,2,land,1,2>QCF+2P

(20+) Jump QCF+K>QCF+2P

(20+) Dash in D+1>QCB+6,OTG D+1,D+3,U,1,2>QCF+P>QCF+2P

(25+) (Ryu as partner) Jump in 4,U+5>QCB+6,dash in 1,2,3>QCF+P>QCF+3+6

.....

:07) DAN:

.....

(5) Dash in D+1,D+1>QCB+6

(9) (corner) Super jump in 1,2,land,D+3,U,1,4,2,5,3,6

(15) Dash in 1>QCF+2P>QCF,QCF+Taunt>QCF+2P (this really works!)

(22) (corner) Dash in D+4>QCB+2K,OTG D+4>QCB+2K

.....

:08) SAKURA:

.....

(2) Dash in 1,Taunt

(5) Jump in 4,5,land,4,5,6

(11) D+1,D+3,U,1,4,2,5>QCF+3

(35+) (corner) Dash in 3>QCB+1>QCF+2P>QCB+2P>QCB+2K

.....

:09) DARK SAKURA:

.....

(35+) (corner) 3>QCF+3>QCF+2K>QCF+2P>QCB+2K

.....

:10) CHUN-LI:

.....

(5) Dash in D+1,D+1,D+4,D+2,D+5

(5) Jump in 4,5>lightning kick 5

(6) Dash in D+4,D+5,D+6>OTG with lightning kick 6

(8+) 6,U,1,U+4>lightning kick 4

(9) (corner) Taunt>FDF+2K

(10) Jump 3,land,F+1,F+4,F+6,U,1,4,2,5,6

(12+) (corner) Taunt>QCF+2K>FDF+2K

(12+) 1,4,6,U,1,4,2,5>lightning kick 6

(14) (corner) Jump 5,1,6,U,1,4,1,U,1,4,2,5,3,F+6,F+6,F+6 (double jump combo)

(18+) Dash in D+3,D+3>QCF+2K(tap K)

(IC) Dash in 4,D+3>dash 4,D+3,.... (VERY difficult)

.....

:11) M. BISON:

.....

(2) D+6>OTG HCF+K

(6) Jump in 4,5,land,3,U,1,2,3

(8) Jump in 4,5,land,dash in 1,3,U,1,5>HCF+5

(9) Jump in 6>QCF+2P

(18) (corner) Jump in 4,5,land,1,3,U,1,2>QCF+2P,OTG w/6 on way down,3,U,1,2,3

(20+) HCB+3,dash in D+1,D+1,D+2>QCF+2P

(30+) HCB+3,QCF+2P>QCF+2K

.....

:12) DHALSIM:

.....

(2) (far) QCF+1,dash in,3/6

(3) Close 6>HCB+5

(5) Dash in D+1,2,U,1,4,5

(5+) (flight) Hit out of air with 4,4,4,4,.... *

(6) (corner) Jump F+2/3 air throw,OTG D+6,2,U,1,4,5 *

(16) (corner) Jump in 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

(26) HCB+2,QCF+2P

(26+) Call Akuma w/2+5,jump 4,5>QCF+2P *

(60+) (corner) close 6>HCB+5>QCF+2P>QCF+same P+K (team super)

(IC) (vs. Chun Li/Sakura)

(corner) Close 2,U,slight drift away 4,5,6,4,6,land,jump 4,2,6,jump 4,2,6,....

.....

:13) SHADOW:

.....

(2) (far) CB,F+1,dash in F+5

- (6) Jump 5,CD+1,D+1,U+6
- (6) (corner) Jump in 1,5,land,D+1,D+4,D+5,D+6
- (9) Jump in 1,5,land,D+1,D+3,U,1,4,2,5>U,UF,F+K
- (12) (corner) QCF+2K,OTG D+4,6

.....
:14) ZANGIEF:
.....

- (2) Jump 3P,3P
- (3) (corner) 6,FDF+P
- (3) (corner) Throw with F+3/5/6,OTG 4>FDF+1
- (3) D+2,U,1,D+2
- (4) Jump 4,D+1,D+1,F+3P
- (4) Jump 3P,jump 5>3P,land,6
- (6) (corner) Any jump-in,D+2,U,1,5,3K,land,jump 5

.....
:15) MECH-ZANGIEF:
.....

- (6) (corner) Any jump-in,D+2,U,1,5,6,D+2(OTG)
- (8) (corner) Any jump-in,D+2,U,1*,5*,6*,6,land,6 *delay slightly

.....
:16) WOLVERINE:
.....

- (5) Jump in 1,2,2,land,2,2
- (7) 6,U,1,1,2,2,2,2
- (9) (QCB+2P) D+6,6,U,1,4,2,2,2,2,2
- (13) Jump in 1,2,2,land,4,6,U,1,4,2,2,2,2,5>UF+2+4
- (15) (corner) Dash in 1,4,2,5,D+3,D+6>D,U,1,4,2,2,2,2,2,2
- (16) Dash in D+1,D+4,D+4,D+4,D+3,D+6>FDF+2K
- (21) (corner) QCF+2P,OTG D+4,2,3
- (25+) (QCB+2P) D+3 7-15x > QCF+2P
- (IC) Dash in 1,1,D+4>dash,1,1,D+4,...

.....
:17) SPIDER-MAN:
.....

- (3) Hit out of air with jump 1,2,3
- (IC) 2>FDF+1,land,2>FDF+1,....
- (4) D+1,D+1,D+6>OTG QCB+6
- (8) 1,2>FDF+1>QCF+2P
- (8) Jump 1,2,land,1,1,2,U,1,2,3
- (10) D+1,D+1,D+6>OTG QCF+2K
- (12) Jump in 1,2,3,land,1,1,D+5,6,U,1,4,2,5,6 (large guys)

.....
:18) CYCLOPS:
.....

- (4) 3(far),QCF+1
- (6) 6,6>QCF+1
- (7) Dash in D+4,D+4,D+4,D+4,D+6>OTG F,DF,D+1
- (13) (corner) Jump in 1,2,dash in 1,1,2,U,1,D+4,D+4,D+4,2,5,3,6
- (14) Jump 4,1,1,4,4>QCB+4>F,DF,D+2P
- (21) (corner) Jump in 1,2,dash in 1,1,2,U,1,D+4,D+4,D+4,D+4,U,1,D+4,D+4,2,5,3,6,OTG D+4,D+5,6,6

.....
:19) HULK:
.....

- (3) (back to corner) 1>HCB+1,3
- (5) D+1,D+3>QCB+2P
- (6) Jump in 4,5,land,CB,1,2,F+6,U+6
- (8) (corner) D+3,U,1,4,2,3,3,6

.....
 :20) OMEGA RED:

- (3) Jump in 4,5>QCF+5,tap P/K
- (6) Jump in 4,5,land,4,5,6>QCF+4
- (16) Jump in 1,2,land,1,1,2,U,1,4,2,5,3>QCF+5
- (35+) (corner) QCF+2P>QCF+2P>QCF+2P

.....
 :21) CAPTAIN AMERICA/U.S. AGENT:

- (5) Dash in D+1,D+4,D+4,D+6>QCF+1 (OTG)
- (7) Jump 4,1,1,4,5,5,3 (large guys)
- (11) (corner) 2+5(for US Agent or Capt. A),QCF+2P
- (12) Jump in 1,2,land,1,2,U,1,1,1,U,1,4,2,5,3 (double jump combo)
- (14) (corner) 4,5>QCF+4>QCF+2P

.....
 :22) SHUMA-GORATH:

- (5) (corner) D+3,6
- (9) Jump 2,5,land,2,5,U,1,4,2,5,U+3
- (10) Jump 1,5,CDB+1,DB+1,F+3

.....
 :23) BLACKHEART:

- (4) HCB+1,jump 4,1
- (9) Jump in 5,1,land,4,2,U,1,1,4,2,5
- (20+) HCB+1,QCF+2K,air dash 4,1

.....
 :24) SECRET CODES:

PLAY AS THE BOSSES

To play as the bosses, you must beat all 8 levels in BATTLE MODE without losing even one round. This includes Cyber-Akuma, BTW.

Highlight Akuma and tap select 5 times before selecting to score Cyber-Akuma, select 6 times for Apocalypse.

EX OPTIONS

Highlight OPTIONS, enter 3,5,B,2,2 (fast)

.....
 :25) APOCALYPSE:

- Earthquake: F,DF,D+P Mace: QCF,QCF+P Fan Lasers: random! Drill: QCF+3
- Homing Laser: QCF+6 Gun Shots: (spread) QCF+5 / (homing) QCF,QCF+5
- Dash/Backdash: 3P / B+3P
- (19) QCF+5,(fan lasers hit)

.....
 :26) CYBER-AKUMA:

- (5-6) F+5,1,1,1,3

(5+) Super jump, continous QCF+1 on way down
(6) (corner) Throw with F+2/3,D+3,U,2,2,3
(12) Jump 6,2>QCF+2P
(14) (corner) Jump in 1,2>QCF+2,land,D+1,D+2>QCF+2P
(25+) Jump QCF+K>QCF+2P
(25+) Jump 6,2,D+3,U,2,5>QCF+2P
(IC) (large characters) Jump QCF+5,jump UF+1>QCF+5,jump UF+1>QCF+5,etc.
(on Zangief) Jump QCF+5,jump UF+1,2>QCF+5,jump UF+1,2>QCF+5,etc.
(IC) (large characters) Dash in 1,dash 1,...

.....
:27) CREDITS:
.....

John Evans (shin_wargreymon@yahoo.com) - Ken/Chun-Li combos
"ANTHONYGE" - Sent in new Ryu/Akuma combos back in August, but saved for the
final update.
David S. Dial (nanomaki@mailexcite.com) - Dhalsim's infinite
Omar Deloney - Chun-Li's infinite

All Marvel Characters (c) MARVEL COMICS
MSH vs. STREET FIGHTER (c) 1997-1999 CAPCOM
Marvel vs. CAPCOM (c) 1998-2000 CAPCOM

This document is copyright ICEOUT0002 and hosted by VGM with permission.