

Marvel vs. Capcom: Clash of Super Heroes Combo FAQ

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Updated to v2.1 on May 9, 2000

Marvel vs. Capcom INSANE COMBOS (for the Playstation)

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Version 2.1 5/9/00

A special thanks to Greg Lee Dawson (gdawson@angelfire.com) for his aid in the structure, inspiration and influence for some of these great combos.

NEW SINCE THE LAST FAQ

The combos and terms labeled with a "V.2" are combos that are either entirely new, added since the first version of this FAQ, or combo's from version 1.0 that were edited... Check over everything again because their might be something new.

Most of the combos on this list will take away 50% of life away from your opponent, and I found a couple combos over 50 hits, and 3 over 99 hits. There are TONS of combos for each character on this game, but I'm only going to list the best ones that I've found for the characters listed below. But before I go onto the combos, there are a couple things that you have to keep in mind to do them:

- These combos are ONLY for the PSX (Playstation) version of Marvel vs. Capcom. This is because most of these combos require the hyper cancel feature that is only available on the "EX" version of this game on the Sony Playstation. Forget tagging!!! I'll take the hyper-cancels any day!!!
- The damage listed and the hits are approximate. All damage is measured in the training menu with the damage display feature that it has. (when there is a number for damage, that doesn't mean percentage - a combo that does 75 damage, will take away about 50% of an enemies life. I guess that means 150 damage is 100% - you do the math.) All the combos below are based on being done against Ryu. (since he seems to be relatively average in size, and taking damage.) Doing these combos against different characters will probably spawn different results in combo damage and number of hits. (For better or worse, depending on the character)
- For the combo info, I have listed first the number of approximate hits, the damage, and the required super meter level (if there is one needed)
- If there is a comma between the numbers, then you push those buttons in a chain combo fashion. (quickly after the other one) - if there is a "+" between the numbers, then you press those buttons simultaneously. If you see a 5/6, that means the strongest punch and kick together (for team supers).
- Not all the characters from the game will I list combos for. Not because that character isn't good, just specific characters, with the BEST combos will I list.
- If you are new to hyper cancels, the key to getting them to work is to finish the motions for the next move IMMEDIATELY when the move you just

executed connects with the enemy. (NOT immediately after you do the motion for the first move.) Did you get all that!? Knowing this is essential to getting the combos to work. This doesn't just apply to connecting super moves, but also connecting special moves to super moves, super moves to team moves, and more!! Chain moves are an exception, just do those quickly one after the other. Mastering hyper cancels takes some practice if you are new to it, so don't get discouraged, and don't blame me if you can't get the combo's to pull off. They all work.

- The "***GREAT VALUE***" combos listed below do MEGA damage with a Level 1 super, or less. (while there are combos that do WAY more damage, they take more of the supermeter - and that doesn't do you much good just starting the match or after doing a massive combo - hence the "great value" label.) The "***INSANE!!***" combos, well, lets just say they are borderline cheat codes either because of the number of hits, or because of the MEGA damage. Your friends will not want to play you if you do these combos to them. That, or every time you pull one of these off, they'll say "What the...", then glare at you. :)

- Here is the "key" for the combo list below:

1=L. Punch
2=L. Kick
3=M. Punch
4=M. Kick
5=H. Punch
6=H. Kick.

3P=All 3 Punch's button.
3K=All 3 Kick's button.
QCF=Quarter circle forward,
QCB=Quarter Circle Backwards.
HCF=Half circle Forward.
HCB=Half Circle Backwards.
DP(Dragon Punch)=Forward, down, diagonal-forward.

(Be cautious not to confuse the "3" move (medium Punch) with the 3P (all 3 punches button - same with the kicks.)

V.2 New Term:

OTG=Off the Ground. When you see an OTG, that means that it's possible to make a combo continue, even after the enemy has been knocked down. (in other words, you juggle them while they're laying on the ground) Though, it is possible that your opponent could roll out of the way, preventing the OTG from taking place, (possible, not always) so keep that in mind for the combos labeled OTG. However, some OTG's don't let your opponent have the roll option, and they are specified in the combo notes.

Now, ON TO THE COMBOS!!!

RYU

17 hit - 55-60 damage - Level 1

Crouching 2, crouching 5, (into aerial rave) 1, 2, 3, QCF + 3P

NOTE: The "3" punch in air normally hits twice. You need to cut the 2nd hit of that punch off with the QCF + 3P. This combo is best done away from the corner of the screen. Also, if you are at least one screen distance from the edge of the stage, you can throw a Hadoken (QCF + 5) after the "3" and still connect a QCF + 3P hyper cancel. This does a LOT more damage, but it's harder to pull off.

28 hit - 70-75 damage - Level 1

2, crouching 4, QCF + 5, QCF + 3P

NOTE: Do the motion for the Super Hadoken very smoothly or else you will end up doing the Super uppercut and completely miss. This combo is best done away from the corner of the screen.

V.2

22 hit - 78-80 damage - Level 1 *GREAT VALUE!!*

crouching 2, crouching 6, QCB + 3K, 1, 3, crouching 5 (into aerial rave), 1, 2, 4, 6

NOTE: This combo ONLY works in the corner, or else at the end of the hurricane kick supermove, you will be too far to connect. You may have to step forward some after the 3K super so that the moves after can connect. Opponent CAN roll from the "6" OTG.

V.2

38 hit - 80 damage - Level 2

QCB + 3K, QCF + 3P

NOTE: For these two super moves to connect, you have to complete the motion for the QCF + 3P on the EXACT last hit of the QCB + 3K. Of course, if you wanted to, you could start this combo with an OTG crouching "6", but there is always the possibility that your opponent could roll.

V.2

46 hit - 107 damage - Level 3

Jumping QCF + 1, Jumping 4, Jumping 6, 2, crouching 4, QCF + 3P, HCB + 5 (change to Akuma), Crouching 6, QCB + 3P

NOTE: This combo ONLY works when your opponent is in the corner. At the full length of the screen away, the jumping QCF + 1 is VERY close to the ground. If you dash, and jump quickly, you can connect with the jumping 4 and 5 IMMEDIATELY after the fireball hits. Change to Akuma before Ryu's super fireball ends. The Crouching 6 is an OTG, and your opponent CAN roll.

KEN - (the Ken form of Ryu).

Either press HCB + 3 during the match, or hold the select button for 5 seconds then select Ryu on the character select menu to get him.

35 hit - 90-100 damage - Level 3 *INSANE!!*

2, crouching 4, QCF + 5, QCB + 3K, QCF + 3P, QCF + 3K

NOTE: This combo only works if your opponent is trapped in the corner. Out in the open, this combo would normally push opponents away too far for even the QCB + 3K to connect. For the first 2 super moves, allow them to hit several times, but don't allow them to complete in the air or you won't be able to connect the final super. Experiment a little on this one.

AKUMA - (the Akuma form of Ryu).

Either press HCB + 5 during the match to get him, or hold the start button for 5 seconds then select Ryu on the character select menu.

38 hit - 80-85 damage - Level 2

2, crouching 4, QCF + 5, QCF + 3P, QCB + 3P

NOTE: For the first super move, allow them to hit several times, but don't allow them to complete in the air or you won't be able to connect the final super. Best done out in the open away from corners; Experiment a little on this one.

60 hit - 95-110 damage - Level 3 *INSANE!!*

2, crouching 4, QCF + 5, QCF + 3P, QCF + 5/6

NOTE: Same notice as the above combo. I always choose my team partner as either Gambit or Morrigan. Their team supers seem to have the most damage, and gambit's has a mega number of hits as well.

13 hit - 90-95 damage - Level 1 *GREAT VALUE*

Jumping 6, QCB + 6 (while still in air), 1, 3, 5, QCF + 5, QCF + 3P

Note: This combo only works in the corner. The first kick should NOT be very deep, (it should be high and slightly distant) and it should connect at your opponents head (so that you're still high enough that the QCB + 6 can still connect in air) This combo also works with Ken.

15-24 hit - 80 damage - Level 1 *GREAT VALUE*

Crouching 2, crouching 5 (into aerial rave) 1, 2, QCB + 6, QCF + 3P

NOTE: Allow the QCB + 6 to hit twice in the air. Execute the QCF + 3P on the 2nd hit of that move. Great combo for corners or in the open, but it's one of the harder combos to do. The best way that I've gotten it to work is let the D-Pad go back to neutral immediately after you execute the QCB + 6, then just wait for that 2nd hit and time the QCF + 3P exactly when it connects.

v.2

|*|My Favorite combo|*|

34 hit - 110-115 damage - Level 3 *INSANE!!*

Jumping 6, Jumping QCB + 6, 2, crouching 4, QCF + 5, QCF + 3P, HCB + 1

(change to Ryu), 1, 3, QCB + 3K, 3P (dash), 1, 3, crouching 5 (into aerial rave), 1, 2, 4, 6

NOTE: I love this combo. I just love it. First of all, when it comes to switching to Ryu (HCB + 1), make sure that you are in the corner of the screen. (although, you don't really need to start the combo there) Switch to Ryu on the EXACT 1st hit of the 3rd rise of Akuma's super dragon punch. (it pops em' up in the air just a little), then you may have to step forward a little as Ryu, and juggle with the 1, 3, etc. Mastering the timing for the dash (3P) is tough - you have to be quick, but not too quick or you'll try to juggle to early. You have to be pretty close, or the short reaching crouching "5" won't connect.

v.2

50-55 hit - 115-120 damage - Level 5 *INSAIN!!*

Jumping 6, jumping QCB + 6, 1, 3, 5, QCF + 5, QCF + 3P, HCB + 1 (change to ryu),

1, 3, 5, QCF + 5, QCF + 3P, HCB + 5 (change to Akuma), Crouching 6, QCB + 3P

NOTE: This combo makes people very, very mad. Yes, this combo requires 5 super meter levels, so that why this combo can ONLY be done in the training mode, or if you have the "full combo meter" option turned on for the game in the EX Options. (from the menu, choose "Options" while holding the select button.) This combo, you turn from Akuma, to Ryu, BACK to Akuma, all in a connecting combo. Do the HCB + 1 (change to Ryu) during the last hit of the 2ND RISE of Akuma's super dragon punch. Do the HCB + 5 (change to Akuma)

before Ryu's super fireball runs out. OTG with Akuma's sweep, into HIS super fireball. Opponent can roll from the OTG crouching "6".

CHUN-LI

24 hit - 60 damage - Level 2

Crouching 2, crouching 4, crouching 6, QCF + 3K, DP + 3K

NOTE: The crouching 6 is a sweep, so you need to do the QCF + 3K fast before your opponent has time to get up. If your QCF + 3K connects, it will automatically stand your opponent up. Try getting the most hits out of it before canceling to the DP + 3K. This is a great combo in or out of the corner. Opponent can roll from the OTG crouching "6".

v.2

38 hit - 80 damage - Level 3

Jumping 2, Jumping 4, 1, 2, 3, crouching 6, QCF + 3K, QCF + 3P, crouching 2, 6, DP + 3K

Note: You have to be in the corner to do this combo. Opponent CAN roll from the crouching "2" OTG

CAPTAIN COMMANDO

11 hit - 90-100 damage - Level 1 *GREAT VALUE*

2, 6, QCB + 5, QCF + 3P

NOTE: You do not go into an aerial rave after the 6 connects. The QCB + 5 connects the instant you finish the move. You'll have to be EXTREMELY quick on the draw to pull off the following (and hopefully connecting) Captain's Sword super (QCF + 3P). It's a great combo in or out of the corner.

5 hit - 46 damage

1, 2, 3, crouching 5, QCB + 6

NOTE: Just a good old-fashioned combo. Quick, and descent damage.

v.2

54 hit - 130-135 damage - Level 3 *INSANE!!*

QCF + 3K, QCF + 5/6

NOTE: This combo, you can ONLY execute the 2nd combo on the exact last hit of the first super. You actually have to do the team up move BACKWARDS to get this connect (because the first super, you finish it on the other side of the enemy) Don't be surprised if this combo kills someone with full life. Also, I had War Machine as my partner - (look at the slowdown when he comes out!!! HAHAHA!!)

MEGAMAN

40 hit - 60 damage - Level 1

First, charge your gun (hold 5) and to continue to hold it. Still holding, then start combo with 2, 6, (into aerial rave) 1, 2, 3, 4, Let go of 5, QCB + 3K

NOTE: The damage is based upon charging the weapon for an approximate 5 seconds. If you choose to charge it longer, the damage will be greater - but it's a little awkward to fight while constantly holding a button. 5 seconds seemed to be the most realistic time charged, and still do descent damage. When you do the aerial rave, wait a split second before you chase after them. If you don't do this, your charge shot will be a little low,

and it will juggle them across the screen (out of reach from the QCB + 3K from contacting) Execute the Beat plane (QCB + 3K) ASAP - you will need as much time possible and it doesn't hurt anything because it won't cut off your charge shot. You will have to fly next to the enemy in the Beat Plane, then press both the punch and kick buttons like a madman to get maximum damage.

10 hit - 74 damage - Level 1 *GREAT VALUE*

Crouching 2, crouching 4, crouching 6, QCF + 1, QCB + 3P

NOTE: Do the QCF + 1 quickly after crouching 6 because that is a sweep. Your opponent can roll from the OTG crouching "6". Make sure that you do the QCF to the strength of the "1" punch. Other punches will send the tornado hold too far. Cut off the Tornado hold early on with the Magnetic Shockwave super (QCB + 3P)... this super has a delay, and the tornado hold will go ahead and hit to it's full capacity while the super has time to commence. For best results, be IN the corner facing out. That way, the Magnetic Shockwave will carry you all the way back across the screen.

NOTE: Normally, Megaman doesn't have the QCB + 3P (Magnetic Shockwave), but you get it when you beat Onslaught with Megaman, and hold "Select" for a couple seconds and then select Megaman in the character select menu.

This combo will also work with replacing the Magnetic Shockwave with the Beat Plane (QCB + 3K) - if you're quick enough. You will have to fly next to the enemy in the Beat Plane, then press both the punch and kick buttons like a madman though.

v.2

66 hit - 105-110 damage - Level 2 *INSANE!!*

Charge Gun (hold "5"), crouching 2, crouching 4, let go of 5, QCF + 3K, Charge

gun (hold "5"), 2, 6, (into aerial rave), 1, 2, 3, 4, let go of 5, QCB + 3K

NOTE: This combo needs to be done in the corner of the screen, but you can start

it anywhere. (The Rush Drill does a great job of pushing someone there if you

jam on the 3P/3K buttons) Even though the first "2" is connecting as a OTG, the

opponent CAN NOT ROLL out of it.

STRIDER

10 hit - 47 damage *GREAT VALUE*

Jumping 2, 3, 4, and while standing, 1, 2, 3, 4, 5, 6, QCF + 1

NOTE: This is a combo for the corner of the screen only. The "2" starter for the jump in should be deep at all. Give it enough height and distance for the 3 and the 4 to also connect in the air. Wow... a 10 hit ground combo without the use of a super. *sigh*

(Also, the ground combo 1, 2, 3, 4, 5, 6, QCF + 1 by itself is great. You can even do this out in open screen.)

14 hit - 45 damage *GREAT VALUE*

Crouching 1, crouching 2, crouching 3, crouching 5 (into aerial rave) 1, 2, 3, 4, QCF + 1

NOTE: Make sure that the QCF is to the "1" strength. That way it will carry your opponent up for more hits.

33-35 hit - 60 damage - Level 2

QCF + 3P, 1, 2, 3, 4, 5, 6, DP + 3P

NOTE: The Ouroboros super (QCF + 3P) allows you to move freely while these little robot things constantly bombard your opponent if you stay close. This super works best if you can get the Ouroboros super to connect in the first couple hits, in other words, you may have to compromise chain moves to still connect the Ragnarok (DP + 3P).

Also, try doing this sort of technique with the Ragnarok super replaced with a Team super. Once again, Gambit or War Machine fills this job nicely.

SPIDER MAN

9 hit - 54 damage *GREAT VALUE*

QCF + 5 (either in air or ground to temporarily stun enemy) While he's stunned (if you can get to him quick enough) press crouching 2, crouching 4, standing 6 (into aerial rave) 1, 2, 3, 4, QCB + 6

NOTE: This is one of the easier combos to start. Because you can be ANYWHERE on the screen and stun the opponent with the strongest punch (5) Web Ball.

12 hit - 98 damage - Level 2 *INSANE!!*

Crouching 2, crouching 3, crouching 6, QCF + 3K, QCB + 3P

NOTE: The Ultimate Web throw (QCB + 3P) will only connect if you cancel the Crawler assault (QCF + 3K) on the LAST hit. This is a hard combo to do, but it's worth it. This combo works ONLY in the corner of the screen. You don't have to start the combo in the corner because the Crawler Assault super does a nice job of pushing you there. Opponent can roll from the OTG crouching "6".

CAPTAIN AMERICA

48 hit - 100-110 damage - Level 3

DP + 3P, QCF + 5/6

NOTE: Once again, try to get the most out of the first super move before canceling. This is a pretty easy combo to do.

GAMBIT

99+ hit - 120-130 damage - Level 3 *INSANE!!*

QCF + 3P, QCF + 5/6

NOTE: The Royal Flush (QCF + 3P) Normally hits about 37 times, watch carefully till the combo counter gets up in the 30's, then cancel your Royal flush with a Team Super. You HAVE to have gambit as your partner as well for this to work. After the 2nd Gambit comes in, stand back and watch the fireworks. This combo would hit more than 99 times, but the counter can't go past that. This combo will instantly KILL Mech Zangief, Mech War-Machine and Red Venom. The people that it doesn't kill, it will take 90% of their life away, if not all of it. For best results, catch your opponent standing up, off guard.

v.2

99+ hit - 280-300 DAMAGE - Level 3 *DROOL!!*

CROSS (QCB + 5/6), QCF + 3P, QCB + 3P, etc.

NOTE: Do this combo (better yet, don't) with gambit as your opponent as well.

For the CROSS, the opposing Gambit will come in and land on the other side. Just do Royal Flushes till time runs out. (and you'll unload about 10 decks

of
cards on your opponent - 150 little projectiles... ouch)

V.2

15 hit - 80-85 damage - Level 2

Crouching 2, crouching 5, QCF + 3P, QCB + 3K

NOTE: Don't follow through with the aerial rave after the crouching "5".

From

the Royal Flush, your staff will hit them in the air, and knock them into
the

cards. The 10 cards will hit at most. (I know, you guys are probably sick
of

the 99 hit trick combos)

WAR MACHINE

V.2

11 hit - 55 damage *GREAT VALUE*

crouching 2, crouching 3, 6, (into aerial rave) 1, 2, 3, 5, QCF + 1

NOTE: You when it comes to the aerial rave part of the combo, it's best to
hold "up" on the D-pad while chaining those moves. If you aren't holding up
when it comes to pressing "5", you won't knock the opponent upward, and be
able to chain the QCF + 1. Make you do that QCF to the "1" strength as
well, it's a much quicker draw than the other strengths. This air combo is
hard to do because the 5 aims upward, and if you are a little low in the
air, you'll completely miss. What I do is, after pressing 6 to launch them
in the air, wait a SPLIT second, then commence the rest of the combo. It's
your call on mastering the timing.

V.2

55-60 hit - 105-115 damage - Level 3

crouching 2, crouching 3, 6, QCF + 3K, QCF + 5/6

NOTE: Don't go into an aerial rave after hitting "6", just go straight into
the QCF + 3K. Hold out as long as possible on the first supermove because
you cancel it with the team up. As for how long you should hold out
exactly, that's your call. Have War Machine as your Team Partner.

WOLVERINE

10 hit - 50 damage *GREAT VALUE*

Crouching 1, Crouching, 2, Crouching, 3, Crouching 5, Standing 6 (into
aerial rave) 1, 2, 3, 4, 5.

NOTE: I have a hard time getting this combo to with in corners, this one is
for out in the open.

28 hit - 66 damage - Level 1

1, 2, 3, crouching-diagonal 5, QCF + 5, QCF + 3P

NOTE: The crouching diagonal "5" is a slide move with Wolverine. It's a
little hard to connect this with the Berzerker Claw, but I found that it
works best if after executing the crouching diagonal "5" move, return the
D-pad to neutral. (let go of it for a second), then do the QCF + 5. Get
the most hits out of the QCF + 5 as much as possible, then execute the
super.

64 hit - 90-95 damage - Level 3

Crouching 1, Crouching 2, Crouching 4, Crouching 5, QCF + 3P, QCF 5/6

NOTE: Once again, hold out as long as possible on the first super before
you commence the team super cancel. Do the first super VERY QUICKLY after

the crouching 5; or else your opponent will be pushed too far away for the rest of the combo.

v.2

42 hit - 110-120 damage

Jumping 5, Crouching 1, Crouching 2, Crouching 4, Crouching 5, QCF + 3P, DP + 3P, DP + 3K

NOTE: If you do this combo in the middle of the screen, you will need to "cross over" with your Jumping 5. (hit them on the opposite side you jumped from) Nail the DP + 3K on the EXACT LAST hit of the DP + 3P. It's tough to do sometimes, but the rewards are sweet.

RED VENOM - a.k.a. Maximum Carnage (yeah.... right...)

Beat the game with Venom, and this red mayhem is above Chun-Li

v.2

17 hit - 50 damage *GREAT VALUE*

Jumping 2, jumping 3, Jumping 4, 1, 2, 3, 4, crouching 6, 2, 5 (into aerial rave), 1, 2, 3, 4, 6

NOTE: 17 hit air combo without a super or special move. Wow...

Opponent can roll from the OTG crouching "6". You may have to also step forward from the crouching 6 to connect with the "2"

v.2

20 hit - 70-75 damage - Level 1

1, 2, 3, crouching 6, crouching 5, QCF + 3K

NOTE: Opponent can roll from the OTG crouching "6". For best results, be IN the corner facing out. That way, the Death Bite (QCF + 3K) will carry you All the way back across the screen.

v.2

44 hit - 85-90 damage - Level 2

Jumping 2, jumping 3, Jumping 4, 1, 2, 3, 4, 6, QCF + 5/6

NOTE: This combo can only be done in the corner, but if you leave out the "4" hit, you can do this anywhere on the screen.

8 hit - 45-50 damage *GREAT VALUE*

QCF + 5

NOTE: I'm sure you are scratching your head as of why I have listed on of his special moves (and it alone) as a good combo. One thing though, this move normally hits only twice. If you jam on your "5" button like a mad man, you'll get those extra 6 hits. (and they make a BIG difference). They Closer you are, the LESS likely you are to get all 8 hits. It's one of the best specials in the game. The only non-projectile to reach all the way across the screen in an instant.

v.2

7 hit - 50 damage

5Throw (similar to Spiderman's Web Ball), Crouching 6, Crouching 5, QCF + 5

NOTE: Opponent can roll from the OTG crouching "6".

16 hit - 65 damage - Level 1

QCF + 3P, crouching 1, crouching 3, crouching 4, crouching 5.

NOTE: When doing the QCF + 3P, make sure that the enemy will land in the corner. (because that's the only place this combo will work) Time it right and pull off those chain moves right as he lands.... Your opponent CAN NOT ROLL away from this OTG.

MORRIGAN (the alternate one) - a.k.a. Lilith (yeah... right...)

****Beat the game with Morrigan and you can choose her below War Machine****

44 hit - 88 damage - Level 2

DP + 3P, QCF + 3K

NOTE: This combo is pretty easy to do. It's a good combo in or out of the corner. Hold out as long as possible on the first super for maximum damage.

New Characters added since the last version:

***V.2* ROLL**

19 hit - 50-55 damage - Level 1

2, 6 (into aerial rave), 1, 2, 3, 4, QCF + 5, QCF + 3P

NOTE: Give her a break, this is a lot of damage for a little girl. You have to be in the corner to do this combo.

21 hit - 60 damage - Level 2

Crouching 2, Crouching 4, Crouching 6, QCF + 5, QCF + 5/6

NOTE: WOOO!!! I broke 60 damage with Roll!!! WOOOO!!! Do this combo in the corner. Have Zangief as your partner *giggle*. Opponent can roll (I'm not talking about your character) away from the OTG crouching "6". Also, it might help to pray that you can actually get someone in the corner with her.

***V.2* ONSLAUGHT (2nd Form)**

Infinity hits - Infinity damage ***INSANE!!*** (...yet cheap)

QCF + 5, repeat.

NOTE: Don't try to cancel each QCF + 5 with the other one, do it in a chain move fashion, quickly one right after the other. For a finishing touch, add a QCF + 3P to end the combo. No one wants to fight me when I'm Onslaught anymore.... *sniff*
