

# Marvel vs. Capcom: Clash of Super Heroes Captain America Character FAQ

by JChristopher

Updated to v1.0 on Dec 18, 1999

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MARVEL VS. CAPCOM FAQ for the PSX

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.0

Dec. 18, 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! ;)

\* "When Captain America throws his mighty shieeed. ....all those who chose to oppose his shield will yieeed!!!!...." You remember that old, old jingle featured in Captain America's very cartoon way back in the 80's? Well, I hope you didn't(heh), but it does stress one important point--- that nothing can match the priority and range of an aerodynamically designed adamantium shield, especially if its wielder is a man with total mastery of all forms of hand-to-hand combat, not to mention a dose of super soldier serum! Cap is quite a formidable foe by himself, and giving him an indestructible shield just makes him cheap. No, I'm not telling you to avoid the shield at all costs, as that would lead to loss of concentration and chances of winning. Rather, I advise you to consider your shield "negligible" and never make an effort to stay in one state (with or without shield) during the game. I'll be talking more about that later in this faq, but for now, let's see what Cap's assets are...

1. Captain America has damage, range, and priority WITH his shield
2. Captain America has speed, comboability, and maneuverability WITHOUT his shield
3. Captain America has great confusing skills WITH OR WITHOUT his shield!
4. Captain America can throw his shield in three different directions

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 select
- call helper- MP+MK
- 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:
- \* first of all, in the PSX version, you'll have to choose only ONE partner, either one of the conventional characters ("partner heroes") or one of the helpers ("special heroes").

call helper - your helper is the character you choose after you have chosen the special heroes option. 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. In the PSX version, choosing a helper does not require much effort since the cursor is at your command. Beware of the time limit though, and be sure of who you'll choose before you enter that menu. Oh, and even the secret helpers are no secret no more---just press down on Iceman to select Shadow and down on Colossus to select Sentinel. One last reminder, helpers in the PSX version are no longer limited to a certain number of strikes so, in my opinion, rammers will RULE.

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, though the resting one, in the PSX version, will no longer be left behind as if they already "tagged"

team work - a clone of your opponent enters the screen, and 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. Oh and I did say you can choose a helper as a partner right? Well if you do, and use this move, he/she'll just enter the screen, do his/her thing, exit, and repeat the whole process over and over while you do YOUR thing and until the time runs out---again one of the reasons why rammers would RULE. (cause they'll be the ones repeating their entrances most before time runs out).

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1. LP - Cap's jabs, like those of the shotos, are one of the few that live up to the name; a simple, weak, but quick punch.
  - a) standing - he throws a punch that's just as useful as any normal or small sized player's jab in the game. Used to confuse high-blocking opponents to continue blocking high when you decide to do a D+LK-> HP-> air combo.
  - b) crouching - well, he just crouches and does basically the same attack as his standing LP, but with the other arm. This time you use the shield to increase the damage of your attack.
  - c) jumping - this one, like the standing LP, does not make use of the shield and is therefore just another basic jab. You can use it to start an air combo, but other than that I don't see any reason to do it.
  
2. MP - all of these make use of the shield, but only to increase damage and range. In reality, Cap just throws basic attacks and his shield tags along.
  - a) standing - an uppercut that has been toned down since it's first appearance. I never really saw any strength in the looks of this attack, and was surprised to find out it actually was a launcher, but now it isn't, and that's just fine. By the way, it can still launch the opponent if he's ALREADY in mid-air.
  - b) crouching - from a kneeling position, Cap folds his nearer arm up a bit and then hits the ground. Good punisher for blocked sweeps but don't expect to hit a low blocking opponent with it cause it's not an overhead.
  - c) jumping - well, he just jumps and does basically the same attack

as his crouching MP, but with the other arm. This time you make a 135 degree arc with your arm instead of the crouching MP's 90.

3. HP - Cap's HPs are the only ones that actually look very different if done without the shield. That simply implies that the HPs rely almost entirely on his shield and so he needs a different approach if he's not holding one.
  - a) standing - half the screen!?! Yup, that's the standing HP's range and damage is highly respectable too. It actually knocks the opponent off his feet but if you miss, expect supers on the way. Execution time is also quite long so be careful with this move. Without the shield, Cap has his hands together and swings them toward the opponent's face. Faster and more comboable, but, of course, less range and damage as well.
  - b) crouching - this is what every MVC character has---a launcher. From a kneeling position, Cap sends forth a powerful upward swing with both arms together with his shield. Now this is what I call a launcher! He still uses both arms even without the shield, but he doesn't swing them anymore.
  - c) jumping - yet another swing for the frisbee master. Again, very high on range, damage and priority. With this move you can hit hard, giving you enough time to follow it up with ANY move---normal, special, or super if you use it as a jump-in combo starter. If an opponent's air-borne, you can also super jump and do it as you propel yourself to give him a knock down surprise. Again, without the shield, Cap has his hands together and swings them toward the opponent's face. Faster and more comboable, but, of course, less range and damage as well.
4. LK - at some point may be better than the LPs but not always. I'll show you why...
  - a) standing - useless, actually. You just deliver a kick to the shin. Comes out slower than the standing LP so can't be used as a poker but can still serve as a combo filler.
  - b) crouching - same as the shoto's short kick but comes out slower and does a little more damage to compensate. It's a good combo starter, that's what it is. And it can also be a good confuser.
  - c) jumping - you deliver a high front kick with your farther leg. Good combo filler, but I'm pretty sure there's nothing more to it.
5. MK - just like the MPs, a basic combo filler that has its varieties but is mainly used to increase the number of hits of your every combo.
  - a) standing - shows the martial artist in Cap. He inwardly swings his nearer leg, kicking the opponent's face in the process. Hit the MK again to make him deliver an additional mid kick to the stomach before his foot touches the ground. Excellent for combos.

- b) crouching - what looks like a sweep but is not, in this move Cap does a 360degree horizontal turn and hits the opponent's foot his his heel.
  - c) jumping - well, you basically do the same attack as your jumping LK, but with the other foot, and this time you kick downwards. Hell, why did I say it's basically the same attack? Well, range and priority are identical, and both feature the other leg folded.
6. HK - Not much on the priority side, almost the same range as the HPs, will do more damage than a shieldless HP but less than otherwise.
- a) standing - you'd be surprised what this baby can do. First, the description--- Cap stands on one hand, does a 360degree turn, and sticks out both legs slightly upward and hit (approximately) the opponent's chest. Next, the use---a combo FILLER! That's right, besides power and range, this move CAN be linked to special and super moves alike because of its stun value.
  - b) crouching - totally identical to the crouching MK, but of course comes out a little slower yet is more damaging and is a now a geniune sweep.
  - c) jumping - he does a horizontal kick that's best for air to air encounters but only when you don't have the shield. Otherwise, use it freely.
  - d) up - nothing in this move is different from the previous one except for the fact that the other leg is now pointing donwards and straightened out instead of folded beneath the kicking one.
  - e) down (mid-air) - looks awkward, but still shows how much Cap knows when it comes to hand-to-hand combat. In this move, he uses the heel of his farther leg to kick towards and standing opponent's face.

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With the Shield:

- 1) Shield Slash - D,DF,F+P

Of course, what else? This is what Cap is known for! Adding a blue aura makes the shield look cooler, but I'd rather have it the old way. The strength of the P used determines which direction the shield will go. All of them look mighty cool, but the HP looks the coolest, and makes Cap look like the show-off the Cyclops is! I don't think this move is cheap since it comes out slow and besides being a combo ender, can only

be used to anticipate...jumps! Yep, when you're mid-air, use the LP version to anticipate a normal jump and the MP version for a super jump. On the ground, use the HP version to anticipate either jump!

2) Charging Star - D,DF,F+K

Another move that Cap is known for, this one features him running for the opponent and ramming him/her with his shield which he uses to cover his entire upper body. White aura makes it look cooler, but then again as with the Shield Slash, I'd rather have it the old way. Theoretically would give more damage with the shield equipped, but surprisingly does NOT...I repeat, does NOT do more damage whatsoever with or without the shield, and I just don't get it, why?

3) Stars and Stripes - F,D,DF+P

It's this move that Cap is not known for, but it's what makes him closer and closer to being a shoto. He again uses his shield to ram the opponent, but this time it's a Shoryuken type move. Does more damage when the shield is equipped, and makes me wonder all the more why the Charging Star doesn't.

4) Cartwheel - F,DF,D,DB,B+P

Need I explain this move? Maybe not, but I have to say something about its uses---they're only limited by your imagination! Use this move much, as it is what makes Cap one of the better confusers in the game. I don't think the strength of the P used makes any difference but even if it does, it's negligible.

Without the shield:

1) Shield Slash - D,DF,F+P

Of course, what else? This is what Cap is known for! Adding a blue aura makes the shield look cooler, but I'd rather have it the old way. The strength of the P used determines which direction the shield will go. All of them look mighty cool, but the HP looks the coolest, and makes Cap look like the show-off the Cyclops is! I don't think this move is cheap since it comes out slow and besides being a combo ender, can only be used to anticipate...jumps! Yep, when you're mid-air, use the LP version to anticipate a normal jump and the MP version for a super jump. On the ground, use the HP version to anticipate either jump!...Wait, are you actually reading this? It's under the without a shield section, so how the hell could this move be possible? (gotcha! hehe)

2) Charging Star - D,DF,F+K

Another move that Cap is known for, this one features him running for the opponent and ramming him/her with his nearer arm that is, in turn, supported by the farther one. White aura that makes him look cooler, is still there, and I still don't approve of it. As I've mentioned above, theoretically would give more damage with the shield equipped, but surprisingly does NOT...I repeat, does NOT do more damage whatsoever with or without the shield, and I just don't get it, why?

3) Stars and Stripes - F,D,DF+P

It's this move that Cap is not known for, but it's what makes him





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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:
- \* the K combos may be done with or without the shield, but those that  
 involve HPs will work in only one state.

With the shield:

1. D+LP-> D+MP-> D+HP-> U-> LP-> LP-> LP-> U-> LP-> LK-> MP-> MK-> HP
2. D+LK-> D+MK-> D+HK-> Shield Slash
3. (in corner) LP-> MP-> HP-> Hyper Stars and Stripes
4. (in corner) LP-> MP-> HP-> Hyper Charging Star-> (dash-in) D+LK-> D+HP->  
 U-> LP-> LP-> LP-> U-> LP-> LK-> MP-> MK-> HP
5. (in corner) D+MP-> HP-> Shield Slash
6. (in corner) D+MP-> HP-> Final Justice

Without the shield:

1. D+LK-> D+HP-> U-> LP-> LP-> LP-> U-> LP-> LK-> MP-> MK-> D+HK
2. LP-> MP-> HP-> Chrarging Star
3. MP-> HP-> Hyper Charging Star
4. LK-> HP-> Stars and Stripes
5. LP-> MP-> HP-> Hyper Stars and Stripes
6. (in corner) MP-> HP-> Hyper Charging Star-> (dash-in) D+LK-> D+HP->  
 U-> LP-> LP-> LP-> U-> LP-> LK-> MP-> MK-> D+HK
7. LP-> HP-> Final Justice
8. LK-> HP-> Final Justice

With or without the shield:

1. LK-> MK-> HK-> Charging Star
2. MK-> HK-> Hyper Charging Star
3. D+LK-> D+MK-> Stars and Stripes
4. D+LK-> D+MK-> D+HK-> Hyper Stars and Stripes
5. HK-> Final Justice

\* Captain America can link any of his supers from the Hyper Stars and  
 Stripes! What's more, any of his supers can also be linked TO a Final  
 Justice!

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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 low and release a multitude of crouching MPs 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 Hyper Stars and Stripes or Hyper Charging Star 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 Psylocke as a helper - You may replace her, but make sure the replacement pretty much does the same thing---RAM the opponent! You can always do a Final Justice for major damage afterwards.
2. Play a mix-up game - Cap CAN combo and hope that his opponent opens up somewhere during his moves because he can link both high and low attacks. Still, it's better to use these confusing strategies:

Dash-> D+LK, after that,...

- a) D+HP - only if he doesn't block. Launches him in mid-air.
  - a.1) do the corresponding combo depending on whether you got the shield or not.
  - a.2) Cartwheel-> D+HP - will confuse him into blocking the wrong way when he falls back to the ground
    - a.2.1) Cartwheel-> 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) do the corresponding combo depending on whether you got the shield or not.
  - a.3) Stars and Stripes

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

b.1) D+HK-> Hyper Stars and Stripes - only if he doesn't block or when he blocks in corner.

b.2) throw - 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) 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) throw - 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) 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 Psylocke/any rammer - only when guard pushed because your opponent will usually dash afterwards. Connect with a Final Justice for major damage.

### 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 Final Justice 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 Final Justice only if your opponent did a super that's so far from you and have 1% chance of ever landing a hit, sometimes it's even better to use the Hyper Charging Star. The Final Justice 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 Hyper Stars and Stripes which definitely comes out faster. This super is also applicable 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 (obviously). Don't be the first one to super jump, as he would most likely meet you in the air with your own 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 Final Justice. Use a confuser's strategy and counter his dashing supers with a Hyper Stars and Stripes to the face!

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 Final Justice 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 Hyper Stars and Stripes 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 an HP.

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-> Silhouette Blade. 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('cept the Final Justice) 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 combo to Hyper Stars and Stripes. 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 Cap's shield that way! 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 Hyper Charging Star! 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 about his supers, just block, dash and do any of yours afterwards.

Morrigan - will fight like you do, being a good confuser and all that. She will, however, 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 hand in her...uh...midsection with a Hyper Stars and Stripes 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 cheap fireball game. Again, you'd be needing your invaluable jumping HP to charge up your super and Hyper Charging Star his fireball wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Hyper Charging Star 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 Hyper Charging Star 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, use my D+HP strategies to make him savor the taste of either a red glove or an adamantium shield!

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 Shinkuu Hadouken 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+MK-> Hyper Stars and Stripes 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 jump and HP 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 Final Justice 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 Final Justice. 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 Final Justice. 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 Hyper Stars and Stripes 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 Hyper Charging Star 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 jump and HP 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 Final Justice 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 Hyper Charging Star. 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-> Hyper Stars and Stripes. 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 Final Justice) 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 Final Justice 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 Final Justice time! Anticipate her missile super and again use your Final Justice(with perfect timing) 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 damage than who but I definitely noticed the Carnage Mode's belief in the quote, "The best defense is a strong offense." (did I say it right?) Anyway, Carnage Mode concentrates on speed and power, but gives up stamina in return. Don't try a confuser's game for him cause he's already confused!(heh) Seriously though, his tremendous speed just gives him the ability to jab his way out of any confusing strategy you may have in mind. Let him combo you like crazy, (while you block, of course), abuse your guard push, and make him feel he's just another big sucker for the Hyper Charging Star.

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The whole Capcom cast is standing in front of Capt. America to bid farewell. Cap delivers another one of those "inspiring" speeches, saying that even if Onslaught was dominantly evil, a part of him, the real Charles Xavier called upon the heroes of the Capcom world to aid this dimension in stopping this ever-growing menace. But now that all's well again, it's time for Ryu and the rest of the gang to go back where they came from, and they all vanish.

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Jim Chamberlin (jjchamber4@aol.com) for info on the whats and hows of ASCII arts

Gamefaqs.com for paying attention to this faq  
Capcom and all its affiliates for creating such a great game

Ms. AsianCuteness for inspiring me in just about everything I do!

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none yet. suggestions, anyone?

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Please feel free to email me if there's something about Captain America 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 about it so I can give you credit. Thanks again.

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