

Marvel vs. Capcom: Clash of Super Heroes Morrigan Character FAQ

by JChristopher

Updated to v1.0 on Dec 4, 1999

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MARVEL VS. CAPCOM FAQ for the PSX

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.0

Dec. 4, 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! ;)

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* As far as I know, succubuses like Ms. Morrigan go on living by entering
 a man's dream, posing as his ultimate sexual fantasy, giving in to his
 desires, and taking or consuming his soul in the process. As a result,
 while in reality her victim is nothing but a vegetable for life, in his
 mind he will eternally have sex with no one but her. In other words,
 if you die at the hands of a Morrigan, you'll end up as one of her
 shape-shifting bats, but you wouldn't know that. Instead, she'll make
 you think your having the time of your life with her, ala "The Matrix"
 paradox. Surely that's one of those things that make you say, "Ignorance
 is BLISS!" But enough of that. My point is, you wouldn't be choosing
 the queen of seduction if you weren't, one way or another, "seduced".
 I mean, Ryu can outmatch both her specials and her supers while Gambit
 and Strider can out-combo her, right? Ironically, those two are the first
 two things anyone would answer when asked why they chose this babe of
 babes. And that, I'm afraid, and YOU should admit, is just an excuse
 for wanting to stare at her. I, however, have thought of better reasons
 to choose her so see if you agree, and then read on.....

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1. Morrigan's set of specials and supers is a COMBINATION of most the good points of Ryu's three different modes.
2. Morrigan can outmatch Ryu-type combos and at the same time outmatch Gambit/Strider-type specials
3. Morrigan has some nice confusing tactics at her disposal
4. Morrigan has an unblockable, level 3 super,...PROJECTILE? (yeah!)
5. Morrigan is the "Queen of Blades"! (or was that Kerrigan? from Starcraft? ummmm...hey, never mind that! on with the faq!)

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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\* Morrigan's normal moves are all picture-perfect(!) so I'll be concentrating on their descriptions rather than their uses, which are mainly combo starters, fillers, and enders for the low, medium, and high attacks respectively.

1. LP - one of the few LPs in the game that can be comboed unto itself for two, and possibly three, hits. Also one of the few Ps where she doesn't use her shape-shifting bats to strike.
  - a) standing - she rests her nearer arm on her, uh, breasts (sorry, I'd be using that term in this faq cause that's undeniably a "big" part of what Morrigan is all about) and uses her HAIR to strike at the opponent.
  - b) crouching - this move may not be comboed unto itself, as I've said with Morrigan's LPs, but it alone is already two hits! She punches the opponent's knee area with her nearer arm and quickly "points" with her other one for a second hit
  - c) jumping - she folds both her arms and legs and out comes a spear-like shape from her side. Actually, it's just her shape-shifting bats doing the job.
2. MP - these moves make some semi-creative uses, shapes, and blades again from her shape-shifting bats. Basic combo fillers, but nothing more than that.
  - a) standing - her farther arm reaches out as far as it can by means of a punch. Strips of black metal wrap her punching arm and form a drill in front of it.
  - b) crouching - from a kneeling position, she bows all the way down, revealing a pair of wing-blades that are relatively small but big enough to reach a not-so-close opponent.
  - c) jumping - she crosses her arms above her head, re-opens them while folding her legs, and out comes a double-bladed something from her side. Actually, it's just her shape-shifting bats doing the job.
3. HP - high-priority spikes that come from behind her. This is the most

her shape-shifting bats can do without much effort. Basically covers and protects her whole front side from any jump or dash-in.

- a) standing - she spreads out both her arms sideways to their fullest extent, swings them back toward the opponent and, like I said, high-priority spikes come out from behind her. Most would point straight forward, some diagonally upward, and a few diagonally downward.
  - b) down-forward - she doesn't use spikes in this move, only a single blade. This blade also comes from behind her and she turns around to get it to hit the opponent. Still has the damage and priority of an HP but would mostly come out by mistake when what you really wanted to do was launch the opponent so be careful.
  - c) crouching - this is what every MVC character has---a launcher. From a kneeling position, she points her nearer arm upwards while trying to stand up and out pops a big arrow head from the ground.
  - d) jumping - crosses her arms to cover her face, re-opens them and, again like I said, high-priority spikes come out from behind her. These, however, are different from her standing HP in the sense that these spikes are in curves (like the spike that came from the upper part of her back would end up pointing diagonally downwards) and form some sort of "metallic net" in front of her.
4. LK - one of these shows that she's ready to do what she does best, the other one shows her simply being a good fighter, and the remaining one just shows how happy she is with her job.
- a) standing - this is the part that shows her simply being a good fighter. She does what looks like the famous Shotokan standing LK--- a weak but quick kick to the shin.
  - b) crouching - this is what I referred to as the "remaining one" which just shows how happy she is with her job. It's her nearer leg that kicks the opponent's foot, and she's smiling while doing it. She also has both arms spread out, and both her hands are half-closed with the pinky sticking out.
  - c) jumping - I guess the one that shows she's ready to do what she does best (and don't tell me you don't know what that is) is all that's left and it's this move that shows just that. She just basically does a weak knee attack but the pose--- eye candy!!
5. MK - just like the LKs, where one shows she's ready to do what she does best and another shows how happy she is with her job. This time, however, two attacks show how good a fighter(kicker) she is.
- a) standing - this is, like the standing LK, the part that shows her simply being a good fighter. She does what looks like the famous Joudan Sokutou Geri by Ryu, but of course this is a lot less damaging since it's only a normal move.
  - b) crouching - she's definitely ready to...rumble when she does this move, wherein from a kneeling position she slides her farther leg towards her opponent without the heel ever leaving the ground. Her butt slides a little with it

too. And her breasts become a little obvious.

c) jumping - remember me saying there were two attacks that showed how good a fighter(kicker) she is? Well, this is the second one. In this move, she covers her whole chest area (ow, shucks) with her arms as if embracing herself and then delivers a horizontal kick that yields some nice reach.

d) down (mid-air) - she experiences a feeling of "lightness" as she turns around, spreads out both her arms and straightens out both her legs. Strips of black metal wrap her whole lower body and form a drill in front of her toes. And all this while she slowly glides diagonally downwards and try to hit the opponent.

6. HK - just like the MKs, where two attacks show how good a fighter(kicker) she is and another shows a feeling of "lightness". This time, however, none show she's ready to rumble but in its place one shows how well she know her ballet(!)

a) standing - experienced MVC players should have already guessed, this is the move that features Morrigan's ballet skills ;) She raises both her arms and stretches her nearer leg backwards until the foot reaches the back of her shoulder. She then swings this whole leg forward in a near 360degree arc without folding the knee, bending back and reaching the ground with both arms in the process. Get it? Oh, and a black metallic blade comes slashing with her foot.

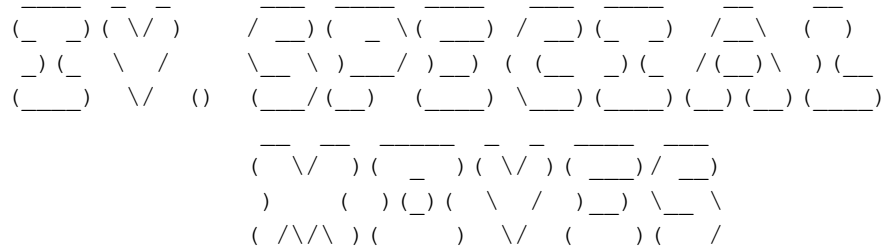
b) forward - she folds one leg bakwards and straightens the other one forward (kinda like a splits K) Then she does a forward flip, making her hit with the straightened leg first followed by a switch in the positions of her legs, and the other leg, now straightened, will follow up. Each leg hits twice for a total of four hits!

c) crouching - she turns around, floats(!), and stretches both her legs out to knock an opponent of his feet. Definitely shows the "light" feeling within her. You'll also notice her resting her chin on one arm and her breasts on the other.

d) jumping - just like the jumping MK, this move shows how good a fighter (kicker) she is. In this move, she turns her naked back on you (ow, shucks) and then delivers a horizontal kick that yields some nice reach.

e) down (mid-air) - unlike the MK version, this move doesn't show a feeling of gaiety cause she really looks serious while doing it. Instead, it shows how good a fighter she is as she faces YOU, crosses her arms above her head, glows, and does a stomp, or rather, drill kick at the opponent. (yup, black metallic strips also cover her whole lower body like in the MK)

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1) Soul Fist - D,DF,F+P

If done on the ground, has a very similar size and range to that of Ryu's Hadouken but if done in mid-air, will be coupled with the strategic angle of Ryu's Akuma Mode's Zankuu Hadouken. This is one of the easiest moves to go cheap at since it works a lot like X-men COTA's Psylocke and her Psi-Blast with the ability to be repeatedly, and I mean REPEATEDLY done in mid-air until your opponent does something about it. Don't use this move except as a combo ender cause it's really cheap.

2) Shadow Blade - F,D,DF+P

Has the speed of Ryu's Shoryuken while acquiring the multi-hitting and damaging properties of the Akuma Mode's Gou Shoryuken. If done in mid-air, would definitely mimic the only mid-air Shoryuken in Ryu's arsenal, and that would be available in his Ken Mode. Also only for combos cause the recovery, as with any Shoryuken-type move, makes you regret ever doing it in the first place.

3) Vector Drain - F,DF,D,DB,B+P

Similar to Zangief's spinning pile driver, but a lot less damaging while a lot easier to execute. Recovery is just as lame and range is a little shorter. The only main difference is the way she does it. She wouldn't be caught in such an unbecoming position (like what Zangief does) now, would she? Now way! She won't use both arms and legs to hold the opponent in place, only her hands. She then flies via bat-jets, "inverts" with the opponent, and only starts spinning on the way down--- cool!

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1) Soul Eraser - D,DF,F+2P

This is the REAL potential of her shape-shifting bats unleashed! Most of them morph into some sort of portable laser cannon while two groups form mini-satellite versions and all give maximum output in the form of a beam of pure energy. It does a minimum of 20+ hits (as far as I've seen) and that can be increased to 30+ if you mash the buttons while she's at it. Cannot be done in mid-air unlike Ryu's Shinkuu Hadouken, but would cover more vertical range. See anyone who can't move for the moment? DO IT NOW!!!

2) Silhouette Blade - F,D,DF+2P

Morrigan seems to be too tired to execute this super, so she calls on Lilith, and SHE does the uppercutting. How? She pops up from the ground, does her version of the Shadow Blade, and vanishes in mid-air, only to re-appear from the ground. And she repeats it a lot of times, each time rising a little higher than before. This is her only super that can usefully be comboed from anything so use this accordingly.

3) Darkness Illusion - D,DF,F+2K

As if one bombshell beating you up wasn't enough, now there are

TWO of them! In this move, Morrigan glides toward the opponent, and if she connects, another Morrigan will appear behind the victim, and they both will get to do a near twenty-hit combo which would register as 30+ since there are two of them. You can do this super in mid-air, but it can't be comboed from an air combo.

4) Eternal Slumber - LP,MK,B,MP,HK

WOW! Arguably the coolest (or is it hottest?) move in all video game history! The first thing Morrigan does is her second best pose in the game (wherein both her legs and neck are fully stretched and folded backwards, almost making her breasts come out, and one arm is between her legs while the other is on her lips). Then Lilith and her big, BIG behind comes out to embrace her, a large pink heart materializes from nowhere (though I think it's from Morrigan's "flying kiss"), and it moves in a wave-like manner toward the opponent. This projectile is UNBLOCKABLE and if it connects, will cover the whole screen with a pink curtain and four small red hearts, and all you can see are the shadows of Morrigan doing her thing with whoever the opponent is. When the curtain re-opens, she is in her BEST pose in the game (a naughty pose that makes her look like she totally enjoyed what she has done), and the opponent is left lying on the ground---very, very tired. You like it? Refer to my vs. human strategies to be able to use this super effectively.

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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:

1. LP-> LK-> Shadow Blade
2. LP-> MP-> Shadow Blade
3. LK-> MK-> Shadow Blade
4. D+LP(two-hit)-> D+LK-> D+MK-> D+HP-> UF-> LP-> LK-> MP-> MK-> Soul Fist
5. D+LP(two-hit)-> D+LK-> D+MK-> D+HP-> UF-> LP-> LK-> MP-> MK-> Shadow Blade
6. MP-> HP-> Silhouette Blade
7. MK-> HK-> Silhouette Blade
8. D+LP(two-hit)-> D+LK-> D+MP-> D+MK-> D+HK-> Silhouette Blade

\* Morrigan can link her Soul Eraser to either her Silhouette Blade or her Darkness Illusion!

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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 and release a multitude of standing HPs 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 Soul Eraser 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 him, but make sure the replacement pretty much does the same thing---  
RAM the opponent! You can always do a Soul Eraser, or better yet an Eternal Slumber (in corner to make sure) for major damage afterwards.
2. Play a mix-up game - Morrigan can't just combo and hope that her opponent opens up somewhere during her moves because she can only do short range combos and they don't even confuse that much. Here's what you can do:

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

a) D+HP - only if he doesn't block. Launches him in mid-air.

a.1) U-> LP-> LK-> MP-> MK-> Shadow Blade

a.2) Dash-> D+HP - will confuse him into blocking the wrong way when he falls back to the ground

a.2.1) Dash-> 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) U-> LP-> LK-> MP-> MK-> Shadow Blade

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

b.1) D+HK-> Silhouette Blade - only if he doesn't block or when he's at the middle of the screen

b.2) Vector Drain - 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) throw - easier and a little faster to execute so do it when you weren't able to act quickly. Also not to be used much as it can be considered cheap if you win almost entirely by it.

b.4) 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) Vector Drain - 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) throw - remove the D+MK part to further confuse. It's easier and a little faster to execute so do it when you weren't able to act quickly. Also not to be used much as it can be considered cheap if you win almost entirely by it.

c.3) 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 Colossus/any rammer - only when guard pushed because your opponent will usually dash afterwards. Connect with a Soul Eraser for major damage.

\* you can always jump to D+MK or super jump to D+HK anywhere between these confuser strategies to further confuse. It's a bit more risky, but, if done sparingly, can lure opponents to execute dumb supers that leave them WIDE open for an Eternal Slumber! Added note: when in mid-air and a little close to above the opponent's head, tap 3P to dash for the opponent, D+3P to do same but suddenly fake it and "hop" over his head, and U+3P to do the "hop" without dashing for the opponent first.

### 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 Soul Eraser 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 Soul Eraser only if your opponent did a super that's so far from you and have 1% chance of ever landing a hit. The Soul Eraser 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 Darkness Illusion which definitely comes out faster. Use the Silhouette Blade whenever you detect a dashing super come your way.

5. If you were Morrigan, which super would prefer to do most of the time?

Dammit, did you really have to think first? Her ETERNAL SLUMBER, what else!? It's THE super that succubuses like Morrigan are made of! Many have underestimated this super simply because no one has ever used it effectively. But I have already landed a good number of these even on expert opponents and the key, in my opinion, is to never think of your opponents to be so dumb as to block it. You definitely CAN'T use this as a confuser cause it comes out slow and a simple jump can evade it while any other projectile can counter it. When you CAN do it is, after...

- a) evading a super - notice I said EVADING and not blocking! Use another super after blocking an opponent's since this super is way too slow for that job. By evading I mean you super jumped even BEFORE he did the code for his super and there's just no way he can recover without you landing on the other side and taunting thrice.
- b) connecting with a helper - especially effective with rammers and an absolute success in corners. Just practice doing it immediately after hitting MP+MK for the helper.
- c) guard-pushing a combo machine - in this case you'll have to PREDICT his next move instead of using your reflexes to counter it. No time to think---do the code immediately after hitting the 3P for the guard-push.
- d) KOing the first character - dash-in to make sure the opponent's back is turned on you as he enters the screen and then do it! The only thing he could do is a double jump and that is possible only IF he detected that super come his way and only IF he has a double jump.
- e) blocking the entrance of the second character in a team work super

Hahahahaha! Do this and watch the look on your opponent's face as he desperately tries to mash the buttons in a futile effort to stop you from "doing it" with his teammate! (hoooh, I'm out of breath!) And my, how time flies! ;) After you're done, super jump to make sure he won't be having anymore use for his "infinite" super meter and so he'll have to charge up again from scratch. (yeeheheh)

6. Character-specific strategies:

Captain America - if there's anyone who could match your air HP 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 Soul Eraser. Use a confuser's strategy and counter his dashing supers with a Silhouette Blade 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 Soul Eraser 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 Silhouette Blade 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 cheapy 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 a Darkness Illusion.

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 Darkness Illusion) 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 Silhouette Blade. 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 Morrigan's fireballs! 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 Soul Eraser! 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 and Soul Eraser afterwards.

Morrigan - will fight like you do, being a good confuser and all that. She will, however, (if she didn't read this faq, heh) 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 foot in her...uh...midsection with a Darkness Illusion 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 Soul Eraser his fireball wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Silhouette Blade 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 Silhouette Blade 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, do the aforementioned super and make him savor the taste of a succubus foot. Well, not that it tastes bad but, ow shut me up! :\*

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 Soul Eraser 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-> Silhouette Blade 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 Darkness Illusion 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 Eternal Slumber or Soul Eraser 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 Soul Eraser or an Eternal Slumber if you got the charge. 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 Soul Eraser. 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 an Eternal Slumber 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 Soul Eraser 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 Soul Eraser 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 Soul Eraser. 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-> Silhouette Blade. You'll be needing this combo much to chip away some nice damage in case it turns out



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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 Morrigan 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 bout it so I can give you credit. Thanks again.

Morrigan's Eternal Slumber just rocks!, and this is what her and her opponent's shadows show during the..."event":

- 1st frame: She has her arms raised and crossed above her head, like what she does before her victory pose. The opponent still has a fair distance from her, but already he looks like he just received a jab.
- 2nd frame: The distance between them is breached, and she is now holding the opponent's sides with both her hands, as if ready to start the rumble.
- 3rd frame: She holds the opponent's feet and it looks as if she's trying to whirl him round and round.
- 4th frame: The opponent is again made to receive a jab, but this time it's from behind, so he's horizontally inverted, making his head lean toward Morrigan instead of away from her. She then leans over, sticks her butt out, and kisses him while trying to get hold of that area beneath his belt.



5th frame: She is in an identical pose to the one in the 1st frame but this time the opponent looks as if he was swepted yet again horizotally inverted, making his head closer to her than his feet.

6th frame: (the BEST frame) Opponent is again horizontally inverted and looks like he just received a standing jab. Then you see Morrigan sitting ON his shoulders, squeezing his head between her legs! (uuuuwwwoooooaaaa!!)

7th frame: Again her pose is the same to the one in the first frame, and it's only the opponent's position---behind her and as if he received a knock-down blow---that makes this frame any different.

8th frame: Just like the seventh frame, featuring both her arms raised and crossed above her head. The opponent is now on the ground, in a similar animation to that of the seventh frame.

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And just in case you read the last part of this faq before the first, allow me restate my legal notice...

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