Marvel Vs. Capcom 2 Crowd Pleaser FAQ

by JChristopher   Updated to v1.2 on Nov 30, 2000

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MARVEL VS. CAPCOM 2 FAQ
by Joseph Christopher <sirlordjoseph@icqmail.com>
version 1.2
Nov. 30, 2000


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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! ;)

* There are many primary reasons for striving to be the best in arcade---
  specifically fighting---games. Many do it to be able to make time fly
  by without having to spend a lot and without having to get bored. Others
  just love to experience the excitement that is being challenged by a
  worthy opponent. And still others do it for a living ;) But whatever
  our main reasons are, we must admit that we all have, at least as a minor
  reason, this urge to please the crowd. Yup, that's right! And this FAQ
  just aims to give you some tips on how to gain the admiration of newbies
  and veterans alike.

Why read this guide:
    I. Legend
   II. General Moves
  III. Back Stage
   IV. Insert Coin
    V. Ready.....Fight!
   VI. K.O. - You Win
  VII. Suggestions
 VIII. Credits
   IX. Revision History
    X. Final Words


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U - up
D - down
B - back
F - forward
N - neutral

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+ - at the same time
P - any punch
K - any kick
L - low
M - medium
H - high
A - partner A
B - partner B
/ - 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+HP (while blocking)
taunt           - press start
call partner A - A
call partner B - B
tag partner A  - LP+LK
tag partner B  - HP+HK
snapback        - D,DF,F+A/B
tag super       - A+B


* let me explain a few things about some of the general moves:

call partner - Depending on which partner you called he/she will basically
               just enter the screen, do an attack, and leave. Each fighter
               has three kinds of help to offer, and you'll have to select
               and see each of these helps to believe them.

tag partner - your partner will enter the screen, attacking anything in
               front of him or her, but you probably already know that by
               now, don't you?

snapback  - what looks like SFEX's guard crush is actually a move that's
            new to us fighting game lovers. What does it do? Knock the
            current opponent out of the game preventing him from re-entering
            for a span of a few seconds---sounds cool, but I don't use it
            much mostly cause it's blockable.

tag super - common to crossover fans, this move no longer needs at least
            two levels of super charged up. Also unlike in previous crossover
            games, this super does not leave you with a new character
            under your control, rather, you still end up in control of
            the character that started the super.


* one last note : supers can now be cancelled into yet another one! Don't
                  get it? Think: Ryu does a Shinkuu Hadouken, and while
                  the opponent is getting the brunt of it, Ryu stops, out
                  comes Akuma, and continues the torture with his Messatsu
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Gou Shoryuu---cool! This makes combos a lot more rewarding,
                    but damage buffering should still be taken under consideration.

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First of all you gotta prepare yourself for your visit to whatever arcade
you have in mind. There ain't nothing to it if yer already quite a personality
at yer local arcade, but if ya plan on venturing somewhere new, you can
take the first step towards crowd pleasing via the attitude you take with
you. Here are a few suggestions:

The M.I.B. Agent: Yup, wear a black suit, black everything, and shades.
                  Walk with your head held up high, chest out, stomach
                  in. Look everyone in the eye, be as stiff as you can
                  be, but look very comfortable once you sit on the MvC2
                  stool (don't slouch!). Show no emotion whatsoever, 'cept
                  maybe for an eyebrow raise once in a while, when he
                  lets you eat a super. Make no unnecessary and abrupt
                  actions. Stay calm, and never show any signs of surprise
                  or frustration when the opponent pulls off something
                  big. Be careful with your hands. Don't let them reveal
                  your true feelings of excitement.

The Nerd: The entire opposite of the M.I.B. agent. Wear clothes that don't
          match, thick eyeglasses, and DON'T comb your hair. Don't even
          shave if you usually do. Bring some school supplies, especially
          those ultra-thick Math and Science books, or even an encyclopedia
          if you really wanna dig in to the act. Now give a couple o'
          shy, very shy, smiles to some of the people before you play.
          Slouch a lot and keep your face very close to those buttons.
          Make sure you look more at those buttons than at the screen
          itself. When playing, be as oblivous as you can be from the
          world around you.

The Politician: Give everyone you see a nice, warm smile and welcome them
                with a handshake or even a hug. When you are challenged,
                comment on how cool his style is, and try giving him an
                optimistic speech even as he is already losing the match.
                Be very willing to give some advices as to how certain
                moves and combos can or should be used, but don't forget
                to tell him that his combos and style of play has potential.
                As for the audience, always talk to one or two or even
                all of them as if you're trying to convince them that
                the other guy is a very good player (only you are better,
                heheheh)

The Loudmouth: Well obviously the only thing you'll have to remember to
               successfully portray the Loudmouth is to never stop talking
               (correction: yelling) on just about everything that is
               happening in the game. Like when you've just been thrown,
               yell, "WTF WAS I THINKING!? WHY DID I FALL FOR THAT?" and
               when you get a super to connect, "IN YOUR FACE!! HOW DOES
               THAT FEEL!!??". Get the point? As for clothing, just wear
               something comfortable, or something really loose, and I

mean really. Be as proud of yourself as you can be, but
refrain from spilling any comments not related to the game.
If you do your act right, even your opponent might laugh
a bit. Try it, it feels good =p

The Professional: Wear the typical office-worker type of attire (coat
and tie, pressed everything, etc.) and greet everyone
with a quick nod. Bring some folders and binders with
lotsa files falling out---intentionally. An almost
useless pair of eyeglasses will also help improve your
image. Formally introduce yourself as someone who'll
either head an MVC2 Official Strategy Guide, an MVC2
website, or a reseach on the psychological effects
and/or epileptic tendencies of prolonged exposure to
video games. Now in the middle of the match cry, "Wait,
wait!" and proceed with taking down some notes. Ask
some personal info from your opponent like familylike,
working life, lovelife, etc.

The Pokemon Trainer: A scrubby red-and-white cap, a scrubby black shirt
[inspired by   and blue vest, scrubby jeans, and scrubby rubby
 Miguel Raya]   shoes and you're ready to go. Now choose some really
wacky characters like Amingo and Sonson or even some
serious yet out-of-this-world ones like Shuma Gorath
and Anakaris. And here's the fun part: let's take
Amingo for example: whenever you plan to do a super
or a special move, yell something like, "AMINGO,
RUSH ATTACK!" and proceed with the rush. If you're
gonna ask for Sonson's help, then yell first, "GO,
SONSON!" and if you're gonna switch to Shuma Gorath
then yell, "SHUMA GORATH, I CHOOSE YOU!" or "AWW,
AMINGO, R U HURT? RETURN! SHUMA GORATH, GO!" You
know you could even bring a Gameboy of some sort
and try to "analyze" your opponent's characters
or even your opponent! ;)

The Fanatic: Dress as your favorite arcade character. 'Nuff said.

You enter the arcade and humbly look around. What do you see? (besides
the games, dammit!) Yup, people. There simply are many types, and by
deciding which type consistutes the majority of your future audience,
you should be able to decide what kinda strategy you'll pull off to please
most, if not all of them.

Types of players/audience: (these are just my opinion, ok?)

1) regular loner   - would probably range from the above average to
expert player. These are the types of people
who just play all day or whenever they have the
free time. They do not need to socialize, for
arcade games are their only lives. Easily impressed
by big, nasty combos, fairly impressed by flashiness,
but not impressed at all by someone who picks
the more uncommon characters in the game.

2) underage w/ parent - knows abosulutely nothing about Marvel Vs. Capcom 2
in particular, and views all arcade games as one
and the same. And their parents usually know

even less. They'll just sit near you and mash
the buttons of the other player's side if it is
unoccupied. Easily impressed by loud moves and
supers, fairly impressed by bright moves and supers,
but definitely not impressed at all by the more
technical OTGs, Aerial Raves, etc.

3) scrub w/ girlfriend - thinks he's the greatest, and won't easily be
impressed by anything you throw at him. He can,
however, be highly pissed (AKA scared) by big,
nasty combos that end in supers, fairly pissed
by flashiness, and fortunately not pissed at all
with cheap, low quality beammers (because he
probably would be one himself). As for the cute
girlfriend, she'll probably know just one thing
that the underage won't: that Marvel Vs. Capcom 2
is a combination of people from Marvel Comics
and Capcom games! Easily impressed by colorful
and/or wacky supers, fairly impressed by an all-
girl's team, and unfortunately not impressed at
all by the more demonic characters.

4) worker   - is almost always an average player. There will
be some who are below average and some who are
above, but those are always rare occasions in
any arcade. Being an average player, he would
know of everything about the game, 'cept maybe
for those winning tactics only gained through
experience. Easily impressed by high-flying moves,
aerial raves, and Shinryuken type supers, fairly
impressed by the all-or-miss type of supers that
combo the opponent upon successful execution,
but, like the loner, will not be impressed at
all by someone who picks the more uncommon characters
in the game.

5) group of friends - my favorite type of audience, this will be usually
composed of above average players, though one
or two of them could be either a newbie or a
toughie =p Either way, one of them is bound to
be highly impressed by any something you pull-off,
and when that happens his friends get fairly
impressed as well, thus you have already pleased
an entire crowd. Easily impressed by any Super
that drowns the opponent in energy (eg. Beam
Supers and Vacuum Supers), fairly impressed
by flashiness and Delayed Supers, still fairly
impressed by someone who uses joke characters,
and of course still fairly impressed by choosing
teams whose members have some sort of theme.
(eg. clothing colors) Not impressed at all by
those "prejudiced" characters like Cable, Akuma,
and Strider Hiryu.

6) first timer   - would know a thing or two on the other, older
games, but wouldn't know anything about Marvel
Vs. Capcom 2 in particular. He's the type that
actually still brings a mag or two in the arcades
for quick reference on moveslists and stuff like
that. Easily impressed by someone who choses

another game's boss (eg. Thanos from MSH), fairly
                              impressed by big, flashy combos, but not impressed
                              at all by someone who choses the joke characters
                              (mostly because he doesn't even know that they're
                              jokes, yet).

   7) passerby   - THE hardest to please of them all, since, besides
                              the very short amount of time he'll allow you
                              to show-off before he continues towards his planned
                              destination, he also is, at this point, neither
                              interested in you nor in the arcade itself. He
                              is just, as his type suggests, a passerby. Your
                              best bets on impressing him would be limited
                              to three-man supers involving characters executing
                              wide-spread projectile supers. And if you ain't
                              charged up for that, any wacky super would do.

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   Let's assume you have now inserted your coin/s and pressed the infamous
   Start button. The screen brightens, and you are given a total of 56 (or
   less, depending on your arcade) characters to choose from. Are you sure
   you still wanna please the crowd? Then read on: The first thing you can
   do is pick someone that is an attention-grabber. He/she should either be
   a joke character, someone awkward, someone hard to learn, or just simply
   someone not normally chosen in your local arcade.

   Choice Picks for Crowd Pleasing: (according to rank)

   1) Dan   - Well who else would get first place but THE joker himself,
                     Dan!! Everyone, even SF newbies, at least have heard
                     about Dan's advanced weaknesses, and if they don't then
                     all you have to do is launch a Gadouken early in the
                     game. Now THERE'S your weakness!!

   2) Roll   - And yet another addition to Capcom's arsenal of jokes,
                     this little cute girl made her debut in the first Marvel
                     Vs. Capcom, and at least there she had throws that deal
                     damage like those of Ryu. Now, however, she has become
                     a full-blown joke: Her attacks are weaker than ever, and
                     now she even takes damage like a baby.

   3) Kobun   - He's a LEGO man for Pete's sake, ain't you at least forming
                     an evil/perplexed/amused grin by now? Also takes (and
                     deals) damage like a baby, but is at least just about as
                     cute as Roll, and with the ability to summon even more
                     cuteness via his helpers (all of which, of course, also
                     look like him). Plus the King Kobun super is one of the
                     most insulting things to get caught in. Heh...

   4) Amingo   - And since the three above are all characters that require
                     unlocking, you'll have to have someone who's already there
                     since the availability of the game in the arcades, namely
                     Amingo. He already has the potential to be a cool fighter,

but that doesn't remove the fact that he has a LOT of
wacky, awkward moves that'd keep your opponent at bay
and simultaneously keep your audience rolling with laughter.
The sight of him already makes me chuckle :D

5) Tron Bonne - No, definitely NOT a joke character, but the fact that
she is quite awkward to use, the fact that she is quite
an uncommon choice, AND of course the fact that she utilizes
a LOT of Kobuns makes her a sound choice if all ya wanna
do is have some fun by pleasing the crowd. Use those gun
moves a lot, since it really is funny to see that Kobun
pair holding on to the opponent with all their weak might!

6) Anakaris   - And again, NOT a joke character, but also again an awkward
one to use. Well at least his attacks come out of nowhere
and can easily confuse your opponent. Just hope that you
don't get confused first, or you're dust. Try using those
supers of his that require button tapping to execute (eg.
the Shun Goku Satsu types), since it's these that overflow
with flashiness. Oh and, don't forget, if you really are
devoted to pleasing the crowd, try to nail each challenger
at least twice with his morpher move (Kneel before your
master! Heheheh)

7) Ruby Heart - Blonde babes never fail to please a crowd, don't they?
Ok, she ain't no joke, and she ain't even awkward to use.
So why chose her? Well for one thing, she is new, and almost
everyone is just dying to see what she can do. And another
thing is her supers, which is either flashy or wacky.
The charging super and the boat ones spell the flash,
while the barrel and ghost ones can give the laughs. Did
you know those Ghosts will stay on your opponent and
almost always cover his face even after the super? For
a considerable amount of time? Totally embarassing!

8) Sonson   - Now we even move on the more formidable opponents. Why
Sonson? Well, for one thing she's not a very common choice
in the arcades, for another thing her taunt is one of
the cuter/more annoying ones, and lastly because of her
POW super. Ever got caught in that? How did it feel?
Funny? Amusing? Embarrasing? Annoying? Either way, it
still is a cool super to pull off, and definitely makes
Sonson one of the better crowd pleasers.

Of course, there also are those "prejudiced" characters that'd make you
look cheap no matter how you play. Only the most expert of experts will
applaud you for your work if you try your best not to use these guys
cheaply, but by that time many a player would have already considered
himself of greater skill level than you.

Definite no-nos for Crowd Pleasing: (according to rank)

1) Cable   - (sound of bullets)x4, Viper Beam, (sound of energy
building up), Hyper Viper Beam, (sound of bullets)x4,
Viper Beam, (sound of energy building up), Hyper Viper
Beam, (sound of bullets)x4, Viper Beam, (sound of energy
building up), Hyper Viper Beam, (sound of bullets)x4,
Viper Beam, (sound of energy building up), Hyper Viper
Beam, (sound of bullets)x4, Viper Beam, (sound of energy

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                          building up), Hyper Viper Beam,.....SO WHAT ELSE IS
                          NEW, DAMMIT!???

2) Megaman        - ey!...ey!...ey!...ey!...ey!...ey!...ey!...ey!...ey!...
                          ey!...Hyper Megaman!............ey!...ey!...ey!...ey!...
                          ey!...ey!...ey!...ey!...ey!...ey!...Hyper Megaman!......
                          ......ey!...ey!...ey!...ey!...ey!...ey!...ey!...ey!...
                          ey!...ey!...Hyper Megaman!............ey!...ey!...ey!...
                          ey!...ey!...ey!...ey!...ey!...ey!...ey!...Hyper Megaman!......
                          ......ey!...ey!...ey!...ey!...ey!...ey!...ey!...ey!...
                          ey!...ey!...Hyper Megaman!............HOLY SH*T, EVEN
                          MORE REDUNDANCIES!!!

3) Strider Hiryu - this ninja, and specifically his former main weapon,
                          the Ouroboros, has been weakened, a lot. First of
                          all, it lasts in so short a period of time that a simple
                          super jump-> double jump tactic can keep you from it.
                          Supers are now forbidden while in Ouroboros mode, and
                          so are Delayed ones. But think: there are millions
                          and millions of Strider users out there, and each one
                          has wiped the MvC1 floor with the asses of tons of other
                          players. Get the idea of how many anti-Strider people
                          there are in our world today?.....

4) Akuma          - Capcom has been trying their best to balance this
                          character out by making him take damage like a baby,
                          and while it seldom works in non-Vs. games like SF3,
                          it does here. Actually the shotos in general never
                          were too advantaged in the Vs. series, so why does
                          everyone still think an Akuma user in MvC2 is cheap?
                          Stereotypical tendencies, I guess. Plus the fact that
                          he and Ken now has a bug that enables them to deal a
                          super's damage without even using up a single energy
                          bar. Awww, shucks!

5) Iceman         - Many people complain about the awesome chip damage his
                          Ice Beam deals, many complain about the zero damage
                          dealt by energy attacks (and a few others) on him when
                          they are blocked, and still many more complain of both.
                          So why doesn't anyone notice the fact that he has only
                          ONE super in his arsenal? that he can die by a single
                          Juggernaut Headcrush? that most, if not all the other
                          supers in the game take more than half his life away?
                          And that his "no block damage" feature only works well
                          against the cheapest of the cheap? WHY!? I used to use
                          Iceman ONLY as a helper (thus never getting to use his
                          "no block damage" feature), but still lots of people
                          think I'm cheap. WHY!? Ow, wells...

6) Wolverine      - hit you once, whether while jumping, standing or crouching,
                          and a highly experienced Wolverine user could find
                          his way to a Berserker Barrage X or even a Fatal Claw.
                          Such is the "cheapness" of Wolverine, even if there
                          really is no cheap tactic when using him. The only
                          prob with Wolvie then was he was way too advantaged
                          to lose even against above average players. Now, however,
                          he has been totally weakend. But still, it will take
                          quite some time (maybe even longer) for the common
                          audience to realize that.
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7) Wolverine II  - Well, who else do you think would follow Wolvie's footsteps
                   in any form of ranking but this guy?

8) Cyclops        - is slowly but surely gaining the reputation of being
                    a cheap keep-awayer. I mean, a Mega Optic Blast in
                    mid-air? Puh-leeze! His combo skills have also been
                    increased, and so is his optic blasts' speed, range,
                    and damage. His normal attacking priority has never
                    lost any luster at all, and he can still very well
                    incorporate a confuser's strategy during gameplay.
                    He wasn't really an underdog in any of his previous
                    appearances in fighting games, was he? So why is he
                    being further enhanced? I can only assume...
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And since there are times when you really can't help but include at least
one of your favorite characters in your crowd-pleaser team, I've come
up with alternative ways to please the audience without using joke characters
and avoiding the prejudiced ones. One of these alternatives is to pick
a team whose general color scheme can easily be identified.

Uni-colored Teams: (1=LP, 2=LK, 3=HP, 4=HK, 5=A, 6=B)

Common Color	Common Theme	Members/Button Used	
Pink (Hair)	Cute Females	Morrigan	/ 5
		Roll	/ 6
		Ruby Heart	/ 3
Pink (Overall)	Capcom's Femme Fatales	Cammy	/ 4
		Chunli	/ 2
		Jill	/ 2
	Abnormal(mutant) Chicks	Felicia	/ 4
		Psylocke	/ 3
		Sonson	/ 5
	Males (you damn right)	Dan	/ 1
		Zangief	/ 3
		Jin	/ 5
White	Male Shotokans	Akuma	/ 3
		Ken	/ 3
		Ryu	/ 1
Black (Overall)	Size Does Matter	Blackheart	/ 3
		Sentinel	/ 4
		Juggernaut	/ 2
	Small but Terrible	Kobun	/ 2
		Roll	/ 2
		B.B. Hood	/ 6
Black (Outfit) w/ Red Hair and Dark Skin Tone	none (colors are enough)	Akuma	/ 1
		Cammy	/ 6
		Felicia	/ 6

(more to come, I still have to research on this. I don't have a Dreamcast,
 so if someone is kind enough to send me some color theming suggestions,
 I'd appreciate it very much, and give you full credit, of course)

The second alternative is to give your team a theme. Most of the ones
listed below have titles and themes that are quite obvious, but some
require a little explanation, thus will only have the potential to please
those who know you personally.

Themed Teams:

1) Shotokan Karate Team   - Ryu, Akuma, Ken

2) Bad-ass Bosses Team   - Bison, Magneto Thanos

3) Play n' Learn Team   - Megaman, Roll, Tron Bonne

4) Tough Chicks' Team   - Psylocke, Marrow, Ruby Heart

5) Glow, Grow, and Go Team   - Megaman, Roll, Sonson

6) All-American Team   - Guile, Charlie, Capt. America

7) WTF!? Team   - Amingo, Kobun, Shuma Gorath

8) Awesome Eye Wear Team   - Cyclops, Capt. Commando, Charlie

9) Team Tekken (iron fist)   - Ironman, War Machine, Sentinel

10) Team Die Hard   - Akuma, Blackheart, Anakaris

11) Team House of the Undead   - Ruby Heart, Jill, Blackheart

12) Team of the Rising Sun   - Ryu, Silver Samurai, Jin

13) The Original Green Team   - Shuma Gorath, Hulk, Amingo

14) The Original Blue Team   - Megaman, Capt. America, Venom

15) The Original White Team   - Ryu, Jin, Iceman

16) The Original Red Team   - Ken, Omega Red, Bison

17) The Original Yellow Team   - Wolverine, Wolverine II, Anakaris

18) The Hover Team   - Bison, Magneto, Storm

19) The Beam Team   - Cyclops, Iceman, Magneto

20) The Assisted   - Sabretooth, Capt. Commando, Morrigan

21) The Legionnaires   - Strider Hiryu, Megaman, Roll

22) The Captains   - Capt. America, Capt. Commando, Ruby Heart

23) The Swordsmen   - Strider Hiryu, Silver Samurai, Hayato

24) The Big Oxen   - Zangief, Hulk, Juggernaut

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25) The Elementals            - Magneto, Storm, Iceman

26) The Men with the Iron Masks - Ironman, War Machine, Dr. Doom

27) The Men (!)               - Ironman, Iceman, Spiderman

28) The Taunters              - Dan, Spiderman, Venom

29) The Hookers               - Morrigan, Rogue, Ruby Heart

30) The Communists            - Zangief, Colossus, Omega Red

31) The Naked Truth           - Felicia, Blackheart, Venom

32) The Power Puff Girls      - Roll, B.B. Hood, Sonson

33) MSH Shoryuken Fan Club    - Capt. America, Cyclops, Spiderman

34) SF Veterans               - Ryu, Chunli, Zangief

35) SF Justice Seekers        - Chunli, Guile, Charlie

36) SF Awesome Hairstyle Team - Akuma, Guile, Charlie

37) White-eyed SFs            - Akuma, Dhalsim, Bison

38) White-eyed Marvels        - Omega Red, Storm, Spiral

39) Women of Darkstalkers     - Morrigan, Felicia, B.B. Hood

40) Women of Street Fighter   - Chunli, Cammy, Sakura

41) X-Women                   - Rogue, Storm, Psylocke

42) Capcom's Old Schoolers    - Strider Hiryu, Megaman, Capt. Commando

43) MSH Veterans              - Spiderman, Ironman, Hulk

44) MVC Helpers               - Cyclops, Colossus, Iceman

45) Capcom's Wide Smilers     - Bison, Zangief, B.B. Hood

46) Marvel's Wide Smilers     - Omega Red, Sabretooth, Hulk

47) Armed and Dangerous       - Cable, B.B. Hood, Jill

48) Multi-armed and Dangerous - Shuma Gorath, Spiral, Omega Red

49) Stretchy-armed and Dangerous - Dhalsim, Anakaris, Sentinel

50) Well-equiped and Dangerous ;)- Morrigan, Psylocke, Rogue

51) Weapon X'ers              - Wolverine, Sabretooth, Omega Red

52) Mega-morphers             - Sakura, Zangief, Spiral

53) Teleporters               - Dhalsim, Bison, Spiral

54) Refillers                 - Jill, Amingo, Sonson
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55) Robotics Facilitators      - Sentinel, Jin, Strider Hiryu

56) Feudal Warriors            - Silver Samurai, Strider Hiryu, Psylocke

57) Exhibitionists             - Morrigan, Jin, Roll

58) Lords of the Underwear     - Chunli, Sakura, Zangief

59) Fashion Models             - Morrigan, Rogue, Hayato

60) Leadership Awardees        - Capt. America, Cyclops, Capt. Commando

61) Micromachines              - Megaman, Roll, Kobun

62) Human Animals              - Sonson, Spiderman, Felicia

63) Wolvie and the Pussy Cats  - Wolverine, Sabretooth, Felicia

64) Death from Above           - Dr. Doom, Psylocke, Morrigan

65) Sister Act                 - Morrigan, Roll, Felicia

66) Puppy Love                 - Jill, B.B. Hood, Strider Hiryu

67) Burn Baby Burn             - Dhalsim, Capt. Commando, Zangief

68) Wolvie Must Die            - Silver Samurai, Omega Red, Sabretooth

69) Charlie's Angels           - Cammy, Jill, Psylocke
```

* Remember to always pick your characters casually, so as to make it
  look like you're just playing for the sake of playing. Try to take
  quite a awhile to complete your every team member, and act as if you're
  even trying to FIND that freakin character's face. Don't take too long
  though, since MvC2 has a Character Select timer which will assign your
  team members and their assist types for you if you're as slow as a snail
  going uphill.

* As for the Assist Types, assigning yourself a set of these also has
  some kind of crowd pleasing aspect to it. Just remember to either choose
  an alpha, a beta, and a gamma type of assist or just choose three alphas,
  three betas, or three gammas. Choosing two assists of the same type
  and one of another won't catch as much attention (minor as it may be)
  as doing what I have just suggested above.

* And finally for added effect, try to warm up by stretching your arms,
  neck, and fingers. Try some button tapping now and then and make it
  look like you're actually practicing a major combo or somethin. Now
  look around you, then somewhere far away, and finally at your opponent,
  and smile. Do the "dance" (quickly: left-right-left-right-left...) with
  your character before the match starts, and then get ready for one hell
  of a show! ;)

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You were peacefully showing-off when suddenly some scrub decides to ask
first-hand proof of your skill. Will he really do that or is he just
another opportunity to show-off even more? Here's how you'll know (or
at least guess inteligently):

1) Immediately chooses Dan - WOW! He must be freakin sure of himself,
                            or maybe he's just tryin to freak you out.
                            Beware these rare occasions...

2) Immediately chooses Megaman - #%@$&n cheap@$$!! Though there are a
                              few whose best bet is Megaman because
                              of his combos, so watch out for that.

3) Takes too long to decide - an average player not able to choose the
                              last character in his team because he doesn't
                              know anyone well anymore, OR, is trying
                              to analyze which characters best suit your
                              team.

4) Holds the joystick at the top - knows little about playing video games.
                                Probably is a masher and will eventually
                                ruin the joystick itself if you get
                                him too excited.

5) Holds the joystick from below - knows even less about playing video
                                games and would probably even suck
                                at mashing. At least he won't be as
                                destructive (on the joysticks) as the
                                former.

6) Does some button-tapping - is probably already practicing something
                             like a Shun Goku Satsu. Beware, that particular
                             super may be a little too easy to avoid,
                             but it will connect on overconfident beings.

7) First move is a dash-in - an average combo-freak. Will usually attack
                             low after that dash-in and when successful,
                             will instantly whip out a super-linked
                             aerial rave. Poof! Half your life is gone.
                             Fortunately a simple partner call will
                             stuff his attacks.

8) First move is a dash-out - an average turtler. Will usually throw
                              a beam move or summon a helper after that
                              dash-out. Do an instant super and both his
                              men will surely suffer!

9) Sticks to you before round starts - an above-average to expert opponent.
                                     He can follow-up with just about
                                     anything that comes to mind, but
                                     if he ALWAYS follows up with the
                                     same moves over and over, then

maybe he's just an average player
                                    who learned that technique from
                                    someone else.

10) Walks - below average! There is but one instance when you would like
              to walk: to throw. And if you are pitted against someone
              who actually walks instead of dashing or jumping in, then
              you know you can show-off with that guy ^_^

The round starts, so what's your first move gonna be? Think about it.
Going defensive doesn't please the crowd at all, since you're being a
turtle and nobody wants to watch a turtle do its thing. On the other
hand, going offensive might lead you into eating a super very early in
the game, and that just makes you even more laughable. It really is your
choice. Try to guess what the opponent has in mind and attack with your
own appropriate moves.

Sadly, (but fortunately for others), the first move of the game, may it
be an ultra success or not, DOES NOT determine anybody's skill in playing,
or, as I'd prefer, crowd pleasing. This game features many, many things,
and it's up to you to figure them out and use them well.

We now move on to the real mayhem that is MVC2. Here are a few of the
many in-game techniques you can utilize to keep yourself standing above
the rest:

Aerial Raves - combos that are done in mid-air. Usually starts with a
              launcher, and everyone has one. Should be second nature
              to average players and no longer impress anyone but the
              ultra newbies. There are, however, a number of air combos
              that can still be considered flashy and can bring out that
              hidden smile from a couple of your viewers: (a jump-in
              you MAY add while a dash-in you MUST add to any of these
              combos, just to make sure)

              B.B. Hood   - D+LK-> MK-> U-> LP-> LK-> MP-> MK-> U->
                               LP-> LK-> MP-> MK-> (HK)Cheer and Fire

              Cammy   - LK-> HK-> U-> LP-> LK-> MP-> N-> LP-> LK->
                               MP-> U-> LP-> LK-> MP-> MK-> (HK)Cannon
                               Drill-> Killer Bee Assault

              Capt. America - D+LK-> D+HP-> U-> LP-> LP-> LP-> U-> LP->
                               LK-> MP-> MK-> HP

              Chunli   - LK-> HK-> U-> LP-> LK-> N-> LP-> LK-> U->
                               LP-> LK-> N-> LP-> LK-> U-> LP-> LK-> MP->
                               MK-> (LK)Lightning K

              Cyclops   - LP-> MP-> U-> LP-> LK-> MP-> N-> LP-> LK->
                               MP-> U-> LP-> LK-> MP-> MK-> FP-> FK

              Psylocke   - D+LK-> D+HP-> U-> LP-> LK-> MP-> MK-> UF+HK->
                               UF-> UF+HK-> UF-> UF+HK-> (LK)Psi-Blade->
                               Kochou Gakure

              Strider Hiryu - D+LK-> D+HP-> U-> LP-> LK-> MP-> MK-> N->

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                         LK-> U-> LP-> LK-> MP-> MK-> (LP)Ame No
                         Murakumo


Other Combos - below is a list of all (as far as I can remember) the other
               combos that I (and lot of other people in the arcades)
               consider flashy and thus you should master for the "benefit
               of the general public" ;) Here goes:


             - Cable: Time Flip-> HP [repeatedly til "time" runs out]->
                     (LP)Scimitar [supposed to miss]-> Hyper Viper Beam
                     [you land on the ground]-> U-> Hyper Viper Beam
                     [you land on the ground]-> U-> Hyper Viper Beam
                     [you land on the ground]-> U-> Hyper Viper Beam
                     [you land on the ground]-> (LP)Viper Beam

             - Cyclops: LP-> LK-> MK-> HK-> (LP)Optic Sweep-> Mega Optic
                       Blast

             - Jill (w/ Juggernaut and Capt. A using a "dashing" gamma assist):

               [call Capt. A]-> LK-> HP-> Kinsetsu Sentou A-> Kinsetsu
               Sentou A+-> Juggernaut Headcrush [by Juggernaut]-> Hyper
               Charging Star [by Capt. A, cornering the opponent]->
               [using Capt. A]D+HP-> U-> LP-> LP-> LP-> U-> LP-> LK->
               MP-> MK-> HP-> HK

             - Magneto: J-> HK-> D-> LK-> HP-> U-> HK-> (DF)Air Dash->
                       LK-> MK [you land on the ground]-> HK-> Hyper
                       Grav-> D+HP-> U-> LP-> LK-> MP-> MK-> Hyper Grav->
                       Magnetic Tempest-> LP-> LK-> MP-> MK-> Hyper
                       Grav-> Magnetic Tempest-> LP-> LK-> MP-> MK->
                       Hyper Grav-> Magnetic Tempest-> LP-> LK-> MP->
                       MK-> (UF)Air Dash-> LP-> LK-> MP-> N-> LP-> LK->
                       MP-> MK-> Hyper Grav-> Magnetic Tempest-> LP->
                       LK-> MP-> MK-> Hyper Grav-> Magnetic Tempest->
                       LP-> LK-> MP-> MK-> EM Disruptor

             - Rogue: Taunt-> Good Night Sugar

             - Roll: [activate Leaf Shield] LK-> HK-> U-> LP-> LK-> MP->
                     MK-> N-> LP-> LK-> U-> LP-> LK-> MP-> MK-> Release
                     Leaf Shield-> Hyper Roll

             - Ryu: LK-> MK-> (HK)Tatsumaki Senpuu Kyaku-> Shinkuu Hadouken

             - Spiderman: LP-> MP-> U-> LK-> MP-> MK-> (LP)Web Throw->
                         LP-> LK-> MK [you land on the ground]-> [super
                         jump] LP-> LK-> MP-> MK-> (LK)Web Swing

             - Thanos (w/ Hulk and Dr. Doom using an "anti-air" beta assist):

               [Dash towards and very near the opponent]-> [call Dr. Doom]->
               [Jump behind and very near the opponent]-> LP-> LK-> MP->
               MK-> Gauntlet Space-> Gamma Wave [by Hulk]

             - Venom (w/ Spiderman using a "projectile" alpha assist):

               [call Spiderman]-> Venom Web-> Ultimate Web Throw [by
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                Spiderman]

          - Wolverine (w/ Wolverine II using a "variety" gamma assist):

            LP-> LK-> MP-> MK-> [call Wolverine II]-> DF+HP-> Berserker
            Barrage X-> Berserker Barrage X [by Wolverine II]


Supers - are of course yet another of those parts of the game that should
         already be second nature to average (and even below average)
         players and of course no longer impress anyone but the ultra
         newbies. But, as with the Aerial Raves, there are a number of
         supers that can still be considered flashy and can bring out
         that hidden smile from a couple of your viewers.


          Level 3 Supers - Akuma        : Shun Goku Satsu (LP,LP,F,LK,HP)
                         - Dan          : Otoko Michi     (HP,LK,B,LP,LP)
                         - Hayato       : B. Hayato       (LP,HP,B,LK,HK)
                         - Ryu          : Shin Shoryuken  (F,D,DF+2P)
                         - Sakura       : Shun Goku Satsu (LP,LP,F,LK,HP)
                         - Shuma Gorath : Chaos Dimension (D,DF,F+2P)
                         - Spiral       : Metamorphosis   (D,DF,F+2P)
                         - Zangief      : Ultra F.A.B.    (360drotation+2K)

          Wacky Supers - Amingo    : Shokubutsu No Okite (D,DB,B+2P)
                       - B.B. Hood  : Beautiful Memory    (D,DF,F+2K)
                                    : Hyper Apple for You (D,DB,B+2K)
                       - Dan        : Super Taunt         ([D,DF,F]x2+START)
                                    : Shinkuu Gadoken     (D,DF,F+2P)
                       - Jin        : Saotome Cyclone     (D,DB,B+2K)
                       - Kobun      : King Kobun          (D,DF,F+2K)
                                    : Lunch Rush          (D,DF,F+2P)
                       - Sonson     : POW                 (D,DF,F+2K)
                       - Tron Bonne : King Kobun          (D,DB,B+2P)
                                    : Lunch Rush          (D,DF,F+2P)

          Triggered Supers - Cable          : Time Flip         (D,DF,F+2K)
                           - Cammy          : Killer Bee Assault (D,DB,B+2P)
                           - Capt. America  : Final Justice     (D,DF,F+2P)
                           - Capt. Commando : Captain Storm     (D,DB,B+2K)
                           - Charlie        : Crossfire Blitz   (D,DF,F+2K)
                           - Felicia        : Please Help Me    (D,DB,B+2K)
                                            : Dancing Flash     (D,DF,F+2P)
                           - Guile          : Crossfire Assault (J,D,DF,F+2K)
                           - Jill           : Code: T-002       (D,DB,B+2K)
                           - Morrigan       : Darkness Illusion (D,DF,F+2K)
                           - Omega Red      : Carbonadium Smasher(J,D,DB,B+2P)
                           - Rogue          : Good Night Sugar  (D,DF,F+2P)
                           - Sabretooth     : Weapon X          (F,D,DF+2P)
                                            : Berserker Claw X  (D,DF,F+2P)
                           - Sakura         : Midare Zakura     (D,DF,F+2P)
                           - Silver Samurai : Hyougaken         (D,DF,F+2K)
                           - Spiderman      : Maximum Spider    (D,DF,F+2P)
                                            : Ultimate Web Throw (D,DB,B+2P)
                           - Strider Hiryu  : Ragnarok          (F,D,DF+2P)
                           - Thanos         : Gauntlet Reality  (D,DB,B+2P)
                           - Venom          : Venom Web         (D,DF,F+2P)
                           - Wolverine      : Weapon X          (F,D,DF+2P)
                           - Wolverine II   : Weapon X          (F,D,DF+2P)
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Tag Supers - a.k.a. the two/three-man supers, these enable you to whip
             out up to three (all) of your characters in the screen and
             make them do their things. What each character does depends
             on the Assist type you chose for him/her, so better choose
             wisely. Poorly planned tag supers can take even less damage
             than a level 1 super, whereas the opposite can take even
             All of the opponents life away in certain situations. BUT,
             which are the flashiest? Well, for me, any combination of
             characters with...

             Scattered Tag Supers

             Dr. Doom       : Photon Array (alpha assist)
             Iceman         : Arctic Attack (any assist type)
             Magneto        : Magnetic Tempest (beta/gamma assist)
             Shuma Gorath   : Hyper Mystic Smash (any assist type)
             Silver Samurai : Raimeiken (gamma assist)
             Storm          : Lightning Storm (alpha/beta assist)
             Strider Hiryu  : Legion (any assist type)
             Thanos         : Gauntlet Space (gamma assist)

             Beam Tag Supers

             Akuma    : Messatsu Gou Hadou (alpha assist)
             Cable    : Hyper Viper Beam (any assist type)
             Cyclops  : Mega Optic Blast (any assist type)
             Ironman  : Proton Cannon (any assist type)
             Morrigan : Soul Eraser (beta assist)
             Ryu      : Shinkuu Hadouken (alpha/beta assist)
             H.Sakura : Shinkuu Hadouken (beta assist)

             Ramming Tag Supers

             Bison         : Psycho Crusher (alpha/beat assist)
             Capt. America : Hyper Charging Star (alpha/gamma assist)
             Jill          : Kinsetsu Sentou A+ (beta assist)
             Juggernaut    : Juggernaut Headcrush (any assist type)
             Psylocke      : Psi-Thrust (gamma assist)
             Ruby Heart    : Flan Mer (gamma assist)

             Dashing Combo Tag Supers

             Akuma         : Messatsu Gou Shoryuu (beta assist)
             Bison         : Knee Press Nightmare (gamma assist)
             Capt. America : Hyper Stars and Stripes (beta assist)
             Charlie       : Somersault Justice (beta assist)
             Chunli        : Senretsu Kyaku (gamma assist)
             Guile         : Somersault Strike (alpha assist)
             Hayato        : Rasetsu Zan (alpha assist)
             Ken           : Shoryureppa (beta/gamma assist)
             Kobun         : King Kobun (beta assist)
             Rogue         : Hyper Repeating Punch (any assist type)
             Sabretooth    : Berserker Claw X (alpha assist)
             Silver Samurai : Hyper Hundred Slash (alpha assist)
             Spiderman     : Crawler Assault (any assist type)
             Tron Bonne    : King Kobun (beta/gamma assist)
             Wolverine     : Berserker Barrage X (alpha assist)
             Wolverine II  : Berserker Barrage X (any assist type)
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          Zangief        : Hyper Clothesline (any assist type)

          Rising Tag Supers

          Akuma       : Messatsu Gou Rasen (gamma assist)
          Amingo      : Taiyou No Megumi (any assist type)
          Blackheart  : Heart of Darkness (beta assist)
          Chunli      : Hazantenshou Kyaku (beta assist)
          Dr. Doom    : Sphere Flame (beta assist)
          Ken         : Shinryuken (alpha assist)
          Psylocke    : Psi-Maelstorm (alpha assist)
          Sakura      : Haru Ichiban (alpha assist)


     * And as a side note, there also are supers from certain
       characters which are only available as "taggers" and won't
       have any other access code than "A+B". These can still impress
       the average player (and of course the newbies) if included
       in the flashiest of combos. Here are some examples:

       Rogue          - Hyper Repeating Punch (any assist type)
                      - to connect: LK-> MK-> A+B

       Silver Samurai - Hyper Hundred Slashes (alpha assist type)
                      - to connect: LP-> MP-> A+B

       Zangief        - Hyper Clothesline (any assist type)
                      - to connect: LP-> MP-> Clothesline-> A+B


Delayed Supers - Supers from a certain member of the team that are done
                 to interrupt the super being executed by one of his/her
                 teammates. These are the types of moves that spell Flash
                 (and as you can see with the capital "F") and thus should
                 always be a part of anyone's game, especially during
                 the final moments. With Delayed Supers all you have to
                 remember is which super connects to which. Sometimes
                 you don't even have to remember, and just let common
                 sense take over. I mean would you even try doing a Kinsetsu
                 Sentou A+ AFTER a Haru Ichiban!? I don't think so. Normally,
                 any Delayed Super will catch the eye even of the passerby,
                 and Delayed Supers that involve some variety (eg. Rogue's
                 Good Night Sugar -> Capt. Commando's Captain Sword ->
                 Juggernaut's Juggernaut Headcrush) will already be considered
                 flashy and worthy of an audience. BUT, to make it even
                 more flashy, you oughta have a "theme" for your delayed
                 supers. Here are a few of my own:

                 1) theme - keeping the opponent airborne as long as possible
                    steps - Strider Hiryu : Ragnarok
                            Spiderman     : Maximum Spider
                            Cammy         : Killer Bee Assault

                 2) theme - diversity of attacks
                    steps - Spiral        : Metamorphosis
                            Felicia       : Please Help Me
                            Capt. Commando : Capt. Storm

                 3) theme - trapping the opponent in great balls of energy
                    steps - Bison    : Psycho Explosion
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                          Dr. Doom : Electric Cage
                          Sentinel : Plasma Storm


4) theme - keeping the opponent in the middle of a hurricane
   steps - Ryu   : Shinkuu Tatsumaki Senpuu Kyaku
           Guile : Sonic Hurricane
           Jin   : Saotome Cyclone


5) theme - the awesome power of an enhanced Shoryuken
   steps - Akuma : Messatsu Gou Shoryuu
           Ken   : Shoryureppa
           Ryu   : Shin Shoryuken


6) theme - to rip an opponent's body in shreds
   steps - Sabretooth  : Berserker Claw X
           Wolverine   : Berserker Barrage X
           Wolverine   : Berserker Barrage X


7) theme - keeping the opponent at sub-zero temperatures
   steps - Silver Samurai : Hyougaken
           Iceman         : Arctic Attack
           Storm          : Ice Storm


8) theme - to beam the living crap out of the opponent
   steps - Ryu    : Shinkuu Hadouken
           Cable  : Hyper Viper Beam
           Cyclops : Mega Optic Blast


9) theme - pushing an opponent to the edge of the screen
   steps - Jill          : Kinsetsu Sentou A+
           Capt. America : Hyper Charging Star
           Juggernaut    : Juggernaut Headcrush


10) theme - to juggle an opponent with energy blasts
    steps - Magneto : Magnetic Shockwave
            Gambit  : Cajun Explosion
            Hayato  : Engetsu


11) theme - doppelganger's galore
    steps - Bison         : Knee Press Nightmare
            Morrigan      : Darkness Illusion
            Strider Hiryu : Ragnarok


12) theme - making it rain like hell on the opponent
    steps - War Machine : War Destroyer
            Blackheart  : Armageddon
            Storm       : Ice Storm


13) theme - the smell of the Shotokan foot
    steps - Ryu   : Shinkuu Tatsumaki Senpuu Kyaku
            Ken   : Shipuujinrai Kyaku
            Akuma : Messatsu Gou Rasen


14) theme - to show how SF Alpha veterans combo the opponent
    steps - Dan     : Hisshou Buraiken
            Charlie : Crossfire Blitz
            Sakura  : Midare Zakura


15) theme - to show how Darkstalker babes combo the opponent
    steps - B.B. Hood : Beautiful Memory
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                        Felicia   : Dancing Flash
                        Morrigan  : Darkness Illusion

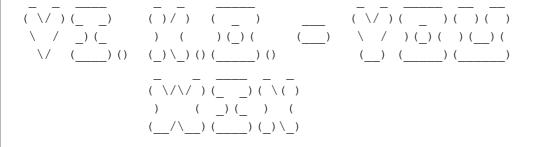              16) theme - to show how the X-men wield their chi
                    steps - Cyclops : Mega Optic Blast
                            Gambit  : Cajun Explosion
                            Storm   : Lighting Storm


Lockdowns - considered a rather advanced aspect of the game, lockdowns
            can also be commonly known as "those cheap traps". But, contrary
            to my expectations, these cheesy tactics actually please
            lotsa peeps! A lockdown is defined as something that aims
            to limit an opponent's sensible options to no more than blocking.
            It's primary goal is to win via chip damage, although at times
            it can be used for the sake of stalling or gaining super
            meter. There is no such thing as a perfect lockdown for any
            one character, but with the help of the right assists we
            can get as close as possible to the next best thing. Here
            are a few ideas:


            1) Bison-Doom(B): Release Psycho Field, move in closer and
                               call Doom at the last second of it, repeat.
               Alternatives : Ruby Heart(a) & Silver Samurai(a)


            2) Blackheart-Doom(B): Jump back, HP, repeat. If the opponent
                               dashes in and gets hit from behind,
                               call Doom and repeat. If the opponent
                               super jumps, super jump HK, dash back,
                               and repeat.
               Alternatives      : Akuma(y) & Silver Samurai(a)


            3) Cable-Spiral(a): Throw Grenade, fire Viper Beam to chip,
                               and then chip some more with Spiral's
                               knives. Throw the next Grenade as Spiral's
                               projectile does its job.
               Alternatives   : Bison(B), Doom(B), & Sentinel(y)


            4) Doom-Blackheart(B): Jump back, HP, repeat. Whenever the
                               opponent jumps, call Blackheart.
               Alternative       : Call Blackheart. Super jump and hurl
                               Photon Shots repeatedly. Re-call
                               Blackheart as soon as you land.


            5) Sentinel-Blackheart(B): HP(laser), call Blackheart, LK
                               Sentinel Force(guide them upwards
                               then drop), repeat.
               Alternatives       : Juggernaut(B) & Storm(y)


            6) Spiral-Sabretooth(B): Activate Swords, throw them in a
                               high-mid-low-low-mid-high pattern
                               and call Sabretooth simultaneously
                               as the last sword is thrown. Re-
                               activate Swords as the opponent is
```

          7) Strider-Doom(B): Call Doom, activate Ouroboros, combo the
                              opponent like hell, and then call Doom
                              once more at the very last second of it.
                              Summon a couple of dogs to keep the opponent
                              in block stun, and then a bird to keep
                              him pinned. Cancel to and re-activate
                              the Ouros, repeat.
                Alternatives : Akuma(y), Bison(B), & Silver Samurai(a)

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Of course, if you lose, then this section does not apply. Hit the "Back
Button" on your screen, click on my Ryu FAQ, read it, be serious, and
finally take sweet revenge on your now proud opponent!

But, if you win, then you must understand that pleasing the crowd doesn't
stop there. Every single character has his/her own way of adding insult
to injury, so here's a list:

```
Akuma             - [jump towards opponent] Tenma Gou Zankuu
Amingo            - Shokubutsu No Okite
Anakaris          - Pharaoh Coffin Drop
B.B. Hood         - [walk towards opponent] HK, [repeat indefinitely]
Blackheart        - Heart of Darkness
Bison             - Head Stomp, [repeat indefinitely]
Cable             - Hyper Viper Beam [aim downward]
Cammy             - Killer Bee Assault
Captain America   - Taunt, [repeat indefinitely]
Captain Commando  - Capt. Corridor, [repeat indefinitely]
Charlie           - allow him to go into his winning pose
Chunli            - Taunt, [repeat indefinitely]
Colossus          - Super Dive
Cyclops           - Super Optic Blast [rotate the joytick]
Dan               - Super Taunt
Dhalsim           - Yoga Inferno [aim downward]
Dr. Doom          - [jump towards opponent] Photon Array
Felicia           - allow her to go into her winning pose
Gambit            - Cajun Explosion
Guile             - D+HK-> Sonic Hurricane
Hayato            - allow him to go into his winning pose
Hulk              - [walk towards opponent] Gamma Quake
Iceman            - Ice Avalanche
Ironman           - Flight-> [hover above the opponent] D+HK, [repeat]
Jill              - [walk towards opponent] D+HK-> Kinsetsu Sentou A+
Jin               - Taunt, [repeat indefinitely]
Juggernaut        - Juggernaut Punch
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Ken              - Shinryuken
Kobun            - King Kobun
Magneto          - [walk towards opponent] Magnetic Shockwave
Marrow           - [walk towards opponent] D+HK-> Stinger Bones
Megaman          - Taunt, [repeat indefinitely]
Morrigan         - allow her to go into her winning pose
Omega Red        - D+HK [repeat indefinitely]
Psylocke         - Psi-Maelstrom
Rogue            - allow her to go into her winning pose
Roll             - Taunt, [repeat indefinitely]
Ruby Heart       - [walk towards opponent] Flan Mer, [low attack]
Ryu              - J-> HP [you land on the ground]-> UF-> LP-> HP-> Shinkuu H.
Sabretooth       - Armed Birdie-> Berserker Claw X
Sakura           - allow her to go into her winning pose
Sentinel         - Flight-> [hover above the opponent] LP, [repeat]
Shuma Gorath     - [walk towards opponent] Chaos Dimension, [low hold]
Silver Samurai   - [walk towards opponent] HK, [repeat indefinitely]
Sonson           - Wall Climb, [repeat indefinitely]
Spiderman        - Taunt, [repeat indefinitely]
Spiral           - allow her to go into her winning pose
Storm            - HP, [repeat indefinitely to make her scream alot]
Strider Hiryu    - Wall Grab
Thanos           - Gauntlet Reality
Tron Bonne       - King Kobun
Venom            - Taunt, [repeat indefinitely]
War Machine      - War Destroyer
Wolverine        - Taunt-> DF+HP-> Berserker Barrage X
Wolverine II     - Taunt-> DF+HP-> Berserker Barrage X
Zangief          - [The people's elbow] B+LP
```

Depending on the crowd---and the opponent---you're facing, it sometimes
is possible to do things OUTSIDE of the game that can make them roll with
laughter, for instance trash talking. Note that if you say them trash
words in the right manner, you can be fun without hurting other's feelings,
although this seldom happens. But again once you've learned to show that
"I-ain't-serious,-it's-just-a-game" attitude, then you won't hurt any
feelings no matter how much you trash talk. Here are a few of the more
popular quotes (inspired by Kaelib's Tekken Taunting guide):

"Why don't you go back to X-men vs. Streetfighter?"
"Why don't you go back to Street Fighter 2 World Warrior?"
"Why don't you go back to Pong?"
"Cable! How bout some wine with that cheese?"
"I can even beat you with Dan!"
"Don't worry, if you keep putting money in there, eventually you'll get
  around on me."
"Yeh, keep doing the same move, maybe you'll hit me with it."
"Man, my little sister plays better than you!"
"Man, my grandmother is better than you, and she has no arms!"
"Do you want me to call my sister? She might be more your skill..."
"Are you gonna play or what?"
"You want me to start playing?"
"I was just getting warm."
"You know I helped in the research of the MVC2 strategy guide."
"So I was at the MVC2 district tournament..."
"So I was at the Capcom sponsored, MVC2 world tournament..."
"So I was talking to the designer of MVC2 and..."
"I used that move to win the last tournament I was at."
"So I was playing MVC3..."

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*From a guy to a girl: "So what do you say we go out after this?"
                     : "[points on any MVC2 babe or to Zangief] I have
                         that outfit at home if you wanna to try it on..."

*From a girl to a guy: "Will you quit rubbing against me!?"
                     : "You wouldn't really hit a girl, would you? [and
                         then plays again]"
```

When all is finally over, there will always be those who'd love to stick
around and watch you duke it out with the computer. Now if you still wanna
please the crowd, then you must first know the types of patterns an AI
opponent will execute, and how to still look flashy while letting the
audience get an idea of how powerful the computer opponent can be.

Remember that nothing's worse than garnering 100+ wins and finally losing
to the computer. All that work, and you'll STILL look dumb =p So you have
to be prepared for a little "cheese" if things get too dicey. First off,
you must know that the AI is a complete sucker for projectiles of any
sort. Sure, it will try to evade and counter projectiles once in awhile,
but in the end they'll still end up blocking more than 80% of what you
throw at them. Hell, Cable can be your only man left with three of your
opponents still breathing and there's still a 75% chance of you taking
home the trophy! With that in mind, and with one eye fixed on the timer,
you can never lose to the AI opponent.

As for AI patterns, I can think of quite a handful. First and most common
of all is the launcher pattern. Basically the computer just tries and
tries (until he dies) to launch and do an aerial rave on you. This type
of pattern is more evident on characters with a double jump since it's
they who can truly maximize an aerial rave's damage. Examples of these
characters are Cammy, Capt. America, and Chunli. To deal with them? Just
block, guard push, dash in, and combo them yourself!

The second pattern is the all-specials pattern. In this state the AI will
try to screw your game by whipping out special moves, mostly projectiles,
like crazy. This pattern is most likely to be witnessed on characters
with projectiles that are not as common as the infamous Hadouken and have
some strategy in them. Projectiles that cover good range and come out
fast are also prone to being used in this pattern. Examples of these
characters include Amingo, Blackheart, Capt. Commando, Cyclops, and Iceman.
Be careful not to dash in like crazy, since it would most likely result
in you eating a special move. Just evade or stay out of range and fire
away with your helpers and available supers.

Pattern number three is the cheezy pattern. This almost always happens
when the computer is desperate since it has only one man left standing
while you still have three. Notice that sometimes the computer doesn't
use even a single super bar during the entire match? That's cause he's
saving it for "cheese" mode! In this mode AI just stands there, waits
for an opportunity, then nails you with super that can both deal great
damage and chip well when blocked. He will then continue wasting all his
supers on one of your men so as to chip him/her to death. This pattern
is VEEEEERRRRY evident with Ironman, but can also be seen frequently
when up against War Machine and Cable. To beat these cheap@$$es all you
have to do is time it so that you can super jump as they execute their
super. Now land behind, throw out a useless taunt, and proceed with beating
the living crap out of your opponent.

The fourth, final, and in my honest opinion the deadliest pattern is
the aerial high-low mix-up pattern. This is the only pattern that cannot
be replicated by human hands, since it requires an insane amount of speed,
accuracy, and presence of mind. In this pattern (actually there is no
pattern at all), the computer jumps toward you, does some confusing air
move (like an air dash) and lands either in front or behind you, ready
to attack. Now besides the fact that you'll have to guess whether to block
left or right because of the possibilities involved, you'll be facing
yet another problem: will the AI hit you on the way down, or low after
landing? Ha! Now you have to think whether to block left, down-left, right,
or down-right! Pretty confusing, plus the fact that if ever you are successful
in blocking the first attack, the AI can repeat the entire process in
less than a second, HOLY SH*T, how the hell do you counter that!? Simple:
A+B!!! Yup, since the AI is on the offensive, it will never expect a super
come it's way, and since executing a half-circle motion takes too long,
A+B will do, or rather, will prove even better.

We move on to fighting one of the cheesiest YET easiest boss in the
history of the fighting, namely, Abyss. He comes in three forms, and there
are more than just one way of dealing with each so as to better please
your audience. The first form, the horny "armored" form, can be dealt
with in three ways: One, stick to him even before the round starts and
pour out your most devastating super the moment you get the chance. He
CAN die instantly at the hands of people with Scattered supers like Iceman
and Magneto, but all the other characters will have at least one that
can deal more than 50%, which is impressive enough. Technique number two
is the opposite of technique number one, and concentrates on winning by
"Time Over" instead of by instant KO. To do this, stay as far away as
possible before the round starts, nail him with a couple o projectiles
and/or projectile supers, and then start taunting. Abyss' first form pretty
much gives you clues on what he'll do next, so as long as it isn't that
shower super, you should be able to super jump from it, land behind him,
and again start taunting. Remember that as long as you block everything
he throws at you, he will only deal recoverable damage. Just pull-off
a Delayed Super to switch out if this strat proves fatal. The third and
final strategy would be to make him look like an oversized slug, by sticking
to him before the round starts, jumping toward him as soon as you get
the opportunity, and execute an aerial rave so as to try to land behind
him afterwards. He's too dumb he'll do a super with his back turned on
you, so just taunt and repeat the process when he comes to his senses.

For the second form, the green "gas" form, the principles are the same,
thus this form can also be dealt in three ways: One, stick to him before
the round starts, jump and land behind him as soon as you get the opportunity,
and then whip out your most devastating super! The Vacuum types, namely
those of Ryu and Guile work best here, but as with the first form there
are many alternatives. The second technique is identical to that of the
first form: it is the opposite of technique number one, and concentrates
on winning by "Time Over" instead of by instant KO. To do this, stay as
far away as possible before the round starts, nail him with a couple o
projectiles and/or projectile supers, and then start taunting. Abyss'
second form also pretty much gives you clues on what he'll do next, so
as long as it isn't that scattered super, you should be able to super
jump from it, land behind him, and again start taunting. Remember that
as long as you block everything he throws at you (except for those bubbles
of course), he will only deal recoverable damage. Just pull-off a Delayed
Super to switch out if this strat proves fatal. And lastly, three is a
bit different. Engage him in a projectile war and launch your best projectiles
along with those helpers of yours that are using the "projectile" assist
type. He won't be able to survive, and your team shall rule!

Whew! Finally for the third form, there are only two ways to do it: via
instant KO, where you'll follow the instructions written for the first
and second form, but this time with characters like Silver Samurai and
Storm (who can really instantly KILL Abyss), and via "Time Over", where
you'll keep his face in the screen before the round starts, jump and nail
him with a projectile and/or projectile super as soon as you get the
opportunity, then dash out and start taunting as long as he's out of the
screen. He will sometimes be able to surprise you with a couple o blasts
if yer not careful, but that won't be enough to kill your entire team
now, would it? So just do the "A+B" thingy when you think time's almost
over. You win!

And as a final advice, remember that all these crowd pleasing tactics
will go to waste if you smell like hell =D So go take a shower before
that trip to stardom ;)

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In this section goes all the mail sent to me by my readers out there.
Tell me what you do to please the crowds that gather whenever you play,
what you do during the game to show-off without being called a "show-off",
what you do to impress a group of friends or even your significant other
in the arcades, what you do to get everybody else to laugh at someone
after the game, etc, etc, etc, and I'll put it in this section or maybe
even somewhere else in the FAQ. Here goes:

"Try this DHC: Final Justice, delay on the 5th hit of the auto combo with
Hayato's rushing sword super and when in the middle of the super delay
with Dan's Otoko Michi (Remember to keep swirling the joystick and pounding
the buttons so you inflict more damage and lower your opponent's chances
of tech hitting). If you do it right it will take all of your opponent's
life away."

               -by Juan Rodriguez Rivera(jey316@coqui.net)-

"My team was Iron Man, War Machine and Jin (Which I shall now affectionately
refer to as the Powered Armor Squad). This expert challenged me to a
match (I was unable to see his face since I was playing those type of
machines in which you cannot see your opponent). There seemed to be a
few others around him which I assumed to be his friends. He was comboing
me like crazy, and I swore I heard one of them ask him to give me a
break. Soon Iron and War were down, and I was only left with a critical
Jin (hey, I'm only at amatuer level here, so sue me). He still had 3
characters.....Cable, Ryu and Charlie. So that guy retreated, and I tried
a last ditch Brodia Vulcan, but before I finished inputting the move,
the screen suddenly showed that he was doing a triple character super.
I thought I was dead already, but right after that, Jin triggered the
Brodia Vulcan, and jumped off-screen, just as the beams and bolts reached

where he was. I didn't expect the Vulcan to last so long, but last it
did, longer than the triple combination super and managing to catch all
3 characters for 12 hits (killing Ryu in the process). From across the
machine, I heard cries of "HUNH?!" "WTF?!""WOW!!!!" Too bad I couldn't
see their faces. Unfortunately, my glory didn't last long, for at the
very next moment, Cable Hyper Viper Beamed Jin to death. Oh well, it
was the one and only game in which I was glad to lose....

Well, for a great crowd pleaser, you can try beating Abyss (Form 1) with
just the LP button. Shades of MSHvsSF 'bonus stage' Apocalypse here. To
do this, pay attention to everything he does, his moves have a LOOOONG
startup delay. Then jump behind him and poke him all the way. You'd be
suprised just how much damage you can cause, and how many times you can
hit him, while he's doing something! The only thing you'd need to worry
about is the 'Rain' super, which he doesn't use often. Nothing beats
getting a 19-23 hit LP combo everytime he does his beam super (characters
like Wolverine can get more hits!) :). Don't get too overconfident, tho:
getting hit by one of his supers makes this entire strategy unviable and
could get you killed."

                    -by Larry Leow(chickenno1@hotmail.com)-

"The military trio: Guile-press assist a, Charlie-press assist a, and
 Jill, which is any color really b/c she is in S.T.A.R.S. Here's two of
 my eye openers that please the peeps that watch and play:

 1) Guile 4 hit ground cancel into sonic hurricane, cancel into jill's
    hyper rushing super, cancel into pyslocke's butterfly super, pop up
    into aerial rave ending with butterfly super, then cancel into guile's
    sonic hurricane, in which your opponent falls into. 73 hits...ton
    o damage, and people go "wow".

 2) Guile same thing as above, but cancel into jill's tyrant(it can be
    done if timed right), after last it, jump up and rush in to aerial
    rave ending with hyper rushing super in air, then cancel into jin's
    tornado super. As they fall, do a jin explosion. they should be dead
    by then, and if so or not, throw in jin's taunt. Super insulting."

                    -by John Fountain Jr.(Residentrage@aol.com)-

"A huge long 100+ hit combo that kills a character from full or almost
 full life. Especially the combos that take a lot of skill to pull off,
 not something like like Cable's air Hyper Viper Beam four times."

                        -by Genji(genji27@yahoo.com)-

"I like to mash on the other player's start button so they keep on taunting.
Yeah, I'm risking personal injury with that one, but the look on opponent's
faces is priceless."

                    -by Ian Vaflor(Karoshi@wallpaper-boy.com)-

"Now, this is simply my opinion, but I feel that another thing you should
have added was a quick little snippet about arcade courtesy. Maybe its
just me, but it gets a little old when I'm playing MVC2, and I'm playing
the computer, when all of a sudden, against Abyss, some genius decides

to jump in. Now, for some off the wall reason that escapes me, he doesn't
wait for me to win or lose, he just decides that it is his turn to screw
up my chance to play to win. Subsequently, this random person would fall
under the loner category, spending hours, dollars, and what not practicing
these endless chains of combos and how to perfect them. Upon my hasty
defeat, I sulk away, annoyed that they didn't have the decency to allow
me to at least finish my game.
Point 2: You neglected Jin in the cheap characters. Jin is by far the
cheapest character, for reasons too lengthy to mention (unblockable gatling
gun super against a super-jumping opponent).
Third and lastly, a surprisingly good, (and humorous) name for the Zangief,
Hulk, & Juggernaut team is dum da da da... "Muscle Beach".

                  -by Steve Gibson(zenakuma@hotmail.com)-

"The "it" team: Kobun, Sentinel, Shuma-Gorath
(these three don't remind me of anything male or female)
One team that I'm not too sure about:
The Female Dash team: Jill, Ruby Heart, Psylocke
And this team is used by one of my friends a lot. . .
Most hits with a delayed Hyper Combo (not on the Abyss): Cable, War Machine,
Ironman (Most hits I've seen: 120. If you catch two people with this,
the number of hits goes up to 205)
Lastly, a team which one of my friends pointed out:
The "get the crap beaten out of you" team (after the match):
Guile, Akuma, Cable (and someone nearly did get the crap beaten out of
them because they used this team cheaply)"

                  -by Tracy Smith(cherriebomber@yahoo.com)-

"An infinte, or a 100+ hit combo. That's some cool stuff. A cround pleaser
combo you can have with my team of, Strider, Storm, and Thanos is...with
the characters in that order...

JI FP, Storm alpha assist lp, lk, lp Ragnarok, cancel into icestorm, dash
down(now storm), c. lk s. fk, sj lp, sj lk, sj lp, sj lk, lightning attack,
Lightning storm, cancel into Power Gauntlet (but I think they're gems...
at least from MSH they were) Soul Gauntlet. Not really 100+ hits, but
it's a 100% combo, which are also quite impressive."

                  -by Justus Balentine(captain_america3@yahoo.com)-

"A truly flashy 3-man Super, themed too. Guile- Sonic Hurricane -> Charlie-
Dance of Death-> Captain America- Final Justice. Not only is this painful,
it's the All-American Team of Justice, and hits for an ungodly amount of
time."

                  -by Dana Chrysalis(daniel.fitzgerald@qr.com)-

"Captain Commandos Captain stowm to Cap Sword combo. Do a captain storm
and you can OTG them before they recover into a Cap sword. Cap Storm D+LK>HK>
Cap Sword. Take practice though. Also (*arcade only*....i think) Mega
optic Blast> Striders Legion> Spidy's Maximum Spider. This looks hells
ass cool cause they stay in a lying down position threw the Legion and
Max Spider. Also Mega optic blast> Spider Asault> Legion. Keep their ass
in the air!"

-by Dnide@aol.com-

"1) For dressing the part---

THE OVERLY COOL ONE:
Generic blue jeans, t-shirt/t-shirt_open button down shirt over it, top
of the line sneakers, sunglasses worn indoors, ussualy a baseball cap
or something like that, sometimes worn backwards. Very laid back attitude,
act like your the king of all videogames, eventhough usually your not.
Before a match fold your arms and look around. Use the most overused
onliners youve heard. Try your hardest to impress all your freinds...
especially the ladies.

THE PIMP:
Incredibly flashy neon-colored clothes, dress and act like the godfather
of gaming...nough said right there

THE HIPPIE:
Hair down to shoulders, sometimes in a ponytail, fan or tiedie shirts,
flipflops or sandals, rare occasions a headband. Act even more laid
back than the overly cool one. Say that no matter how bad or good a gamer
is, they all are still gamers and thats what counts. Preach world peice
and complain like the evil chars are real and ask why are they doing that.
Then say they arent bad just misunderstood.

THE MAFIA MEMBER:
Dress like the mib agent, but no sunglasses, and not a white shirt and
black tie, usually a blue or maroon shirt. Threaten to kill in real life
if your killed in the game. Be intimidating, and reach for a plastic
squirt gun in your inside pocket when you lose.

THE FANBOY:
Wear videogam tshirts, carry videogam backpack, wear videogame hat, wear
videogame pants put videogame stickers on your shoes and clothes and
everything, videogame wallet, hell even gloves if you take it to the next
level.

THE PUNK/THE GOTH:
Wear black, many earings and other peircings, never talk, nough said

2) For the types of players/audencies---

THE GAME-SHARK(pun intended):
Acts like hes really new, takes forever to choose his team. Lures players
that are moderate experience to play with him. Whifs almost every move
in the begining...uses one move over and over again. Picks characters
sparaticly with no trend. Then halfway to 3 quarters through the match
he starts hitting the unsuspecting opponent with 21 hit aircombos, and
triple delay hyper combos, killing him before you can say Hinkle-Finkle-
Dinkle-WHAT THE F***. A very diabolical character indeed. Impressed with....
well anyone who can see through his ruse.

THE FANCLUB:
1 guy 3+ girls. Always surrounded by the girls and acts all that. The
girls are like his own personal cheerleading squad, cheering him on in
all of his matches, and distracting anyone else playing him. The guy is
impressed by good matches with people up to his skill level. The fanclub
is impressed by anything flashy and responds with ooooooo and aaaaaaaaah.

THE INSANITY:
SCREAMS AND SCREAMS NONSENSE SHOULD BE COMMITTED AND TAKE SOME PROZAC
impressed by well, everything."

                    -by AngMan3000@aol.com-

"Some impressive combos that I like to do or have eaten in the past:

1. B.B. Hood, Juggernaut, Cable:
Have at least 3 levels of super; dash into your opponent or do a very
close fierce jump in before dash in, jab, jab, -> fierce immediately
cancel into Variable Combination super..depending on the arcade machines
settings, this could blow their whole life bar away when it's full!
Impresses the newbies, no doubt and some of the veterans too. The starting
character among these 3 is also interchangable

2. Juggernaut:
A personal favorite, but not very flashy :) , dash, jab , jab , fierce
Earthquake Punch, hyper cancel into Headcrush as the move is ending; yes not
very flashy but never seen anyone else do it!

3. Magneto
My friend does this and i love it. I THINK this is how it goes:
Jump in fierce (optional), dash, c. short, c. fierce, push up, jab, short,
jab, short, roundhouse hyper gravitron (capture thing, assume its roundhouse)
IMMEDIATELY cancel into Magnetic Tempest, right after the super is finished,
push jab, short, jab, short, down back 2 k (to float), and finish with
a regular air combo

4. Storm
Ddash, c. short, c. fierce, up, jab, short, jab, short, the lightstream
attack thing (short + fierce) pushing up or diagonal up, cancel into her
lightning super"

                    -by AzNgUy119@aol.com-

"Agaisnt some1 who almost depends on a character jes for assist or uses
their assist alot: use the snapback in a combo of course and bring out
that character and beat tha shit out of him which he'll be forced to eat
a super if he tries to tag out or use up some super bars. Another one
is if you're playing a turtle u do a little combo with ken that is blocked
and dash up to him and roll behind him and whack him with a super, works
alot once u get behind him. but kinda hard when u playing regular people
cause they counter with a combo or attack of there own. But a good idea
is let them blaock a combo and dont finish it then roll behind him. 2
advantages of that is u dont have to dash towrd him because u dont push
them as far away as if u do a full combo and you dont have to dash afterwards."

                -by Michael Bertumen(mikeb119@hotmail.com)-

"SonSon, Tron, Roll. And as a crowd pleaser, I select them all red (lp,
lk,lp), all blue (hk,hp,hk), all dark (a2,a1,lk) or (more of a crowd
pleaser) all pink (a1,a2,a1)"

                    -by XenoMog(ltaox@home.com)-

"When I manage to pull of Amingo's onion drill move -cancel to shokobutsu
no okite, I'll drop everything I'm doing and do a little jig while Amingo's
rockin' out with his maracas. That gets a few laughs, but is pretty
unimpressive to a newbie."

                    -by Earl Gertwagen(earl@vcnet.com)-

"Do some combo with Charlie that ends up with the Somersault Justice,
then Cancel it out before he does his rising part of the move. Then have
Guile do the Somersault Strike, and cancel that out into Dan's Otoko Michi
when you're fighting your opponent's last character. This will end up
killing him /her by chance and all the people watching would be impressed
indefinitely."

                    -by OtakuDude007@aol.com-

"Pull off any known glitches at random times...the biggest crowd pleaser
is Venom Memory. Venom + B.B. Hood: venom does venom web and before venom
gets the first hit after webbing the enmy cancel to bb hood's Beautiful
Memory when she does it she and the opponent will fly all over the screen
and 1 of 6 things will happen:

1. The enemy will come from above the screen and free before he hits the
   floor he can be hit and cant move untill hit (i call this Frozen in
   Time)

2. same as above except enemy cant hit nor cant move you can push him
   around all you want but you better be ahead when this one happens or
   you lose via time

3. same as above except enemy doesnt freeze during the super if you dont
   hear the enemy doing a special move then they wont freeze instead
   they'll dash around really fast then do a special move in the air
   that can olny be done on the ground (case in point my pal derrick
   did it on akuma and akuma kept doing gou shoryuken's)

4. opponent will tag out in the middle of the super but combo counter
   wont dissapear(this is a true crowd pleaser if they are impressed by
   numbers the combo counter will continue to rise(you can do throws and
   they count too) until the one who tagged out tags back in

5a. enemy dies during bb hood's super...BUT WAIT HE'S GETTING UP...HE'S
    STILL FIGHTING HIS LIFEBAR IS EMPTY! yup its Life After Death

5b. Lad takes effect and he tags out he dies off screen but the space
    for his lifebar remains...so he has possessed the match

6. enemy freezes like in 1 but Game goes into slow motion...this one
   lookes really sweet when it happens and is GARUNTEED TO GET A REACTION"

                        -by Akuma Hokoru(Akuma@j-fan.com)-

"Iron Man/War Macine:

D+LK-> D+MP-> HK-> U-> LP-> LK-> MP-> MK-> U+HK-> UF Air Dash ->LP-> U+HP->
Flight Mode LP-> MP-> U+HP->   Unibeam/Shoulder Cannon/Smart Bombs

Magneto:

1. D+LK-> D+HP-> LP-> LK-> MP-> MK-> Hyper Grav-> DF Air Dash-> LP-> LK->
MP-> MK-> Hyper Grav-> Magnetic Tempest
2. (In Corner) D+LK-> D+HP-> LP-> LK-> MP-> N-> LP-> LK-> Flight Mode->
LP-> LK-> MP-> MK-> Hyper Grav-> Magnetic Tempest"

                        -by Dan Finch(dan@finch.com)-

"Abyss strategy:
Part one: Use your most combo-prone character here, and jump over his
head whenever he does a move, pretty much. You'll hafta block the little
sphere things, and be wary of doing a real reaching move when you nail
his backside when he fires off his huge beam attack. Using Spider-Man
has the added bonus of being able to web-swing through him instead of
jumping, but is weak against water-type Pok驚on. Oh yes, and tag out on
the last hit if you remember, just so you don't get nailed tagging in
part two.

Part two: having not used any supers with part one, stand as far back
as possible and jump all 4 or 5 bars on a beam or projectile supers.
You seriously don't need them for part three, do ya?

Part three: If you happen to use Blackheart's type B assist, he can hit
Abyss here with every hit, regardless of whether or not you see 'em.
Abyss fires up that column-critter attack pretty much every time he sinks
into the ground and leaves the sphere behind; that's really the only thing
to be weary of."

                        -by Ty Shughart(codeguyty@hotmail.com)-

"I call it the non-schalant(sp?)
Go in wearing usual jeans, off color shirt (red, green, orange) with cd
player in tow, earphones up, cd goin. Walk in like you just wanna look
around, going to no particular area, walking like your wandering aimlessly.
Go to the game, take your time picking your characters, even make weird
faces, acting as if you don't know who half of these are, to give your
opponent the illusion of the advantage. Then, totally postal ojn their
characters, even saying after the match, for effect : "What games are
these guys in? I gotta check em out" like you don't know who they are.

And a taunt: when you do a super that does a huge combo(50+ hits) say:
"Can't get enough of that sugar crisp!!" (Simpsons fans would know what
I'm referring to) just to confuse them."

                        -by Alex Tejeda(drmalpractice69@hotmail.com)-

"Well, around here, it's wackyness. The most fun is when people bring
in unusual tactics to play. A team such as Anakaris, Shuma-Gorath, and

Tron Bonne comes to mind. Themes are popular too, but they're more with
style of play than looks. For example, one of my friends has his Swords
and Shield team, aka Hayato, Strider, and Cap. America. Another has his
"Shadow Team": Shuma-Gorath in black, Magneto in black, and Guile in dark
camo. Mine is the "Supreme Beam, aka Big Men (and one psychotic bounty
hunting Red Riding Hood wannabe) With Guns". Cool looking Supers are a
must (Shuma-Gorath has Chaos Dimension, Guile has Crossfire Assault,
Magneto has Magnetic Tempest, B.B. Hood has...well, all of them, Strider
has Ragnarok, and so on). All in all, just the ability to play pleases
a crowd around here (also, frustrates to no end, cause everyone here
plays cheap in their own way, such as the same Aerial Rave over and over,
the same ground combo->air combo, so on and so forth). Here, the most
popular characters seem to be Cable, Magneto, Guile, Strider, Tron Bonne,
Iceman, Jill, Shuma-Gorath, Jin, Storm, and Psylocke. My personal favs
are B.B. Hood, Cable, Iron Man, Spiderman, Morrigan, and Sakura. If you'll
notice, I tend to stick to my own prejudices when selecting characters."

                    -by Trash13X@aol.com-

"GUARDIAN FORCE (Megaman, Strider, Captain Commando) -- When you think
about it, all three of these aren't just oldschool Capcom characters, but
oldschool Capcom characters with similar goals and motives: to show up
when there's a global threat and stop it. (Megaman's debatable on that
issue, but I think Dr. Wily can be considered a global threat). Plus,
their normal colors are all blue, so they match well =)

POLICE SQUAD (Jill, Captain Commando, Cable) -- These three seem the most
like they're "in uniform". Jill is obviously police, and Commando wears
that badge. Cable just has that police officer "feel" to him. What's
really neat is if you beat Abyss with Captain Commando, you often get
Commando standing in the center, with Jill and Cable on each side holding
up their guns. It's a neat pose.

TYRANTS (Bison, Dr. Doom, Magneto) -- I know Magneto's not a "tyrant", but
he's close enough. In any event, all three of them have capes (Bison just
takes his off, that's all), all three fly, and all three have really mean
"destined to rule" dispositions, I think. Plus, if you win, you're
allowed to laugh maniacally if you want =)

That's about it. By the way, theres a DHC that I like to do using Guile,
Omega Red, and Captain Commando. I don't know why, it doesn't always do a
whole lot, but I just think it looks cool. Go from Sonic Hurricaine into
Omega Detroyer, lifting your opponent into the air; then use Captain Sword
to slam them back to the ground. =)

One last thing, I disagree with what you say about Megaman not being a
crowd pleaser. He's my /best/ crowd pleaser! The thing with Megaman is,
he's actually a decent hand-to-hand fighter, so I like to doggedly stick
right next to my opponents. They don't seem to know how to handle him up
close. Plus, there's no crowd pleaser better, than coming down from a
Super Jump, your opponent decides to whip out Proton Cannon or some
similar super, and you do Beat Plane in the air, flying behind them and
wasting them. The crowd shakes with laughter everytime I do that (and
you'd think the players would have gotten wise to it by now...) Plus, he
has that taunt going for him =)"

                -by mjhadley(mjhadley@Oakland.edu)-

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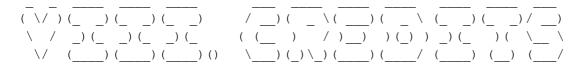"Do an instant kill on 3rd form Abyss by the following.
Chars:  Guile (anti-air assist), Cable, Juggernaut.
When fighting 3rd form, have @ least level 3 super, and Cable must be the
one initiating the fight with Abyss3.
Position Cable about 45 degrees below his face...when the announcer says
"Fight" slam both assist buttons.
As that goes on, just walk away....

*for 100 hits against 3rd form Abyss: Cable, Guile(anti-air), and Strider"

          -by Kent Dela Pena(diamond_dela_pena@hotmail.com)-


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Catlord (kittylord@hotmail.com) for his Tekken Psychology FAQ from which
                                  I have learned how to prejudge an opponent's
                                  skill level

Kaelib (Ragallach@msn.com) for his Tekken Taunting FAQ from which I have
                              learned how to trash talk more effectively and
                              for inspiring the "Role Playing" subsection

James Chen and Shoryuken.com for the awesome (and I do mean awesome) combos

The KiD (Oodzume@hotmail.com) for even more of those crowd pleasing combos!
                               Check out his MVC2 Combo FAQ at gamefaqs.com
                               It saves ya hell lotta time finding and
                               trying to download all those combo movies
                               from different sites. Plus, you get loads
                               of stuff found nowhere else!

Aya Brea (i_love_aya@hotmail.com) for lotsa team name contributions and
                                   for helping me do some more brainstorming
                                   on even more of them team names!

Michael Ongsingco(ong5mike@pworld.net.ph) for more team names

Rikidozan (rikidozan@hotmail.com) for his MvC2 Color/Assist FAQ which
                                   I used to verify lotsa things

Chris MacDonald (cmd@hooked.net) for his MVC2 Moveslist FAQ which contained
                                  some very nice details like the CORRECT
                                  spelling for Ruby Heart's....well....
                                  Everything!! =p

John Mayfield(mayfield_john@hotmail.com) for his MVC2 Magneto FAQ which
                                          contained not an infinite but
                                          nevertheless 100% damage combo

Dan Finch(dan@finch.com) for some color theming, lockdowns, and other
                          useful suggestions

Gamefaqs.com for paying attention to this faq
Capcom and all its affiliates for creating such a great game
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v1.2 - Finally. Added a few things here & there. Added lockdowns
v1.1 - almost NOTHING from me. Just inflated the suggestions sections

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Please feel free to email me if there's something about crowd pleasing
I left out (I'm sure there will be as this FAQ deals with a subject so
vast and diverse) 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. AND IF I FORGET TO INCLUDE WHAT I SAID I WOULD,
PLEASE REMIND ME BOUT IT, K? I get loads o' suggestions sometimes I forget
to include every last one in a revision. =p

So what's YOUR idea of a crowd pleaser?

Oh and, one last thing: I'll include here a list of all the characters
in MVC2 and how many people actually use them. My main basis of this is
my local arcade and handful of others, but I will also accept VOTES via
email. So start sendin them fav teams now! ^_^ (and if you wanna include
some comments on why that team was your choice I'd be more than glad
to post it here)

Since July 10, 2000 and as of Nov. 30, 2000:

                    no. of votes
Name                100 150 200 250 300 350 400 450 500 550 600 650 700

Akuma             - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Amingo            - >>>>>>
Anakaris          - >>>>>>>>>>>>>>>>>>>>
B.B. Hood         - >>>>>>>>>>
Blackheart        - >>>>>>>>>>>>>>>>>>>>>>
Bison             - >>>>>>>>>>>>>>
Cable             - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Cammy             - >>>>>>>>>>>>>>>>>>>>>>>>>
Captain America   - >>>>>>>>>>>>>>>>>>>>>>>>>>>>
Captain Commando  - >>>>>>>>>>>>>>>>>>>
Charlie           - >>>>>>>>>>>>>>
Chunli            - >>>>>>>>>
Colossus          - >>>>>>>>>>>>>>>>>>>>>>>>>>>
Cyclops           - >>>>>>>>>>>>>>>>>>>>>>>
Dan               - >>>>>>>>>>>>>>>>>>>
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Dhalsim          - >>>>>>>>>>>>>>>
Dr. Doom         - >>>>>>>>>>>>>>>>>>>>>>>>>
Felicia          - >>>>>>>>>>>>
Gambit           - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Guile            - >>>>>>>>>>
Hayato           - >>>>>>>>>>>>>>>>>>>>>>>>>>
Hulk             - >>>>>>>>>>>>>
Iceman           - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Ironman          - >>>>>>>>>>>>>>>>
Jill             - >>>>>>>>>>>>>>>>>>>>>>>>>>>
Jin              - >>>>>>>>>>>>>>>
Juggernaut       - >>>>>>>>>>>>>>>>>>>>>>>>>
Ken              - >>>>>>>>>>
Kobun            - >>>>>>>>>>>>>>>>>>>>>>>>>
Magneto          - >>>>>>>>>>>>>>>>>>
Marrow           - >>>>>>>>>>>>>>>
Megaman          - >>>>>>>>>>>>>>>>>>>>>>
Morrigan         - >>>>>>>>>>>>>>>>>
Omega Red        - >>>>>>>>>>>>>>>>>
Psylocke         - >>>>>>>>>>>>>>>>>>>>>>>>
Rogue            - >>>>>>>>>>>>>>
Roll             - >>>>>>>>>>>>>>>>>>>>>>>>>>
Ruby Heart       - >>>>>>>>>>
Ryu              - >>>>
Sabretooth       - >>>>>>>>>>>>>>>>>>
Sakura           - >>>>>>>>>>>>>>>>>
Sentinel         - >>>>>>>>>>>>>>>>>>>>>>
Shuma Gorath     - >>>>>>>>>>>>>>>>>>
Silver Samurai   - >>>>>>>>>>>>>>>>>>
Sonson           - >>>>>>>>>>>>>>>>>>>>>>>>>
Spiderman        - >>>>>>>>>>>>>>>>>
Spiral           - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Storm            - >>>>>>>>>>>>>>>>>>
Strider Hiryu    - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Thanos           - >>>>>>>>>>
Tron Bonne       - >>>>>>>>>>>>>>>>>>
Venom            - >>>>>>>>>>
War Machine      - >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
Wolverine        - >>>>>>>>>>>>>>>>>>
Wolverine II     - >>>>>>>>>>>>
Zangief          - >>>>>>>>>>>>>>
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Reasons why different people like their respective teams:

"Jill: I think I enjoy playing as speedy chicks a little TOO much. With
the pleasure of Chun Li taken away, I needed someone new. That's where
Jill came into my life. She's a pretty original character, a pixie who
can summon right up there with Cap'n Commando. There are few greater
pleasures in life then keeping the preassure right up my opponent's ass,
then suddenly dropping back to let them deal with my preacious Zombie
Hoard! Then, when they finally break through and go on the offence, they're
met with ten odd bullets right to the face! HA!"

"Iceman: Call me an asshole, but I love to turtle when I can. The lack
of block damage can cause the veins in my opponents forheads to pop, as
they make their futile attempts at breaking through. Also, being the
annoying bastard that I am, the aformention ability, combined with the
annoying chip damage he can give, makes him a prime candidate for playing
the clock. Normally, I don't find turtles fun to play as, but the fact

that Iceman has some comboability makes me actually enjoy playing as him."

"Guile: Er....OK, so I don't usually like turtles, but Guile is the second exeption and not the rule (Cap'n Commando being the third). I guess I could say I like his comboability, and his kick ass supers. I could also say his good priority plays a factor, but I wont. Ill be honest. The reasons I play him are the same things that made me love him in SF2. His double-sweep, his hair, his upside-downy roundhouse, his hair, his air-backbreaker, and his hair."

"Spidey: I like him because he's fun to combo with, and is fast. Not much more to say. I was really a late bloomer with him, and never bothered to learn to play him until a couple weeks before MvC2 hit the states on DC. Therefore he's still kinda new to me. I was always intimidated by his unorthadox launcher for some reason."

"Magneto: OK, last, and probably least, is Magneto. I don't like him as much as the other guys, but he's still fun to play. The main reason I like Eric is that he's somewhat of the Big Bad Boss type. Therefore, you can't help but expect him to be a powerhouse sloth. Boy is he anything but that! His deceptive speed has me hooked!"

-the above 5 by Justin(AnimeHex@aol.com)-

"I'm losing interest in wolverine, but i do like his speed. I'm thinking of replacing wolverine with magneto as soon as i learn his combos. They look like they can kill somebody."

-by Culasice99@aol.com-

"Psylocke - gotta love her lowlag projectile, triple jump, teleport, and combability."

"Cable - (yeah, ug) I'm not the usual Joe Blow Cable ABuser. I work my way in with 4-5hit ground combos that usually end with his Crouching HP-> HP Viper Beam. I will turtle vs. computer if I'm against a Stage 4+ Wolvie/ Storm. And I can actually air combo pretty good with Cable."

"Dan - "YAHOOI!" My inclose meelee fighter. I rush in with his Dankupyaku (speeling incorrect, i know), then I'll AC them or unleash his HBK. Then I taunt mercilessly!!"

-the above 3 by The Mak(themax4@earthlink.net)-

"I personally use Captain Commando, Juggernaut, and Tron Bonne. Tron's ability to hold people with Kobun then just walk calmly up and Lunch Rush them is sheer fun, with Kobun's everywhere. Captain Commando is my main fighter, with versatility his asset. Juggernaut is my BUG SMASH! character, used for assisting often, and knockdown dragout fighting if necessary."

-by Dana Chrysalis(daniel.fitzgerald@qr.com)-

"My favorite MvC2 team I call the Wall. With Ruby Heart in alpha assist, Blackheart with the Beta assist, and Storm in Gamma assist. Every time the assist buttons are used there is a bunch of crap that spirals out of the ground and hard to dodge. Another interesting thing with this team

is that Storm and Blackhearts assist attacks always goes to the target
making it easy to kill the 2nd and 3rd Abyss forms! Even if he's not on
the screen these will connect!"

-by Curtis Tyler(quepton@netscape.net)-

"Beta Cammy, Gamma Charlie, Beta Jill.
Cammy's got madd combo skillz. Low LK, Launcher, crazy Aerial Rave ending
with a Killer Bee Assault (LOCK ON!). Charlie has great defense and his
supers are all purpose. Jill's fun for making everything really confusing
(Assist, a flaming zombie, and a raven all at once. Sweet...). That, and
the DHC of the Spin Drive Smasher canceled (before the Cannon Spike) into
the CODE: T-002 canceled into a Sonic Break."

-by Ryne(chocobo2000@juno.com)-

"My personal favorite team to use is my "Supreme Beam Team", also known
as the "Packing Heat Team". It isn't the one you put, but close. It's
Cable (duh, this guy DEFINES beam moves), Iron Man, and B.B. Hood. Put
it this way, if you can catch someone in a Hyper Viper Beam/Cool Hunting/
Proton Cannon Triple Super, it's going to HURT. Plus, it hits for an
obscene amount, and I've actually killed 2 people at once with this,
on a whiffed double team super, plus it looks awesome. And, B.B. Hood
has two of the coolest trigger Supers, Beautiful Memory and Hyper Apple
for You, which is an added bonus."

-by Trash13X@aol.com-

"Felicia. Because seeing one's character have the bejeezus beat out of
them by a female anime-ish character, and one in a skimpy cat costume
no less, could be considered an insult to anybody. Plus her combos tend
to go on and on if one is mean enough to do so.

"Thanos. Because I thought the movie "Planet of the Apes" was sort of funny."

"Either Hayato for his flashiness, Magneto for his cheap combos, or Shuma
Gorath for his sideshow charm. Given the choice, I usually take Shuma."

"And if I had the patience, I'd use Anakaris simply for his oddball quality."

-the above 4 by JadeWEAPN8@aol.com-

"This may semm a little on the cheapish side, but my favorite team is
Cable with any assisst, Juggernaut with Dash assisst, and Hulk with Dash
assisst. Cable can stand back and shoot his opponent, while Juggy and
Hulk can knock the opponent back if they get too close. Unfortunately,
the Super Tag combo can screw itself over. Juggernaut will slam the
opponent back, and Hulk's Gamma crush (the strongest attack) could miss."

-by Mitch Underhill(MVC2-Champ@excite.com)-

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