

Marvel vs Capcom 2 Strider Character FAQ

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Nikojokes Strider Hiryu Combo FAQ V.1.6

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SZRIDER COMBOFAQ
FOR

MARVEL Vs. CAPCOM 2
DC VERSION

CONTAINS

- 1.Updates
- 2.Conventions
- 3.MoveList
- 4.ComboLIST
- 5.Beat Abyss

1. UPDATES

19.4.2000 first work on that Faq

20.4.2000 Add all combos I found (i donIt think that i fogot some)

20.4.2000 (some hours later) add the Strategy part

2. CONVENTIONS

ub u uf X=lp-mp A=lk-mk ap=any punch D=hold down
\ I / Y=hp B=hk ak=any kick rd=release down
b - N - f
/ I \
db d df G=Ground or after a jump-in-combo

3. SPECIAL MOVES

Ameno Murakumo : d,df,f,ap

Excalibur : mid air-d,df,f,ap or ak

Gram : f,d,df,ap or ak (also works in mid air with punch)

Formation A : d,df,f,k
 Formation B : hold b,f,p (prform again to launch)
 Formation C : hold b,f,k
 Warp : d,db,b,k
 Heki Hari Tsuki : d,db,b,p
 Double Jump : in mid air u
 Wall Bounce : near a wall f
 Rolling Slide Kick : df+hk
 Teleport : b,d,db,p

HYPER COMBOS

 Ragnarok : f,d,df,pp
 Legion : d,df,f,kk
 Ouroborus : d,df,f,pp

Assists

 Alpha: Sweep Attack Ameno Murakumo / Legion
 Beta: Irregular Attack Warp / Legion
 Gamma: Shooting Attack Formation A / Legion

4. COMBOS

 Ground Combos

Start	Continue	Hit
=====	=====	
=====		
x	x,y	03
	x,b	03
	a,y	03
	a,b	03
	a,x,y	04
	a,x,b	04
	a,x,a,y	05
	a,x,a,b	05
	x,a,y	04
	x,a,b	04
=====	=====	
=====		
a	a,y	03
	a,b	03
	x,y	03
	x,b	03
	x,a,y	04

=====
=====

1=Jumping attack (after the Jumping attacks every ground combo works)
2=on ground (just to hit up your oponent)
3=Aerial combos (push up to follow your oponent after you launch him in air)

Table with 4 columns and 8 rows of move sequences. Headers: =-----1=, =-----2=, =-----3=, =-----3=.

5. Beat Abyss

1st With Armor

To beat the firts Abyss you have to go before the fight beginn close to him and when the the FIGHT apears start with your combos. Block if he try to make a hit and make a combo again. And if he start with the big moves, jump behind him and make a combo again. Belive it or not but.. thatIs the best way to beat the first Abyss. :-)

2nd Abyss (The green one ;))

Is just like the first Abyss all you have to do is to go near him and when the FIGHT apears DUCk and make a combo and if he shot still duck. Or you can jump behind him before he shoots so you'll be able to hit him as long he makes the long shot. And if he starts with the reen "BALOONS" make the Ouroborus so the ballons won't be able to catch and you'll be able to hit him again.

3th Abyss (The big red dog)

OK start with jumping combos and everytime heIs ner you jump and give him a combo. If he is running away use your teleport and then use the Ouroborus then jump and do some combos again. So you'll be able to beat him.

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Never do a loose, all I do is win

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