

Marvel vs Capcom 2 Advanced Combo FAQ

by Gen2000

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Advanced
Marvel Vs. Capcom 2 Combo FAQ:
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I. Update History

- 10/24/01: First version of the FAQ.

II. Introduction

Hi, welcome to the Advance Marvel Vs. Capcom 2 Combo FAQ. Here you find some complex and long combos for certain characters that either involve assist, throws, sometimes both, or just combos you wouldn't expect from certain characters. Take note that some of these combos are kinda long and confusing to look at it. I won't go into the basics of doing combos, there are other FAQs out there that explains that, if you need help on just normal combos, then read the other FAQs. In this FAQ, I take it you already know the basics, such ground chain into launcher, LP, LK, LP, LK, AC ender type combos. I hope you enjoy these flashy

and damaging combos.

III. Basics

Legend:

P=Any Punch

K=Any Kick

PP=Two Punches

LP=Light Punch (Jab)

LK=Light Kick (Short)

MP=Medium Punch (Strong), is done from pressing LP the second time in a combo.

MK=Medium Kick (Foward), is done from pressing LK the second time in a combo.

HP=Hard Punch (Fierce)

HK=Hard Kick (Roundhouse)

st.=standing type attack

cr.=crouching type attack

j.=jumping type attack

sj.=super jumping type attack

D/F=Down-Foward

U/F=Up-Foward

/=either one command or another, i.e. HP/HK is either a HP or HK

AC=Air Combo, do a Launcher move to start it.

^=Press UP after a launcher to start the AC.

XX=Hypercancel, canceling a special move into a super move.

OTG=Off the Ground, or On the Ground, hitting an opponent on the ground with a low attack.

TK=Tiger Knee motion, Down, Down-Foward, Foward, Up-Foward

AHVB=Air Hyper Viper Beam, Cable's air super

HoD=Heart of Darkness, Blackheart's super

KBA=Killer Bee Assault

HSF=Hyper Sentinel Force, Sentinel's super

SPD=Spinning Pile Driver, Zangief's special move

FAB=Final Atomic Buster, Zangief's super

UFAB=Ultimate Final Atomic Buster, Zangief's super

AAA=Anti-Air-Attack assist type

Projectile=Projectile assist type

Variety=Variety assist type

Capture=Capture assist type

Triangle Jumping:

Some of the Magneto and Storm combos might include the use of triangle jumping. To Triangle Jump, either jump or super jump, then quickly cancel into their Air Dash Down-Foward with any attack, i.e. HP/HK. Triangle Jumping is used as a quick overhead attack when playing rushdown.

Super Jump Cancel:

Some combos here might also include the use of Super Jump Cancel, or just Jump Cancel if you want to kept it short. When doing a normal attack, just quickly press Down, then Up to cancel the normal attack into a super jump. This can be used to add more pressure to your opponent and cover the lag on some characters moves.

VI. Character Combos

Cable

1) LK, LK+Cammy AAA, st.HP, sj. cancel, sj.HP, AHVB
- metrock1

Cammy

1) Call Spiral's Projectile, cr.LK, cr.HP, ^, sj.LP/LK, (HK) Cannon Drill, dash in, (the opponent should fall on the Projectile), st.HK, ^, slowly, sj.LP, sj.LK, pause, Air Throw (Foward+HP), sj. LP, sj.LP, (HK) Cannon Drill, dash in, OTG with cr.LK, cr.HP, sj.LP, sj.LK, sj.LP, sj.LK, (HK) Cannon Drill, XX, KBA
- Gen2000

2) In corner: cr.LK, cr.HP, ^, sj.HK, (LK) Cannon Strike, OTG with cr.LK, st.LK, B+HK
- Gen2000

3) cr.LK, cr.HP, ^, sj.LP, sj.LK, sj.LP, pause, Air Throw, sj.LP, sj.LP, (HK) Cannon Drill, XX KBA
- metrock1

Charlie

1) In corner, HK Grab, Sonic Break (mash), Somersault Justice/Crossfire Blitz
- Nyu Bomber

Blackheart

1) cr.LK+Cyclops AAA, cr.LK, sj., sj.HK, Air Dash backwards, sj.HK, land, jump again, sj.HK, Air Dash backwards, sj.HK, repeat (this is BH's infintie btw), when you get to about 40 hits while they are still bouncing up, walk up and do cr.HP (his launcher), ^, sj.LP, sj.LK, sj.LP, Air Dash fowards, sj.LP, sj.LK, sj.LP.
- ph34r my skillz

2) cr.HP, ^, sj.LP, sj.LK, sj.LP, Air Dash forward, sj.LP, sj.LK, sj.LP, HK Throw
- Dr.Who

Dhalsim

1) LP, LP, ^, sj.LP, sj.LK, sj.LP, sj.LK, Air Dash U/F, sj.LP, sj.LK, sj.LP,
sj.D+LK, Yoga Fire

- The Great Sephiroth

2) LP, LP+Storm's Variety, ^, sj.LP, sj.LK, sj.LP, sj.LK, (Vertical Typhoon
hits), Yoga Inferno and aim up

- The Great Sephiroth

Gambit

1) LP, LK, LP+Cyclops AAA, LK, st.HP, delay, (HP) Trick Card, (LP) Trick Card,
(HP) Trick Card, (LP) Trick Card, Cajun Explosion/Royal Flush

- Marek 21

Jin

1) In corner: j.HP, LK, st.HP, (HP) Typhoon, after 2 hits, XX, Saotome Cyclone,
OTG with Saotome Dynamite, XX, Saotome Cyclone

- Gen2000

2) In corner: j.HP, LK, Blodia Punch, OTG with cr.LK, st.HP, Blodia Punch

- Gen2000

Juggernaut

1) j.HP, cr.HP, ^, sj.LP, sj.LK, sj.LP, sj.HP, sj.HK, land, cr.LK, cr.HP

- Zantetsuken

Magneto

1) In corner: c.LK, Launcher, ^, sj.HK, Air Dash D/F, sj.HP, sj. HK, land, c.LP,
normal jump U/F, j.LK, j.LK, j.HP, j.HK, land, normal jump back up, HK Throw,
j.LK before landing, land, normal jump back up, HK Throw, j.LP before landing,
land, HK Throw (yes, a third a throw; it works since you opponent won't have the
time and height to pull out a jab before he hits the ground) c.LK, c.HK, sj. cancel,
Air Dash Down, j.LK, j.LK, land, normal jump up+call Psylocke AAA, j.LK, j.LK,
Psylocke AAA hits, land, cr.LK, cr.HK, XX Hyper Grav, Launcher, pause, ^, HP Throw
back into corner, j.LP before landing, land, normal jump back up+call Psylocke AAA,
j.LK, j.LK, Psylocke AAA hits, land, cr.LK, cr.HK, XX, Hyper Grav, Launcher, ^,
normal AC

- dragonkahn

2) cr.LK, cr.HP+Storm Projectile, ^, sj.HK, Air Dash D/F, sj.HP, sj.HK, land
(opponent should be getting hit by the Projectile), cr.LK, cr.HP, You know the
rest...

- Marek 21

3) cr.LK, cr.HP, ^, sj.LP, sj.LK, sj.LP, sj.LK, Air Dash D/F, sj.LK, sj.LK,
land, either stay on the same side or dash to the other side, cr.HP, You know
the rest...

- Marek 21

4) cr.LK, cr.HP, ^, sj.LP, delay, sj.LK, sj.LP, delay, Air Throw (F+HP), Hyper
Grav, XX, Magnetic Tempest

- Marek 21

5) cr.LK, cr.HP, ^, sj.HK, Air Dash D/F, delay, Air Throw (F+HK), You know the rest.....

- Marek 21

Omega Red

1) In corner: j.HP, LP, st.LP, ^, slowly, sj.LP, sj.LK, sj.LP, sj.HP, land then jump forward, slowly, j.LP, j.LP, j.HP, land, D+HP, ^, sj.LP, sj.LK, sj.LP, sj.HP, land then jump forward, j.LP, j.LP, j.HP, land, D+HP+Doom's AAA, ^, sj.LP, sj.LK, sj.LP, sj.HK, Carbonadium Smasher

- gutabo

Psylocke

1) j.LP, j.LK, j.LP, dash in, LP, LK, LP+Spiral's Ground, LP, LK, (LK) Psyblade, (press LK for more hits), XX, Butterfly Super (QCF+KK), OTG with cr.LK, cr.HP, ^, sj.LP, sj.LK, sj.LP, sj.LK, UF+HK, double jump with sj.LK, sj.LK, UF+HK, triple jump with sj.LK, Psyblade (press LK for more hits), XX, Psi-Thrust, aim D/F then U/F

- The Great Sephiroth

Sentinel

1) In corner: j.HP, st.HK, ^, sj.LK, Rocket Punch, sj.HP, sj.HK, land, j.LK, j.LP

- FecalPenance

2) In corner: HP Throw, dash in, c.LP, LP, Rocket Punch, XX, HSF, dash in, st.LK, st.HK, sj.LP, sj.LK, sj.LP, sj.LK, Air Throw (F+HP), sj.LK, sj.LP, Hard Drive

- FecalPenance

3) In corner: cr.LK, LP, Rocket Punch, XX, HSF, dash in, st.HK, ^, sj.LP, sj.LP, Cancel into Flight Mode, Fly in, Air Throw, sj.LK, sj.LK, XX, Upwards Rocket Punch, Fly in, Air Throw, sj.LK, sj.LK, Upwards Rocket Punch

- dragonkahn

4) In corner: st.HK, ^, sj.LP, sj.LK, sj.LP, sj.LK, Upwards Rocket Punch, sj.HP, sj.HK

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Storm

1) j.HP, dash in, cr.LK, cr.LP, LK, Launcher, ^, HP, Air Dash D/F, sj.LK, sj.LK, Lighting Attack, XX, Lighting Storm

- dragonkahn

2) LP, LK, LP, st.HK+Thanos Capture, ^, sj.HP, Air Dash D/F, dash in, LP, LK, LP, st.HK, ^, sj.LP, sj.LK, sj.LP, sj.LK, Air Dash U/F, sj.LP, sj.LK, sj.LP, sj.LP, Lighting Attack, XX, Lighting Storm

- Dr. Who

Wolverine (Bone Claw)

1) j.LK, j.LK, dash in, LP, LK, LP, st.HK, ^, sj.LP, sj.LK, sj.LP, sj.LK, Drill Claw (aim U/F), sj.LP, sj.LK, Torando Claw (mash for more hits)

- The Great Sephiroth

Zangief

1) j.D+HK, cr.LP, cr.LP, ^, sj.LP, sj.LK, sj.HP, land, FAB/UFAB/SPD/Running Pile Driver

- BristalC

2) j.D+HK, cr.LP, cr.LP, ^, sj.LP, sj.LK, slight pause, SPD

- BristalC

Credits

Capcom - For making this awesome game

CJAYC - For giving me the idea to write this FAQ and hosting it.

metrocl, dragonkahn, FecalPenance, Marek 21, Nyu Bomber, BristalC, gutabo, Zantetsuken, The Great Sephiroth, and Dr. Who - For some of the combos you see here in the FAQ.

All those on the Arcade MvC2 Board who submit combos.

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