

# Marvel vs Capcom 2 Jill Character FAQ

by Aya Brea

Updated to v2.6 on Dec 9, 2000

MARVEL VS CAPCOM 2: NEW AGE OF HEROES

[Sega Dreamcast Import]

JILL VALENTINE GUIDE

Version: 2.6

Written by: Aya Brea

i\_love\_aya@hotmail.com

<http://www6.50megs.com/vanceayahan>

This FAQ was written based on the Japanese Sega Dreamcast version of the game. Certain aspects may differ from the arcade or home versions that are scheduled to release later this year. The latest version of the FAQ can be found at:

<http://www.gamefaqs.com/>

<http://www.vgstrategies.about.com/>

## CONTENTS

=====

- Revision
- Credits
- Legend
- Jill in a nutshell
- Why use Jill
- Valentine Normals
- Valentine Special Moves
- Valentine Hyper Combos
- Valentine Assists
- Valentine Combos
  - Simple combos
  - Advanced combos
  - Aerial Raves
  - Useless combos
  - CRAAAAAAAAAAZY team combos!
- Valentine Strategy
  - The unpredictable slide!
- Versus Strategies
- Valentine Partners
- Jill vs Abyss
- Epilogue

## REVISION

=====

04/Jun/2000 - V1.0

- FAQ was first created

07/Jun/2000 - V2.0

- Um, completed all moves and combo sections. Also partner sections. Still incomplete here and there.

09/Jun/2000 - V2.1

- Filled in the Jil vs Abyss section

- Altered the discription of almost all of Jill's moves
- All hits and damage for combos and moves added
- Added more combos
- More partners
- Added some decent combos with Tyrant ;)
- Edited the format and corrections

27/Jun/2000 - V2.2

- Added more to the CODE: T-002 super. It's actually VERY useful and versatile!
- Added more compatible partners, and more combos. :)
- Filled in Jill's strategies

09/Jul/2000 - V2.3

- Added another pretty cool OTG juggle combo
- More strategies
- Character vs strategies, although they're not very good.

19/Jul/2000 - V2.4

- Added more combos
- The Epilogue section, just for fun. ;)

23/Jul/2000 - V2.5

- The CRAAAAAAAAAAAZY combos section. :)
- Added Hayato to partners section
- Added Zangief and Storm strats
- Some French corrections
- More strategy and a brand new confuser section.

10/Dec/2000 - V2.6

- Added a CRAAAAAAAAAAAAAAAAAAAZY combo :)
- Altered the "Charlie's Angels" CRAAAAAAAAAAAZY combo
- A note about Baretta Counter
- Another AWESOME reason why you should use Dr. Doom!
- Added a few more character specific strategies, especially Magneto, Dr. Doom etc...

## CREDITS

=====

- Capcom for making this fab-n-addictive game
- Glen for getting me the Japanese Dreamcast
- Charles Leung for sending me a copy of MvC2
- CjayC for his hacked MvC2 save file
- Kao Megura <kmegura@yahoo.com> for his complete MvC2 movelist and a lot of comments and combos. :)
- Michael Charlton <mikecharlton@hotmail.com> for the ultimate Tyrant combo with Dr. Doom!
- Genji <genji27@yahoo.com> for tips on getting the Tyrant super to work, and a MAJOR thanks for telling me that it's OTG-able! Wow, that just opens up a HUGE amount of combo oppotunities.
- Rashid Reddy <shinkuu\_r@hotmail.com> for the tips on Rocket Launcher, combos and the idea of the Epilogue section. BTW, excellent Storm FAQ!
- Final Fantasy Fanatic <finalfantasyfanatic\_@hotmail.com> for helping me with some French translations in Jill's ending. ;)
- LuisX <luisx@ufl.edu> for notes about Baretta Counter
- Nico Valencia <acb\_dragon@yahoo.com> for the awesome tip about Dr. Doom and the CRAAAAAAAAAAAAAAAAAAAZY combo

## LEGEND

=====

### Directional buttons/arcade stick

```

      U
    UB | UF          Up-Back          Up-Forward
      \|/
B ---N--- F          Back          Neutral          Forward
      /|\
    DB | DF          Down-Back        Down-Forward
      D
                                Down

```

- C, Crouch, is done by holding D, DF or DB
- J, Jump, is done by any of the U, UB or UF motions
- SJ, Superjump, is done by the [D, U] motion
- Block is done by holding B. A regular Block must be done to avoid Overhead attacks
- C.Block, Crouch Block, is done by holding DB
- Air Block is done by holding B in the air
- Advanced Block (ie, Push Block) is done by PP while Blocking in any of the above methods. If successful, either you or the opponent will be pushed away, preventing certain following up attacks.
- A ground dash (both backwards and forwards) is done by tapping the direction hastily twice in a row.

### Button configuration

```

Dreamcast                               Arcade
      /-----\
  _|L|___|   |   |___|R|___
      |       |   |   |
      |       |   |   |
  ---+---   (X) (B)
      |
      (A)

```

Ok, excuse me for the terrible ASCII arts. The default controls for the DC buttons are:

X=Light Punch (jab)      Y=Heavy Punch (fierce)      L=Assist 1  
A=Light Kick (short)    B=Heavy Kick (roundhouse)    R=Assist 2

To perform Medium Punch or Kick (aka Strong and Forward), tap LP or LK respectively a second time after the initial attack. This can ONLY be done during a combo, or when your initial attack made contact with the opponent, be it Blocked or not. (So tapping the LP button repeatedly when you're across the screen from the opponent will never produce an MP.)

You may also cross up the Punch and Kick buttons. Chain combos follow the "zigzag" rule (ie, LP -> LK -> MP -> MK -> HP -> HK) so tapping a weak attack button after another attack will execute the next corresponding command along the chain. For example, tapping the LP button twice and LK button once will produce a LP -> MP -> MK chain.

- Tech Hits are performed by tapping B or F + HP or HK when thrown. Can be used in air.
- Recovery Rolls are performed by [B, DB, D] + P or K just when you're about to hit the ground.
- Taunts are performed by holding LK and tap Start on the Dreamcast,

or start alone in the arcade.

#### Other abbreviations

- P / K - Punch / Kick
- PP / KK - 2 Punches / 2 Kicks
- QCF - Quarter Circle Forward, execute [D, DF, F] motion
- QCB - Quarter Circle Backward, execute [D, DB, B] motion
- HCF - Half Circle Forward, execute [B, DB, D, DF, F] motion
- HCB - Half Circle Backward, execute [F, DF, D, DB, B] motion
- DP - Dragon Punch motion, execute [F, D, DF] motion
- (air) - Indicates that the move can be done in air
- OTG - Off The Ground. Indicates the move combo'd into will hit the opponent when they're lying on the ground. Certain "juggles" also fits into this category.

#### Character Switch

To switch character, press LP+LK for partner 1 or HP+HK for partner 2. The current character will taunt (they're invincible during this time) and leave, while the your partner jumps in with an attack. Opponent will be launched into the air if the tag-in attack connects, and following up combos are possible.

#### Aerial Rave

When you hit an opponent with a Launcher (for Jill, it's D+HP or DF+HP) and tap U. You'll automatically Superjump to pursue the opponent in the air with a quick combo.

#### Variable Assist

Assists are basically modified versions of the Team Attack feature used in Marvel Super Heroes vs Street Fighters. By pressing one of the Assist buttons (A1 or A2), your respective partner will jump into the screen and execute an Assist command corresponding to their Assist Types (Alpha, Beta or Gamma) chosen at the Character Select screen.

#### Variable Counter

When blocking an enemy's attack, perform the motion [B, DB, D] + A1 or A2. The screen will freeze for a moment as the corresponding partner jumps in with a counter attack (predetermined by Assist Type) as your current partner retreats. Each Variable Counter costs one level of Hyper Combo Energy.

#### Delayed Hyper Combo

New feature in MvC2 that resembles the EX series' Super Cancelling. Before the current Hyper Combo ends (whether it hits or is blocked), execute a Hyper Combo motion for the second character on your team. Time will pause for a few seconds as your second partner jumps in and swap places with the current character, and attempts to continue the combo with a Hyper Combo of their own. (Note however, the new super is NOT guaranteed to connect. Beware of bad Hyper Combo combinations!) You can continue this for up to 3 characters, and you must have enough Hyper Combo Energy (ie, Super Gauges) left to execute the desired follow up Hyper Combos. This cannot be used when only one character in your team is alive.

#### Variable Combination

Press A1+A2 will result in a team super attack, where up to all 3 characters of your team jumping onto screen and execute a Hyper Combo each (as predetermined by their Assist Type). Each Hyper Combo will consume a level of your Hyper Combo Energy. (So if you only have 1

level, only your current character will execute his or her Hyper Combo.) Note that a Variable Combination will not cause an active character change like Delay Hyper Combo. Again, bad Hyper Combo combinations can be nightmares when used in Variable Combination. If the character's Hyper Combos are incompatible, stick to Delayed Hyper Combos instead, where you'll have more control.

#### Snapback

Another cool new addition to the game is, by sacrificing a level of Hyper Combo Energy to knock the your opponent back into the "reserve" team. A successful Snapback attack will force the character that's been hit unusable (even through Assists, Variable Combination and Delayed Hyper Combo) for a few seconds. A Snapback can be blocked, but it can be combo'd into. Note Snapbacking an assist character will have little effect and performing it when your opponent has only 1 character alive will simply waste the Hyper Combo Energy as the damage done is pretty insignificant. A Snapback is done by QCF+A1 or A2, the assist button used determines which member will jump in to replace your opponent.

#### JILL IN A NUTSHELL

=====

Jill Valentine's debut appearance was in Capcom's classic Resident Evil a few years ago. She is an intelligent member of S.T.A.R.S. (Alpha Team) who was the machine expert of the team. The S.T.A.R.S. members were sent to the Arklay Mountains in the outskirts of Raccoon Forest to investigate a case of missing persons and strange sightings of dog-like beasts. During the investigation, the team was attacked by monsters where they have no choice but to retreat to a nearby mansion. However, the nightmare continues as the team encounters even more bizarre creatures inside, such as rotten humanoid zombies, flesh eating dogs, ape-like creatures with scythe-like claws and crows that aims for your eyes. Jill was able to escape with only a few other S.T.A.R.S. members. Jill's title in MvC2 is "the one who Returned Alive from the Nightmare".

Jill also starred in Resident Evil 3: Nemesis (aka Biohazard 3: Last Escape).

MvC2 is Jill's first appearance in a fighting game, and Capcom has done quite a decent job fine-tuning her skills. Yes so she does have some wacky special moves, but it's no worse than everybody else's. (\*cough cough\* Sonson, Amingo \*cough cough\*)

#### SPECIAL MOVES (these are not necessarily the official names.)

Elbow Tackle (air)	QCF+P (hold HP to charge)
Grenade Launcher	DP+P (hold P for longer launch)
Baretta Counter	HCB+P (tap P for more hits)
Zombie Call	QCB+K (2 varieties)
Summon Dog	QCF+LK
Summon Crow	QCF+HK

#### HYPER COMBOS

Hyper Elbow Tackle (air)	QCF+PP
Rocket Launcher	QCF+KK
CODE: T-002	QCB+KK

WHY USE JILL?

=====

Seriously, Jill is an excellent character, though you wouldn't expect her to be. Here are some major advantages of using Jill:

- 1) She's VERY fast and has combos that rivals Spiderman and Strider
- 2) She has great keep away games with a variety of helpers
- 3) She's one of the slimmer characters (thanks to Jenny Craig) so combos are not as effective on her
- 4) Jill does a LOT of damage in very little time (because she's so fast) and plus, she doesn't take damage as badly as the sissies like Strider.
- 5) Great annoyance factor
- 6) Great priority on some moves. :)
- 7) She has a healing assist
- 8) C'mon, she's the star of the RE series.

As here are some disadvantages:

- 1) Lack of any decent anti-airst
- 2) She's vulnerable for a very short period of time during her helper summons, so your opponent can punish you if you abuse it.
- 3) Jill doesn't have any sorta command moves or unusual ones like overheads. All her normals are pretty straight forward, but there's nothing more to it. (Look at Rogue's crouching strong, now THAT's a good normal!)
- 4) Jill's normals have crappy air-to-air priority.

#### Valentine Normals

=====

The damage for each move was recorded from the Training Mode, so they're 100% accurate. Remember Capcom's Damage Reduction though. The more hits you do, the lesser damage each hit will do (although no hits will ever do less than 1 point of damage). I think 150 points is 100% health. This was tested on Cable, who takes regular damage. Also, these damage are used only on human opponents, CPU controlled characters takes about 30% less damage.

#### Standing LP - Damage: 4

A quick jab forward. Has pretty decent range so use it for poking and to start combos, although her LK is better.

#### Crouching LP - Damage: 4

The crouching version of standing LP with identical range. I use this a lot to start ground combos.

#### Jumping LP - Damage: 4

A slightly downward angled punch with a LOT of range (for an LP)! Use it as jump-ins.

#### Standing MP - Damage: 7

An outstretched punch with the other hand, even more range. Use with LP for poking.

#### Crunching MP - Damage: 7

A bent punch to the chest area. Has only about as much range as the LP. Use as a combo filler.

#### Jumping MP - Damage: 7

Looks like jumping LP but her fist is more horizontal. Use for air combos and 2-hit jump-ins.

Standing HP - Damage: 13

A forceful punch straight forward. Has deceptive range (ie, reaches very far) and is faster than some other character's. Good poke.

Crouching HP - Damage: 13

You'll be using this a lot as this is Jill's launcher. The horizontal range isn't that bad, and can be combo'd into from a 2-hit ground chain most of the time. Although this is a pretty crappy anti-air (at least it never did anything for me.) Like all of Jill's moves, this has good speed.

Note Jill's DF+HP does 14 points of damage, and it looks and works exactly the same way. Weird!

Jumping HP - Damage: 13

A very awkward move where Jill aligns her body at a 45 degrees angle and slams her arm downwards. Has a slight lag at the start, so it makes a mediocre jump-in. Good for Aerial rave finisher.

Standing LK - Damage: 4

Jill lifts her leg up sideways quickly. Has good speed and more range than the LP. Great poke.

Crouching LK - Damage: 4

Has identical range and speed of the LP, but hits low. Good for starting combos and OTGs well. :)

Jumping LK - Damage: 4

Jill extends out one of her legs. Great range and can cross up. (Is it just me or are cross-ups harder to do in the VS series?) Although it seems like you cannot do a double hitting jump-in with a cross-up. Good for air-to-air combat too.

Standing MK - Damage: 7

Almost identical to the LK except she uses the other leg. Combo filler or use as poke.

Crouching MK - Damage: 7

Jill leans on the ground with one hand and extends one of her legs out, with the other one slightly behind it. (Think Rose's crouching Roundhouse without the lags.) Has great reach. The only thing bad about it is that you have to go through the LK to get to this. :( Good combo filler.

Standing HK - Damage: 13

A powerful roundhouse to the chest area. There's a bit of lag, but this has great range. A very useful attack, and use occasionally as a poke.

Crouching HK - Damage: 13

One of Jill's best normals. Her crouching roundhouse is a slide that's not only fast, but also goes 1/3 of the way across the screen! Use occasionally as a surprise attack. Great knockdown attack. Try to ALWAYS cancel this into an Elbow Tackle because it has next to no recovery and OTGs for good damage (and chips nicely when blocked).

Jumping HK - Damage: 13

Jill spins around and sends out her leg. (Looks like Cammy's jumping roundhouse.) Has lag but good range. Stick to her LK instead.

Throw (air) - F or B+HP - Damage: 16

Jill grabs the opponent, pulls out a knife and slashes them away. (BBHood and Marrow has a similar throw.) Ummm, it's just a throw I guess. Decent damage, but I dunno if you can OTG this like other character's throws.

Snapback - QCF+A1 or A2 - Damage: 10

The animation is Jill's standing HK. It's quick and has a LOT of range (unlike some other characters, like Cammy's) and combos well. A lot of people just ignores Snapback but I think they're really useful.

\* Try Snapbacking a foe to bring out their partner with a lot of recoverable life. They'll all disappear, yay! If used correctly, this can be more damaging (in the long term) than a Hyper Combo.

\* Snapbacking a foe that's really getting on your nerves and bring out an easier opponent. I use this on annoying BBHood and Wolverines. The good thing about this is that since the time limit of this game is pretty short, you'll most likely have to save your health to win. If you can get rid of an opponent that's kicking your ass, you won't lose as much health. (If they try to switch back, block and combo them afterwards. :)

\* If your opponent withdraws a seriously injured character, bring him or her back, and kill them. This works well in unison with the first.

Taunt - LK + Start (DC) OR Start only (arcade)

Jill pulls out her radio and says "Yes!" Can't hit, decent recovery. Not a very impressive taunt though, but that's all Jill has.

Valentine Special Moves

=====

Elbow Tackle (air) - QCF+P (Hold HP to charge)

2 Hits, Damage: 18

Jill quickly charges across the screen with her elbow and shoulders on fire. The LP version has faster execution time and travels about half the screen. The HP version sends her 3/4 of the way across the screen. This can also be used in the air, which is good for Aerial Raves. :)

Notice that when you execute the HP version, a crosshair will appear on Jill's body and glows as long as you hold HP. This charges up the tackle for more range and damage, but also gives it more recovery time. Each second charged will add about another hit onto this attack, but each successive hit will do lower damage. Also, the reason for a longer lag at the start up of the HP version is that Jill will ALWAYS execute a standing HP before dashing. (If you decide to charge it up, only the standing HP will come out.) However, if you're in the air, nothing would come out if you want to charge up the Elbow Tackle.

Kao Megura had some advice for charging up the Elbow Tackle without having the annoying HP coming out.

"You can perform Jill's qcf + HP attack without that annoying HP coming out. To just do it out of the blue, hold HP, input qcf, then release HP. If you want to charge it up, you can just do qcf + hold HP during another move that it can't cancel into, like her standing HK, crouching HK, or even her throw (throw them with qcf + HP when close, then hold HP.)"

Jill will not lose the charge as long as you hold down the HP



button, even if she gets hit. She'll execute the charged Elbow Tackle as soon as you release the button. The charge will also wear off if you execute the LP version. Otherwise, you can use the other buttons as much as you wish. One other disadvantage of charging it up is that, Jill will lose the charge if you ever perform ANY Hyper Combos while charging. To utilise a charged up Elbow Tackle, make sure the opponent is against the corner when you decide to release it. This is because Jill charges faster than the distance the opponent reels when they get hit, and thus she usually travels through the opponent after about 18 hits. A charged version has very fast execution time and does GREAT block damage! Use it for chipping, in combos or OTG.

Because of the lag, use the LP version for combos, and the HP version if you wanna charge it up. IMO, charging it up is not really worth it because you'll lose the ability to combo the Elbow Tackle and loses her launcher.

The Elbow Tackle OTGs grounded opponent very well. Try to use this after a sliding crouching roundhouse for 2 extra hits and decent quick damage. Also, you can use this to juggle an opponent who has been launched into the air after a successful tag-in attack, but the timing is a bit awkward. The uses for this move are endless, use your imagination. :)

Grenade Launcher - DP+P (Hold P for longer launch)  
2 Hits, Damage: 18

Um... what can I say? Jill's most useful weapon in Resident Evil is simply one of her least useful moves. The LP version launches the grenade low but reaches far. The HP version is the opposite, higher but with a short horizontal range.

The grenade usually explodes in midair, but you can hold the Punch button to delay it. It can travel all the way back to the ground if you want it to, and can be used as a slow and unreliable projectile. The LP version can reach across the screen though. Note however, Jill is COMPLETELY vulnerable during the launch, and delaying it will only result in a higher risk since the projectile is so slow.

Can be used as a mediocre anti-air, although it does have one advantage. Since it's a missile and not a body attack (ie, Shoryuken), Jill has a lower risk of getting beaten out by a high priority attack in the air. :) Although I wished the DP motions were a bit easier to do on the DC. :(

So use this as an occasional anti-air, just be cautious that it's slow. Be careful about cross-ups though, or jumps at close range, as the grenade will miss as the opponent lands behind you. Uh oh, not a pretty scene. You can also annoy the hell outta your opponent by summoning lotsa dogs and crows, use a projectile assist use the Grenade Launcher if he tried to jump over the mass on the ground, pushing him back (hopefully onto one of Jill's helpers down below.)

Baretta Counter - HCB+P  
3 Hits, Damage: 14 (Tap for up to 10 Hits, Damage: 14!!!)

I have just realised how USELESS this move really is! When you execute this, Jill will stand there and glow for about 2 seconds or so. If she is attacked during this time, he'll attempt to push the opponent away with her palms. And if THAT connects, she'll pull out

her Baretta and fire 2 shots. (The initial "push" counts as a hit but it does no damage. Go figure.) You can also tap on the Punch button rapidly and Jill'll fire up to 10 shots. Afterwards you'll get a cool new animation where she refills her gun. :) Neat taunt.

(BTW, Jill does NOT use her Magnum in this move because her Magnum is a Revolver 6-shooter. This gun is obviously a self-loading automatic and has a higher stock capacity.)

The good thing about this move is that it can counter a variety of attacks, be it standing, crouching or jumping. It obviously doesn't counter projectiles or beam attacks. Now the bad point about this move is that the initial "push" that triggers the counter gunshots has VERY little range! Thus, it'll fail against some long range attacks, anti-air-type attacks and it's not very reliable against jump-ins. It also does not last very long, so you'll have to anticipate an enemy's move. (A whiffed counter will make you pay dearly.) Finally, the damage done is hopelessly low! I mean, at 10 hits, you'll do no more damage! (It works so that every shot hits for 1 point of damage except for the last shot, which is the most powerful. However, no thanks to Damage Reduction, with each added hit, the last shot's damage drops. So a 5 or 7 shot counter will actually do more damage than a full 10-shot counter! Is that ridiculous or WHAT?!)

Kao sent in this table showing all the possible hits and damages of this move, it's VERY weird!

Hits:	3	4	5	6	7	8	9	10
Damage:	14	16	17	18	19	20	21	14

So if you want the most damage out of this, try 9 hits. Else tap for 10 hits just for the taunt or don't do a thing. So with damage like that, I'd advice you not to bother with this move.

Except maybe on one occasion. That is? A blocked slide. If you're fighting a human opponent and he blocks your slide (crouching roundhouse). Instead of cancel it into an Elbow Tackle, mix it up with an occasional Baretta Counter. They'll most likely try to counter or sweep you, but you'll nail them with this. :) Tap on the buttons to get 10 shots because of the nice animation at the end. (Hey, free taunt!) Watch out for supers though.

NOTE! LuisX <luisx@ufl.edu> informed me that he has countered Jin's Blodia Punch super with this move! I personally don't see how, but I guess it means that this move has a lot of priority!

Zombie Call - QCB+K  
LK: 1 Hit, Damage: 2  
HK: 1 Hit, Damage: 15

I bet this move is going to be Jill's trademark in this game. This move summons a slow walkin' zombie from Jill's end of the screen. It takes a second before the zombie walks onto the screen, and it travels extremely slowly across the screen. (You'll be lucky if it hits at all.)

The LK version will call up a regular RE-type zombie. If it makes contact with the enemy (it's unblockable), it'll munch on the enemy

for 1 point of damage but holds them in place for a while so Jill can dash in and combo them with an Aerial Rave or Hyper Combo or anything you can think of. :) What's even cooler about the zombie is that you can hit your zombie with an attack, but instead of dying, the zombie will fall to the ground and stay there for a while. (Although it'll disappear if left there too long.) If the enemy walks over to it, it'll grab the opponent's leg and munch on them like in RE. :) So as you can see, this move can drive your opponent nuts if used well.

The bad side about this zombie is that it can be gotten rid of easily. Any normal attacks can dispatch the zombie, coupled with the slow walking speed, it's very hard to get it to hit. You can also call birds or dogs to knock the zombie down. As for assist helpers, they can be used in unison with the zombie, although it can be difficult. Assists does NOT automatically disable the zombie. However, if the assist partner somehow hits the zombie, they'll kill it instead of crippling it. (So most projectile, rush or beam assists cannot be used well with the zombie.) Some however, like Ruby Heart's Alpha assist, can work pretty well.

The HK version will call up a flaming zombie (like the ones in RE2 or 3) that's pretty similar to the regular zombie in shape and speed. However, instead of munching and holding the opponent in place, it'll explode on contact but will do more damage than the regular breed. Although you can't really play and games like the regular zombie.

The flaming zombie does have some advantages over the regular zombies though, in that it's a lot harder to get rid of. Summoning crows and dogs will not harm the zombie in anyway, neither will assist partners. (So if you wanna play keep away, use this zombie.) Also, if the opponent tries to hit the zombie with a normal attack, chances are, since the zombie explodes upon contact, they'll trade hits. (Hehe. :) You can have some real evil Jill players if you master the Zombie Call move.

Most players can see this comin' a mile away, so don't expect them to hit very often. They're useful however, as confusion techniques and pressuring the opponent, disturbing their concentration and they'll likely to make more mistakes. :) A good strategy is to call a zombie, jump or superjump over them. Attack them to make them block. Push them with an Elbow Dash and try to get them into the open and awaiting arms of the zombie. Hehehe, dinner is served. :)

Summon Dog - QCF+LK  
1 Hit, Damage: 14

This move summons a Cerberus (zombie-dog) that runs onto screen from behind Jill and dashes across the screen. Jill will jump over the dog right and evading it. Cool. :) However, Jill is "stunned" in a "freak-out" animation until she jumps over the dog and is uncontrollable during that time. That makes this move pretty dangerous to use up close, as it leaves her defenseless for a longer period of time. It's safer when she's at the corner of the screen though, as she'll jump immediately as the dog comes on screen.

The dog is basically Jill's projectile. It's pretty fast and can be used as a shield that you can hide behind. You can only have one dog on screen at one time (ie, like all fireballs in the game.) The recovery time isn't great, so you won't win a fireball war with this.

The dog can be hit and get killed though.

Good to use for keep-aways, crippling your zombie at long range and chipping damage. Don't rely on this too much though, because it leaves Jill open when she jumps over the dog, but use it occasionally when the enemy least expected to confuse them. (Like to make them too busy trying to block/evade the dog.)

One cool thing about this move that Kao mentioned is that Jill's jump can be used to evade sweeping attacks. Especially at the end of the screen where Jill jumps immediately. If you can master these anti-sweep moves (like Rose's standing forward in Alpha 3) then make good use of this. Otherwise, this use is pretty useless when we can't read minds.

Summon Crow - QCF+HK

1 Hit, Damage: 14

This move summons a crow from RE that swoops down from the air above Jill and then flies upward in an arc. Like the Summon Dog move, Jill is also affected by the "stun" at the activation of this move. Jill will duck under the bird as it flies over her, then she'll be able to move again. Still a bad move to use up close.

Another one of Jill's projectiles, although the path that it travels is pretty awkward, but that's not necessarily a bad thing. The crow can hit most standing characters on the ground (although the shorter ones like BBHood, Roll etc obviously won't be hit). Most characters don't expect the crow to be able to hit them and dashes in, and thus gets hit. :)

The crow is also a great anti-air in a way, because a lot of players won't expect it. The path that the crow swoops covers a lot of air, especially on bigger characters, hitting them, or pushing them away. Another good keep away move, especially against air-opponents.

The crow can be hit and knocked down as easily as the dog. Beware of air projectile throwers if you want to use it as an anti-air.

VALENTINE HYPER COMBOS

=====

Hyper Elbow Tackle (air) - QCF+PP

10 Hits, Damage: 45

Jill dashes forward with her whole body surrounded by fire shouting "You're finished!" This Hyper Combo isn't as powerful as her other ones but has a HIGH comboability. You can tag this after a normal, the regular Elbow Tackle, OTG or as an Aerial Rave finisher.

This super isn't very fast, so punishing a whiffed super won't connect unless he's standing right next to you. The best way to use this is to combo it, and believe me, it's a piece of cake. The priority of this super is very good too, and usually beats out anyone who tries to counter you with a super of their own. Another good point about this Hyper Combo is that since it pins the enemy so close to Jill, you'll be able to cancel this into another Delayed Hyper Combo really easily. :) Plus, the air version of the super has a similar property, and any vertical supers will cancel well from it

for massive damage, especially when you've used the Hyper Elbow Tackle as an Aerial Rave finisher.

Oh yeah, one really fun thing about this super is that, even if the opponent uses Variable Counter (when blocked), the priority of this move will cancel almost anything they try to throw at you, and will keep hitting them. :)

Rocket Launcher - QCF+KK

16 Hits, Damage: 47 (Up close, 13 Hits, Damage: 36)

Jill pulls out a rocker launcher and shoots a semi-stream of missiles at the opponent, and then falls over from. :) Jill's rockets are fired at head-height, although some missiles travel at a slightly lower altitude. (Works similar to War Machine's Proton Cannon, but with not as many missiles travelling across the screen.) Some missiles will miss certain shorter characters, and the REALLY short ones will not be affected on the ground at all.

If the enemy is relatively close to Jill when you activate this super and isn't blocking, they'll get launched into the air as Jill pulls out her rocker launcher and the following up missiles will hit automatically, juggling the opponent in the air. However, some of the lower missiles will miss, doing only 11 hits instead of the full 16, and a heap less damage. Fortunately, the close version of this Hyper Combo CAN, and I repeat, CAN be worked into a combo, since the initial pulling out of the rocket launcher is fast. Although since the comboable version does so little damage, you might as well stick to Hyper Elbow Tackle instead.

Ummm, not much to say, it's more powerful than Jill's Hyper Elbow Tackle (when done far away and all missiles hit), but I think this super is fairly average compared to the other character's beam supers (Shinkuu Hadoken, Proton Cannon, Soul Eraser etc.) It's way too slow to try to counter anything at long range. Fair chipping damage, but can be a very bad influence in Variable Combinations. Since it juggles the enemy in midair across the screen from Jill, a lot of the ground-based moves will miss (like Tron's Lunch Rush, which does MAJOR damage!) It's fairly compatible with certain Hyper Combos though, such as Ruby Heart's ship ram super or Sabretooth's Hyper Armed Birdie.

CODE: T-002 - QCB+KK

13 Hits, Damage: 56

Jill shouts "What's that?" as the ground cracks open by a beam of light before her. If the enemy gets caught amidst of the beam AND isn't blocking, the Tyrant (from RE1) appears and slashes the enemy 3 times with his claws. (And Jill'll fall over and take cover. :) Now you can execute the Rocket Launcher motion (although only QCB+K is required) right after the Tyrant finishes slaughtering the opponent. What happens is that Jill will execute Rocket Launcher, blows up the Tyrant and damages the enemy who gets caught in the blaze for 1 more hit, 7 point of damage. Cool baby.

Even though CODE: T-002 is Jill's most powerful Hyper Combo, it NEVER hits EVEN on a computer opponent!!! Probably the most useless Hyper Combo in the whole game.... unless you know how to use it.

There's a bit of start-up delay. The enemy has to not be blocked when the ground cracks and they MUST stand RIGHT at the CENTER of the beam for this to hit. (If they're just touching the edge of the beam, they won't be harmed.) The beam is about 2 Jill-width wide, and appears right in front of her. So get used to the range of this Hyper Combo if you even wanna bother with it.

I have worked up a couple of ways of comboing this super but it just plain SUCKS! It can OTG (!! ) but for only ONE HIT! (And it does only ONE point of damage!) Use it like you would with Dan's super taunt. :)

Genji has given me some tips on getting this super to connect. For example, do it when you seen the opponent whiff a move with long lag (dash in if necessary) such as a missed command throw or uppercut. Another way to get the Tyrant super to connect without much fuss is when the opponent has been disabled in some way, such as being chewed on by a regular zombie. (Assists like Spiderman's Web Throw or Magneto's Hyper Grav also works well.) Believe me, there are MAJOR rewards for connecting the CODE: T-002 super!

First of all, it's Jill's most powerful super. But what you REALLY wanna get this to connect is that you CAN OTG after it!!!!!!! (Thanks a zillion to Genji for telling me that.) The opponent will ALWAYS land somewhere in the middle of the screen, so all you've gotta do is to dash in -> C.LK -> Launcher -> Aerial Rave -> (Air) Hyper E.Tackle -> Delayed Hyper Combos for HUGE damage, and looks REALLY impressive. Wanna impress the crowd? Try some of my combos later in the guide if you wanna show off. Last but not least, getting hit by this "useless" super plus being combo'd from it like grandma's cookies can really give your opponent an ego crush. Show 'em not to mess with a member of S.T.A.R.S. :)

#### VALENTINE ASSISTS

=====

Jill's call-in assist, Variable Counter and the Hyper Combo done in Variable Combination depends on her Assist Type.

	Alpha	Beta	Gamma
V. Assist	Herb & Spice	Elbow Tackle	Grenade Launcher
V. Counter	Summon Crow	Elbow Tackle	Grenade Launcher
V. Combination	Rocket Launcher	Hyper E.Tackle	Rocket Launcher

#### Alpha - Restoration Assist

Jill's Alpha Assist is the most useful IMO. She will show up with a pot of herb in her hand, like in RE. She'll randomly give you either a Green Herb (restores a small amount of health) or a Red&Green Herb, which restores almost twice as much life. :) Although she can only restore the recoverable portion of one's health bar. (What's even cooler about this assist is when you receive her herbs, a ECM metre like the one in RE pops up and turns green. :) Call her in when you knock down your opponent. She performs Rocket Launcher during Variable Combination, which isn't too shabby.

#### Beta - Charge Assist

Jill rushes across the screen from behind you, hitting the enemy twice. Good Assist, and good chipping damage, but Alpha is better. Hyper Elbow Tackle is a good move too. Again, not a bad choice.

Gamma - Projectile Assist (should really be Anti-air!)

Jill comes onto the screen and fires a round of HP grenade, although it don't travel all the way down and explodes in mid-air. (Meaning no mind games or surprise attacks.) Crap assist! An ok anti-air, but a bit too slow. Avoid avoid!

#### VALENTINE COMBOS

=====

I must admit, I have horrible reflexes and I can't do combos very well. (That's why I don't use Strider or Wolverine). However, the good news is that, Jill's combos are so easy to do it's almost embarrassing. I have spent a lot of time to come up with these combos (and not just in Practice Mode) so I hope you guys appreciate it. If you have any other impressive combos, feel free to send them in. :)

Aya's Tip: These are short-cut tips on how to work the combos better if you're having trouble. They're also there if you're too lazy to tap all the buttons (against the CPU anyway, since they do almost as much damage.)

#### Simple Combos

These are the most basic quick combos, everyone can do them. (As a matter of fact, my grandma taught me these..... j/k.)

1) Jump-in, J.LK, J.MK, C.LK, C.MK, C.HK  
5 Hits, Damage: 32

A VERY easy 5-hit knockdown combo that everyone can do, and does very good damage.

2) LK, MK, HK, LP Elbow Tackle  
5 Hits, Damage: 39

You've gotta cancel into the Elbow Tackle quickly, else it won't combo. Also, you can use any combination of punches or kicks for the first 2 hit. (Although Standing LK and MK has the most range.)

Aya's Tip: Um, I usually cut out the HP or HK, and use C.LP, C.MP, LP Elbow Tackle instead. You only have to press one button.

3) C.HK, LP Elbow Tackle (OTG)  
3 Hits, Damage: 31 (!!)

A short, tag-on combo. You should OTG the Elbow Tackle whenever you use Jill's slide for more damage. Beware of it once your opponent learns to roll away though, but otherwise this is very safe.

4) LK, MK, HK, Snapback  
4 Hits, Damage: 23

Snapbacks are more useful when combo'd. Poke them with LK and if it

connects, snap them back. Snap crackle and pop! (Oh BTW, you can cancel a Snapback from a HK even though it uses the same animation.)

#### Advanced Combos

These starts to get a bit more complicated. You need to practice the timing on some of these too, but they do MAJOR damage! You can tag jump-ins on these too.

1) Jump-in, J.LP, J.MP, LP, MP, HP, LP Elbow Tackle, Hyper E.Tackle  
12 Hits, Damage: 58

One long chain here. Most of Jill's normals are interchangeable too, so you may use kicks instead of punches. You've gotta cancel both Elbow Tackles really quickly else it'll either not combo or won't come out at all. Works in corners only though.

Aya's Tip: Like above, you can cut out the HP and do the Elbow Tackle from a crouching MP.

2) C.LK, C.MK, C.HK, Hyper E.Tackle (OTG)  
12 Hits, Damage: 49

Good damage, just hope they don't roll. Tag another super (or 2) at the end for more havoc. This one HURTS!

3) C.LK, C.MK, C.HK, LP Elbow Tackle (OTG), Hyper E.Tackle (juggle)  
9 Hits, Damage: 51

Basically a variation of the above, but a lot harder to do. THE combo for Jill. Also safer than the above, as if they roll, you won't waste a level. You must cancel the super IMMEDIATELY as the regular tackle hits, or it won't come out. The Hyper E.Tackle will only juggle for 3 hits, but ironically, it's more powerful than the above combo where the super hits more times. Go figure. Tag more Hyper Combos for more fun. :)

4) LK, MK, Rocket launcher  
15 Hits, damage: 41

You must be pretty close to the enemy to launch them else it'll whiff and the enemy will be able to block the Hyper Combo.

5) CODE: T-002, (dash in), C.LK (OGT), C.HP (launcher), Aerial Rave!  
=> Thanks to Genji  
20+ Hits, damage: a LOT!

This looks way cool but it's hard as hell to pull off. The opponent will ALWAYS fall at the center of the screen, so you've gotta dash immediately once you recover from the super, else you won't catch them with the C.LK. You can tag any of my Aerial Rave combos below to finish this off. If you really wanna get fancy, have 2 or 3 levels of Hyper Energy and tag an air Hyper Elbow Tackle as the Aerial Rave ender. But wait there's more! If you have a character with a vertical super (Cammy, Ken, Sakura), do a Delayed Hyper Combo for even more damage!



However, to balance it out, it's EXTREMELY difficult to do! It requires tremendous amounts of training and patience. I can only do this like less than 5% of the time in training mode, but it's indeed possible. (Damn Dreamcast pad! Those guys at Sega must have been on drugs when they've designed it. "Whoa man... let's make it like a spaceship man..." "Yeah dude..." \*Roll eyes\*) Plus, Jill is not Cammy, her ground dash is of good speed but has a pitiful range. :( Consider yourself a Jill Valentine master if you can pull this off.

6) CODE: T-002, (dash in), C.LK (OTG), Rocket Launcher  
=> Thanks to Genji

Umm... Never got this one to work, but I guess it's possible. You have to cancel fast because if you tap LK again (for a MK), the opponent will roll away automatically so you'll whiff. I guess this is not as powerful as the above combo, but it's still cool.

7) C.LK, C.MK, C.HK, C.LK (OTG), C.HP, Aerial Rave

This is an awesome combo! Thanks to Jill's slide that takes her forward and recovers quickly, she can chain an OTG LK afterwards. It takes some practice, but you have to tap LK right after Jill recovers from the slide else it wouldn't come out. I wouldn't recommend munching on the LK button because you would get an MK linking after your LK as well (and that will whiff.)

This combo is best done after a jump-in and ground chain for added hits and damage. Any Aerial Rave combos from below will link well, but I personally recommend the Throw Combo (#4) because your supers won't hit as hard after so many hits. Tagging a throw will boost this combo up to the 50% damage mark!!! (And doesn't even cost a level, not to mention that you gain levels fast.)

8) Jill switch in, (dash in), C.LK, C.HP, Aerial Rave

A fairly decent tag-in combo, kinda hard to get it to connect. You can try other moves, basically any move (except Tyrant) will connect after a tag-in if you can time it right.

9) (Charge Elbow Tackle), C.HK, Release charged Elbow Tackle, Rocket Launcher or Hyper Elbow Tackle  
=> Thanks to Rashid Reddy <shinkuu\_r@hotmail.com>

Beware of rolls again. I am not sure if you can super-cancel into Tyrant though. It'd be awesome if you could.

10) Baretta Counter, Rocket Launcher  
=> Thanks to Rashid Reddy <shinkuu\_r@hotmail.com>

Not really a combo, more like a bait. The regular counter sucks, but try to use it to bait them into hitting you. Then pull out the Rocket Launcher when they get close, they'll end up getting launched and taking lotsa damage!

## Aerial Raves

Of course, Aerial Raves plays a HUGE part of Jill's game. :) Oh yeah, I'll start these combos with the launcher (D+HP or DF+HP) and you can add-on a 2-hit jump-in and 2 ground chains (preferably C.LP, C.MP, the others push Jill too far away) before the launcher.

1) Launcher, HP Grenade Launcher

2 Hits, Damage: 18 + launcher

Not really an Aerial Rave, but it's ok for those people who ain't good at it. I dunno if this combos or not. The grenade seems to hit them on their way up (when they shouldn't be able to block), but the launcher don't register on the combo meter.

2) Launcher, SJ, LP, LK, MP, MK, Finisher

HP: 6 Hits, Damage: 43

HK: 6 Hits, Damage: 43

Elbow Tackle: 7 Hits, Damage: 46

Hyper E.Tackle: 15 Hits, damage: 64

The Aerial Rave that all other combo-daemons in the game has. A thing to note is that her MK is kinda weird and sometimes don't hit right. The finisher can be a HP, HK, LP Elbow Tackle or the Hyper version. Jill's SJ HP and HK absolutely SUCKS as they have a delay, and usually end up being executed at odd intervals that misses the enemy. An LP Elbow Tackle works the best but you must buffer it immediately, else it won't combo. The Hyper E.Tackle seems to be easier to combo though.

Aya's Tip: I hate having to do hunter chains in Aerial Raves. (Hey, I have only 5 fingers on my right hand!) I usually cut out the kicks.

3) Launcher, SJ, LP, LK, MP, MK, LP Elbow Tackle, Hyper E.Tackle

17 Hits, Damage: 69

Like above, but with a super tagged in for MAJOR damage! You have to cancel into the super VERY quickly or else it won't come out. If you buffer the super when the regular Elbow Tackle only hits once, then you wouldn't need to be in a corner to get this combo to connect! (In that case, it does 16 Hits, Damage: 67.) If you want to get more hits to connect, you must get the opponent in a corner, and cancel the Hyper E.Tackle after both hits of the regular Tackle, but you must also do it very quickly. The enemy will be launched ever so slightly higher into the air after the Elbow Tackle, and you won't get as many hits and damage. Go figure.

4) Launcher, SJ, LP, LK, MP, MK, ( ), Air-Throw

5 Hits+throw, Damage: 33+16

I LOVE this one. You have to wait a split second after the MK for the throw to connect, else you'll most likely to get a HP that won't even hit! The timing is easy. Time it like if you're doing the hunter chain, but don't actually hit the button, and you should end up with the throw by pressing F+HP. If you want to do all 4 hits of the hunter chain in the air you must do it very fast, or else you won't be able to throw them.

## Useless Combos

The name says it all. Use these to piss off your opponents.

- 1) C.HK, CODE: T-002 (OTG)  
2 Hits, Damage: 14

The most useless combo in the game. You must slide from far away, so only Jill's toe connects and cancel it to the Tyrant super for ONE hit (and ONE POINT OF DAMAGE!) But still. Use this when you're winning (or loosing.) Think of it like Dan's super taunt that actually hits. You can also add a jump-in and ground chain before this for a maximum of 6 hits, but still, it's a waste of Hyper Combo Energy, use a regular Elbow Tackle instead.

- 2) Zombie Call (flaming), Summon Dog, Summon Crow  
=> Thanks to Kao Megura  
3 Hits, Damage: 43

You should be standing right at the end of the screen. Call the dog when the zombie is in the middle of the screen (between the 2 super bars) then immediately call the crow as Jill recovers. Why's this useless? Ha, they HAVE to be brain-dead (as Kao puts it) to be hit by this, as a person with fair eye-sight can see it coming a mile away!

If the dog hits (since it's the fastest), then all will connect. However, if they block the dog and you managed to time all other summons, then just sit back and watch. :) Because the zombie is unblockable and they'll still be in their block-stun after the dog. :) Although you can't really combo anything after that it seems (Jill's dash is a bit too slow.)

## CRAAAAAAAAAAZY Team Combos

Like its name suggests, are you CRAAAAAAAAAAZY enough to do these CRAAAAAAAAAAZY team combos? If you can find some combos that fits into the CRAAAAAAAAAAZY category, send them in.

- 1) "Frankinstein & the genetically enhanced" - LV5 HC Energy required  
Required members: Dr. Doom, Jill, Cammy

(As Dr. Doom) (jump-in possible) LP, MP, Electric Cage, (as Jill) CODE: T-002 (DHC), (dash in), C.LK (OTG), C.HP, (SJ), LP, LK, MP, MK, E.Tackle, Hyper E.Tackle, (as Cammy) Reverse Shaft Breaker (DHC), (as Dr. Doom) Flaming Sphere (DHC)

- 2) "Beauty and the Beast" - LV5 HC Energy required  
=> Thanks to Rashid Reddy  
Required members: Hayato, Rogue (replaceable), Jill

(As Hayato) jump-in, LK, MK, [B+LP, LP, HP, HK,] (Plasma Combo), Shiden (1 hit only), Rasetsu Zen, (As Rogue) Goodnight Sugah (DHC), (as Jill) CODE: T-002 (DHC), (dash-in), C.LK (OTG), C.HP, (SJ), LP, LK, MP, MK, E.Tackle, Hyper E.Tackle, (as Hayato) Engetsu (DHC)

- 3) "Everything and the girl" - LV5 HC Energy required



## VALENTINE STRATEGIES

=====

- Use Jill's helpers sparingly, because if you go overboard and flood the screen with dogs and zombies, sooner or later your opponent will catch on to you. (A beam super is all it takes to get all of you down.)

- Try to be unpredictable with your helper summons, and be creative. Try to confuse your opponent when they expect something but do something else. For example, use a Crow as an anti-ait instead of Grenade Launcher or Assists. Summon a zombie after a blocked slide when they're expecting an Elbow Tackle.

- They say a man's best friend is a dog, so a woman's best friend must be a zombie! Try to utilize Jill's zombies. ALWAYS try to cross up your opponent after summoning one and pushing them into the zombie. One effective method is to cross them up and instead of attacking (as they'll guard push you away), dash at them. If they block or do nothing, they'll get shoved into the zombie for happy munching times. If they try to counter, they're likely to get munched as well. Hehe... (Beware of supers though, and those ultra responsive players.)

- Another way of connecting with the zombie is to superjump immediately after it, so they cannot see properly.

- Call your helpers during those split seconds where they've been disabled, such as being knocked down, for a little chipping damage. (And use a Projectile Assist.)

- Call a crow when you kill off one opponent. They might not expect it and lands on the crow for more damage.

- Jill can be used both as an "up close and personal" or "hard to get" character. The best strategy is to mix up the pattern to keep the opponent guessing. Dash in for quick combos then settle back and call some helpers etc.

- Switching characters are best done through Delayed Hyper Combos. Try connecting with a Hyper Elbow Tackle for an easy Delayed Hyper Combo. If not however, her launcher is a great way of switching out safely. How you ask. If you haven't noticed, you can cancel a normal move into character switch. So if you connect with say C.LP, C.MP, C.HP, you can switch out while the enemy flies into the air unable to do a thing.

- When you switch Jill in and her attack hits, the opponent will be launched high into the air and you can combo them for good damage. A dash-in C.LK will be good enough as an OTG attack, then cancel that into her launcher and you'll get a free Aerial Rave! Otherwise, you can execute a Hyper Elbow Tackle when they fall from the switch-in attack, but it's kinda tricky to time.

- Jill is one of the 3 characters in this game with a valuable Recovery Assist. Jill is rather vulnerable during the time where she hands you the herb though, so to utilize this effectively, call Jill up when you knockdown an opponent so they can't retaliate. Also, call Jill when you finish off an opponent for a similar reason.

- Use your Variable Assists as often as you can, and mix them up a bit. If the assist characters get hit, they won't lose any recoverable life. Use your Assists whenever your jumping in (charging and projectile works best.)

- For ground based Assists (for example, Gamma Tron or Spiral), always try to cross them up. When you're about half a screen away from the opponent, dash and do a dash-jump. Call in the partner when you're leaving the ground and the Assist partner will pop up from that side of the screen while Jill lands on the other side of the opponent. This gives your opponent a hard time when they tries to block the "right way".

- If your opponent is reading this guide and tries to do it on your, dash back and super jump out of it. :)
- Try for a Tyrant when you see the opponent whiff a move with lots of lag, and try OTG for mad damage.
- Jill's Rocket Launcher is very slow so don't try to counter anything with it, unless they're extremely close and you can "launch" them. But then again, you might as well use Hyper Elbow Tackle. Oh yeah, NEVER use Rocket Launcher when you're at full screen. It's so damn slow I think my grandma can race the rockets and win. Plus it's not a true beam super so anyone that has one (Shinkuu Hadoken etc) can hit Jill out of it easily.
- Jill's Rocket Launcher is fairly decent in a Variable Combination though, because launching the enemy into mid-air can hold them in place for other character's supers. Be aware of incompatible supers (like ANY of Cammy's) because they just waste your Hyper Combo Energy. Characters with charging type Hyper Combos should also avoid using this. A Delayed Hyper Combo works much better.
- Jill's Hyper Elbow Tackle has great priority. You can counter most normals (like if they try to sweep you), specials and even supers! It can sometimes pass through projectiles, but not always. I dunno why though. Oh yeah, make sure the opponent is nearby when you attempt this, because the range and speed leaves something to be desired.
- Stay on the ground, unless you're jumping in. Avoid air-to-air combat if you can, because Jill's normals has crappy air-to-air priority. You can however, use her Hyper Elbow Tackle to knock anything out, but it's kinda hard to time unless used in a combo.
- If you're faced with an opponent that blocks a lot and KNOWS how to block, chip him. That's right. Charge up for Jill's Elbow Tackle and chip him to death. The regular Elbow Tackle has MAD chipping ability. You can add even MORE chipping damage by canceling it into a Hyper Elbow Tackle. The best of all, Iceman is NOT immune to Jill's ultimate chipping power. Hehe, wanna play cheap? I'LL give you cheap.
- Like always, push block a lot. Get used to the habit of using the punch buttons and push block your opponent's ground chain and counter them with a high priority Hyper Elbow Tackle.
- Know which way to block. If you do get caught in 2 character cross-up attempt, ALWAYS block AWAY from the ACTIVE character, not the ASSIST character. You CAN block when attacked from both sides because otherwise it would have been too cheap. Push block too!!!
- Do NOT forget the Snapback feature, sometimes it can save your bacon when used well. Remember, most arcades (if you're playing in an arcade) has a time limit. If a certain character is giving you trouble and keeps running away from you, Snap their back and bring out an easy target. This way you can save time and you can win a more "time out" fights with a careful Snapback. Oh yeah, Jill's Snapback has a lot of range, so use it to counter some moves.
- Easy Launcher!! A lot of people complain that launchers are annoying because a lot of the times you accidentally cancel into a fierce Elbow Tackle. The way to avoid this is to hold DB when you do the C.HP part. That way, you'll not only be able to crouch block if you need it, but the chance of accidentally executing QCF+HP has also been reduced. It works for most of the characters unless they have a DB command move (like Morrigan.)
- Another awesome way to confuse your opponent when HE crosses you up is to call in a charge type helper (Beta Jill fits into this category, as does Rogue, Captain American etc.) early. Then the helper will appear BEHIND him, so he has to make the decision of either block (and probably fail because of the awkward positioning) or attack you, in which case he'll get smacked by your assist. :)

Make SURE you call the assist early on because if you get hit before the assist character comes out, they will not attack.

- If you ever block a stationary super (Sonic Hurricane, Amingo's bean stalk thingy etc.), push them (or yourself) away and Rocket Launcher their behind.

- Push blocking seems to work differently in this game compared to MvC1. In the old days, pushing a beam super PREVENTS being pushed away by it, but in MvC2, push blocking beam supers does the opposite and puts a larger gap between the 2 characters. So if you want to retaliate after a beam super, DON'T push block it so you can stay closer to the opponent.

- You can charge the Elbow Tackle at the end of an Aerial Rave. Use an HP as your Aerial Rave finisher, but do a QCF+HP motion and hold HP. You'll knock them down with an HP and will activate the Elbow Tackle charge. (Thanks to Michael Charlton)

+++++ The Unpredictable Slide +++++

Y' know, Jill has some pretty mean mind games if you can use it. Her slide is one of her best normals and can be followed up in all sorts of ways that'll smack your enemy or confuse them THEN smack them.

Here's a new section dedicated to Jill's blessed slide and all the follow-up attacks and when you should use them. (Thanks a million to Michael Charlton for the idea..)

Situation A: Slide connect, enemy rolling = negative

- 1) OTG Elbow Tackle and/or Hyper Elbow Tackle  
"If it ain't broken, don't fix it." This is one of the best ways Jill can tag damage onto her knockdown combos, and one that you'll probably use the most often. Piece of cake to do as well.
- 2) OTG C.LK -> launcher -> Aerial Rave (or other OTG combos)  
An alternative for the above. Also does a lot of damage and 10 times as classy, although slightly harder to do.
- 3) Dr. Doom Beta Assist -> CODE: T-002 -> OTG combos (see below)  
HUGE damage with a 10 out of 10 style point. Teach them not to take a S.T.A.R.S. member lightly!

Situation B: Slide connect, enemy rolling = affirmative

- 1) Cancel into Zombie Call  
Either variety works fine, catches them almost everytime plus they will roll STRAIGHT into the zombie's "open and willing" arms. LK Zombie holds them for ANOTHER free combo while the flaming zombie stays on screen longer and is much harder to get rid of. Highly recommended.
- 2) Cancel into Summon Crow  
Do it a little late and if you expect them to jump. A nasty surprise from above, but don't work very well on "dumb" opponents.
- 3) Cancel into Summon Dog  
Do it a little late. The dog is faster (if they're slow to react) and good if they crouch. Also, tends to make them block the wrong way. :)
- 4) Cancel into Elbow Tackle + dash/beam assist  
The Elbow Tackle will whiff (obviously) but you need it there so that Jill'll face AWAY from the opponent. The dash assist character will appear behind the opponent and gives them a nasty surprise. If they try to block, they'll probably end up blocking the wrong way and if they try to attack you, they'll get smacked. A win win situation. :) Can also act as a "saving grace" if you accidentally executed (or like me, have bad

relexes) the Elbow Tackle when after they've rolled away. Beam assists works well too.

#### Situation C: Slide blocked

##### 1) Elbow Tackle

Two ticks of chipping damage and you recover fast enough for almost anything they try to throw out at you.

##### 2) Baretta Counter

This is fun. They might try to counter as you recover and gets knocked again. Even more fun if you cancel it into the Rocket Launcher.

#### Situation D: Slide PUSH blocked

##### 1) Hyper Elbow Tackle or Rocket Launcher

May not always work. Hopefully, the high priority of either Hyper Combo is enough to counter out anything they try to throw out. If not, bad luck.

##### 2) Block

Hopefully, you'll recover fast enough to block. :P

So, you'll usually get a lot of situation As, especially with scrubs, beginners and most average players. Just combo them to death. When they've learned to roll away, give them the "evils" with your T-virus generated zombies. Then when they're expecting zombies and about to jump out of the way, the crow is nice. If they learn to duck under it, the assist and the dog plays its part nicely. If they stop rolling, it's even easier, just keep on comboing them to death!

#### VERSUS STRATEGIES

=====

##### Jill vs Amingo

Annoying! Don't let him launch you 'cuz he (it?) can do insane air-combos like you. Its plant helpers are annoying, but they're NOTHING compared to Jill's helpers. So if your opponent wants to play keep away, play along with him. Careful though, he has a LOT of reach with his normals, but try to launch him when he whiffs a fierce or something.

##### Jill vs Anakaris

Damn, I HATE him! He may be a huge target who moves at snail pace, but his combos are as quick as Strider's! His low attacks are quick and has a LOT of range, so block them at all cost, else you'll end up eating a big combo! Another thing to ALWAYS remember is whenever you block his combos, push him away or else he'll throw you. Knowing how to block is your best offense. So block low most of the time and if he tries to do his coffin smash attack, block high as it's an overhead. His jumps are also very slow, so try to get him up there. Stay either very close (offensively) or very far away. He takes a lot of damage, so do him fast. (No THAT way you sicko!) He also has no throw. :) Feel free to throw him if it's not considered cheap at your arcades.

##### Jill vs Blackheart

Boring! All he ever tries to do is keep you away, but your zombies will never take him down that way. Get in there to do some real damage. He will try to use his ducking jab (fast and high priority) to push you away, plus his dash is invisible. He is a big target though. If you can, jump in a lot and try it with different attacks to throw off his timing. Since he's so tall, you can probably do say



jab, strong, Elbow Tackle while still in the air. Also, dash in between his moves, as they take a long time to recover. Don't worry about his supers, they're just extremely slow.

#### Jill vs Bulleta (BBHood)

Oh I hate her! She has an iron impenetratable defense! She's small, fairly quick and annoying! She can keep you away all day, blocking everything you throw at her and her voice is just terribly irritating. (Sounds like she's meowing when she does her Cheer & Fire!) Watch out for her Cool Hunting super, it's a MAJOR chipper! Damn, plus her moves are charge based, she'll probably crouch a lot to take advantage of her relatively small size. Jill doesn't really have an overhead so she loses one element in this mind game. All I can recommend is that you confuse her with your zombies occasionally, do different jump-ins throughout the round. For example, a 2 hit jump-in with a projectile/beam helper from far away, a ground helper close to her while you cross her up from the other side, a variant of the above but you jump from slightly further away that does not cross her up. Give her a hard time blocking your combos. You have one advantage in this game though, because all you have to remember is that her normals has almost NO RANGE! Just watch out for her Cheer & Fire, stay outta her range (and believe me, her launcher has a VERY small range) and confuse her panties off!

#### Jill vs Cable

Cheapness has a new name... and I'll leave you to guess what that is. Cable's guns are very deadly, so most scrubs will try to shoot his fierce at you all day and chip you with a Viper Beam. Super jump or dash jump out of it and jump in on him. He has a lot of lag after his standing fierce and Viper Beam, so take this time to combo his butt off. Don't even think about your zombies, his guns can take them down from a mile away.

#### Jill vs Cammy

Cammy is probably THE fastest character in the whole game! She has an AWESOME ground dash and great pokes. However, remember that all her specials has a lot of lag, so go after her there. Pull off a Tyrant if you can. Because of this, she will have very poor chipping power, so as long as you block a lot, she'll get impatient in trying to chip you, and therefore open herself up for combos. Beware of her Hooligan's Combinations though. If you ever see her roll into a ball and comin' at up, jump out of it or smack her out with a Hyper Elbow Tackle, because she'll throw you if it connects. Sneaky huh? Oh yeah, ALWAYS push her Spin Drive Smasher and launch her for an easy Aerial Rave when she lands.

#### Jill vs Captain America

His shield grants him extra priority plus it has a lot of reach! If so, try jumping in (summoning a helper of course) and NOT attacking. If you block his crouching fierce, dash in for a ground chain. Also, dash forwards and backwards to lure him into making a fierce attack, and smack him with a Hyper Elbow Tackle. Don't get carried overboard and gets smacked by a Charging Star though. If he ever does his Hyper Charging Star, push him away (do it late) and punish with with a crouching short chained into combo. (He recovers a little too quickly for anything else.) Also try out your zombies, because Cap is likely to lose his shield often and lose his projectile.

#### Jill vs Captain Commando

He's cheap and he's ugly, it's your job to punish him! Don't play

with your helpers because of his Captain Fire. Jump in WITHOUT attacking, else you'll eat a Captain Corridor (a move with an ugly name that does WAY too much damage!) Thankfully, it has a LOT of lag, so dash in and combo him however you want, or use the Tyrant. :) Block a lot and jump a lot, try to get him to use Captain Corridor. If he flies into the air with a whole lotta Captain Fires, aim for his behind with your HP Grenade Launcher.

#### Jill vs Chun Li

Chun Li gained some and she lost some in MvC2. She lost a LOT of her deadly combos and the mid-air super. Yet she's still VERY fast, her attacks are strong, an insane priority launcher and that throw with unfair range. She's been toned down a lot (like her Kikoshou), but can still give you a headache. (As for the things she gained, there are 2 new HORRIBLE voice samples and a boob job...) Do not EVER try to hit her in the air unless you're doing an Aerial Rave, her priority's too great. (As a matter of fact, avoid jumping in general, as she'll just throw you anyway.) She no longer has that crouching fierce -> Senretsu Kyaku combo, so punish anyone who tries to do that on you. (Senretsu has a lot of lag.) Also know which way to block, especially the overheads. Play with you partners a bit. Since she jumps around so much, it's no doubt that she'll get smacked.

#### Jill vs Colossus

Annoying annoying annoying! His Tackle has mad priority and can hit you just about anywhere on the screen. If he tries to come at you with his Hyper Armor super, run away and summon zombies. (Super armor doesn't help if something is unblockable. :) His Power Dive is laughably easy to dodge, but I guess anyone who uses it out of thin air is bound to be a scrub. Don't let him get too close. Stay away from him to make him come at you with a Tackle, and combo him however you like after that.

#### Jill vs Cyclops

Cross up cross up cross up. He won't have much of a variety, but it's an imparitive that you keep an eye out for his throws. If he starts running towards you for no reason, jump! Otherwise, all he will ever do is Optic Blasts. Try cross him up with a helper on one side and go for the other. Watch out for his arguably the most screen-filling super.

#### Jill vs Dan

I never thought Dan was that bad. Anyway, don't underestimate his Premium Sign attack. If you seen it however, jump to the OTHER side to attack him, else you'll get hit. His Aerial Raves can hurt a lot, else he'll mainly be a scrub.

#### Jill vs Dhalsim

Dhalsim's Yoga Flame assist can be annoying, try super jumping. Plus he has range on his side. If he tries to come at you with a Drill Kick or the other one, Grenade Launcher gets the job done. Oh yeah, try the Flaming Zombie, Dhalsim might get hit when he tries to take it out. Otherwise, I don't have much strategy for this guy.

#### Jill vs Dr. Doom

The king of projectiles. He'll super jump and fire his projectiles from mid air throughout the fight. Super jump after him between his projectiles and catch him with a jab, strong, Hyper Elbow Tackle. Otherwise, look for lags in his attacks. (Hint hint, his launcher.) Oh yeah. If he does go in the air with projectiles, dash right

underneath him. That way, NONE of this beams will reach you! Not only that, you can only play sneaky and pick which side of him you want to stand him, and give him a nasty launcher when he falls and block the wrong way. Teach him not to spray his beams in the air again!

#### Jill vs Felicia

Felicia is a good character. :) ALWAYS roll after you get tripped by her crouching roundhouse, else you're in for a Please Help Me assault by the kitties. Um... beware about using assists in this fight, as her Hyper Sand Splash goes across the screen and even opponents behind her! Her launcher has very little range, keep that in mind. Counter her when you block her Rolling Buckler attack.

#### Jill vs Gambit

Well. Always roll because Gambit has nasty OTGs. His Royal Flush is pretty easily blocked and avoided.

#### Jill vs Gouki (Akuma)

Most people still uses Mr Constipation. He might stay in the air throwing fireballs at you. In that case, try dashing under him and make him feel a grenade. He's not very fast (none of the shotos are) so try countering him a lot after his whiffed attacks. He's pretty easy to take down, due to his sissy defense.

#### Jill vs Guile

Hate him. Roll after his crouching roundhouse like always. If you ever block his Sonic Hurrican super, push him away and fill him with lead from your Rocket Launcher. He has to charge for his specials, so if you keep him on his toes by poking him a lot and jump around, he won't have a chance to charge. If he tries to turtle, show him with door with your helpers, and since he doesn't have a projectile super, you're pretty much safe.

#### Jill vs Hayato

Love his costume! His Plasma Sword has insane reach, but most of his normals has lag. Fight either extremely aggresively, closing in on him or very far away. None of his moves are very fast, so if you take advantage of Jill's speed, you can pin in down if you stay very close to him. Best if you corner him with a ground helper like Tron or Spiral, or a Throw Assist like Tron or Zangeif. Never however, underestimate his range. If you play far away, then it's block block block and counter. His attacks has a lot of lag after as well.

#### Jill vs Hulk

Ok he might be big, but his command throw is blockable, so don't be afraid to block his attacks. (You should too, because they do too much damage!) If he tries to chip you with Gamma Slam, jump-in for a free combo. (Remember his Super Armor!) If you block his Gamma Charge, time for an air combo! Avoid jumping in when he's idled, else you might end up eating a Gamma Crush. If you block a Gamma Crush, push him away and dash in with a combo of your own. If you really want to take care of his super armor, try cancelling into a Hyper Elbow Tackle if he tries to hit you.

#### Jill vs Iceman

Miss Chip meets Mr Anti Chip, good show. Most people use Iceman for his cheap ability to take no blocking damage from energy type attacks. However, NONE Jill's attacks fits into that catagory so feel free to chip as much as you like. :) If you really wanna chip him to death, use your charged up Elbow Tackles and Hyper Elbow Tackles.

Cross ups are good too.

#### Jill vs Ironman

You can see his Proton Cannon from a mile away, so superjump behind him if he does. If he goes into the air with Smart Bomb, summon a crow to take him down (might not work.) Jump-in blocking if you expect a Repulsor Blast, and dash forward to launch him for an Aerial Rave. Jump-in for a combo if he abuses his Unibeam.

#### Jill vs Jill

Your strategy will be based on her strategy. If she continuously summon her helpers, use your assists to knock them off and jump-in on her on your own. (Else you might end up jumping right into a zombie.) If she foolishly summons her helpers while away from her edge of the screen, launcher her or combo her at your leisure. If you meet the combo-freak type Jill, block block and try to look for openings. Since Jill's normals are so straight forward, they're very easy to block, unless she tries to confuse you with cross ups. Oh yeah, roll after her slide connects.

#### Jill vs Jin

Dunno much about him. Even though he's of a small size, he's really slow. BUT even though he's slow, he has great reach to balance it out, so don't under-estimate him. His normals has a lot of lag (like his launcher) so go after him there. Don't turtle since his normals chips. Watch out for that tornado super, so try not to jump over him if possible. It's almost impossible to block the right way!

#### Jill vs Juggernaut

Stay defensive at all times. Don't try to jump at him or poke him a lot, as he has Hyper Armor and his Juggernaut Headcrush is both lightning fast and powerful. His moves has a L0000000T of lag, so you'll have a millennium to combo him. Just remember to always begin your combos with a couple of weak/medium attacks to take out his Hyper Armor, especially if you try to launch him. He's a big target and slow as hell, so if you stay defensive and out of his range, he can't do much about it.

#### Jill vs Ken

Ignore his projectiles, it has even less range than Sakura's! Show him who's boss with your "projectiles", that will make him come to you. Watch out for his overheads. If you get a chance, use Hyper Elbow Tackle if you see an opening. Careful abotu jump-ins too.

#### Jill vs Kobun (Servebot)

Hahaha, whoever chooses this Pokemon-wannabe must either be a real scrub or a grand master. His normals are bug bites! Watch out for his super though, but it can be blocked easily. He's a little target, so use your crouching attacks, and stick to ground and not air combos. Absolutely nothing can go wrong, unless you're up against a grand master. In that case, I don't have any strategy.

#### Jill vs Magneto

Roll roll roll, else you'll eat huge Magnetic Shockwaves. If you block it, go after him while he's still in his stun. Most Magneto players are OBSESSED with his Magnetic Storm Air Combo. Well, you gotta block low most of the time to avoid him dash-in low short trap. If he jumps at you, call your Anti-Air Assist. Also, Magneto is VERY weak against cross-ups. Do dash-jump to get over him but call your helper just before you reach over him to trap him in between. Most

Magneto players really don't know how to play defensively, because all they want to do is dash-in, launcher, air combo, Magnetic Storm and follow up. Stay on the offensive side, but be cautious of his low short and dash.

#### Jill vs Marrow

No one plays her. Watch out for her dive special assist, it's very confusing to block. Otherwise, she's weak offensively so kick her butt for being a Bardot wannabe. Her attacks tend to have short range. Don't let her cross you up, because then she'll hit her homing darts super which is very hard to block!

#### Jill vs Morrigan

Umm, she's fast and can play hard to get. If she superjumps can shoot Soul Fists down at you, either super jump and go after her, or dash under her and shoot her down with a grenade. She's weak both defensive and offensively, so she should pose much of a problem. Don't get caught by her ultra damaging Soul Eraser and you'll be fine (it's a crap chipper.)

#### Jill vs Nash (Charlie)

Basically use the same strategy as Guile. He don't have the Sonic Hurricane though so it's harder to counter it. I heard people say that Nash is weaker, so if you can beat Guile you shouldn't have much problem with Charlie.

#### Jill vs Omega Red

Cheap cheap that's all I can say. Otherwise I dunno how to fight him very well.

#### Jill vs Psylocke

I personally think that Psylocke has been over-rated and has been toned down since MSH. She's weak and the same goes with her supers. Watch out for her combos. Look for her teleport and try to smack her there (watch out for the mini-Psi-Thrust though.)

#### Jill vs Rockman (Mega Man)

??

#### Jill vs Rogue

Ahhh, she can be ultra annoying with her Power Drain. A good Rogue player can beat out just about anybody. IMO, Rogue is one of the top tiers of the top tiers. She does not have a projectile, so you may want to take advantage with your helpers. Don't over do it though, as she is fast and you'll never know what she can do with that Air Dash of hers.

#### Jill vs Roll

Heh, you shouldn't need strategies to beat Roll. Much like Kobun, it's either gonna be a push-over or a grand master's challenge. (Watch out for her throws, her only way of doing decent damage.)

#### Jill vs Ruby Heart

She's well balanced and it can be hard to penetrate her line of defense. Most of her specials has lags, but a good Ruby player never leaves herself open without a way of retaliating. If she makes a mistake (like misses you with a Supremation) punish her. She has one major weakness and that is her recovery for her charge special attack (and the super version.) Ruby cannot block while she falls if she ascends into the air, so dash under her and throw out a launcher.

#### Jill vs Ryu

A lot of Ryu players are scrubs who play for his "style" and his Shinkuu Hadoken. (And 'cuz they don't know how to use anyone else.) I found that if you jump a lot, they'll get pissed off and will try to hit you with a mid-air Shinkuu Hadoken, and ALWAYS misses. :)

#### Jill vs Sabretooth

He's strong, but he can't really chip. Fights quite a lot like a strength version of Cammy with a speed handicap. Has lags everywhere.

#### Jill vs Sakura

Never knew anyone who's good with her.

#### Jill vs Sentinel

Ouch! He's hard... Anyone??

#### Jill vs Storm

Ay ay ay! No me gusta! There are generally 2 types of Storm players, the cheap scrubs who only knows how to use her to chip and the combo freaks. Beating the former is a second nature for most decent Jill players, while the latter can be a heap of problem. She'll try to confuse you with awkward jump-ins, high/low games (HATE that!), really good priority and stays in the air forever! Against those, you've gotta play REALLY defensively, knowing which way to block, push block and counter, especially if they get impatient and pulls off ANY special moves.

#### Jill vs Tron

Tron's moves has INSANE lags. Punish her when she missed a Tron Rush or Lunch Rush super, or basically almost everything.

#### Jill vs Zangief

Keep away at all times! Summon LOTS of helpers and he won't be able to touch you at all. Push block a lot because he can supercancel many of his blocked moves into the FAB. Keep your distance and you shouldn't have much problems. Oh yeah, he CANNOT throw an assist character, so use them a LOT to confuse him into trying to throw them, and go into his stun. :)

More character strategies in the next version, maybe. If anyone has some good Jill vs strategies, I'd love to hear from you. (Since half of the characters in MvC2 I don't even use.)

#### VALENTINE PARTNERS

=====

Here are some characters who I think works wonders with Jill. I won't include the ones that works well with everyone though (mainly the cheap ones, like Cable and Iceman.)

#### => Rogue

I highly recommend Rogue! She's fast, strong (both offensively and defensively), mobile and have great combos. Not to mention the Power Drain that can drive your opponent insane.

Her Goodnight Sugah Hyper Combo can be tagged after Jill's Hyper Elbow Tackle for not only good damage, but also a free Power Drain!

=> Zangief

Ok I must admit that I am terrible with 360s and I hate slow characters, but Jill can do crazy combos with Zangief, yes that's right! Choose Beta Zangief (Suplex) and...

(When close), Zangief Assist, C.LK (OTG), C.HP, Aerial Rave!

Zangief's Suplex already does good damage, coupled with Jill's Aerial Rave ability, it's speechless! Timing is kinda tricky. The enemy must be in a corner though. You need to dash in, and hit the enemy right before they hit the ground a second time. Practice makes perfect.

Finally, Zangief's Final Atomic Buster links pretty well off a ground Hyper Elbow Tackle for more damage. So if you're good with Zangief, he makes the perfect partner, and provides a lot of power.

=> Tron Bonne

Tron's Alpha Assist works the same way as Zangief's Suplex, so you can also combo with her. One good thing about Tron over Zangief is, due to the nature of her throw, the enemy don't really need to be in the corner. You just need to dash in quickly. Don't use Variable Combination though, since her Lunch Rush will miss completely if Jill's Rocket Launcher hits.

Oh yeah, not only is Alpha Tron an excellent partner, but I've come to appreciate Beta and (especially) Gamma Tron! Yes that's right, her Assists are WAAYYYY under-rated! Just because ALL her Assists are her normals doesn't mean they're useless.

Beta Tron's Assist is her flame-thrower (her standing MK normal) and is categorised as an "Anti-air Assist" (although it will only hit once, unlike her MK.) Tron's Gamma Assist is some sorta power-magnet that emmits rings of magnetic energy to with a short range (her crouching MP) and is categorised as "Projectile Assist". (Whatever!) It also destroys any projectile it comes into contact with, making it a good defensive assist.

What makes these Assists so useful is that they do MAJOR damage! (I cannot believe it, but her Gamma Assist does more damage than Zangief's SPD!) They also chip nicely. And as any Tron player (like me) knows, these attacks has a "stun" property that freezes the opponent in place for half a second or so, so you can dash in and combo them. It also sets up a perfect oppotunity for any "hard to connect auto-supers" and in Jill's case, her CODE: T-002 super. Damn, I love Tron!

=> Dr. Doom

Not only is Dr. Doom a great character by himself (3 types of projectiles. Wanna chip? Nobody chips like him!) but his Electric Cage Hyper Combo is at the EXACT distance for cancelling to Jill's Tyrant super! Surprise surprise, there's actually a good use for this move!

Thanks to Michael Charlton <mikecharlton@hotmail.com> for this combo (As Dr. Doom) LP, MP, Electric Cage, (as Jill) CODE: T-002 (DHC)  
Hits: Upto 28, Damage: Upto 81 (!!)

This combo is surprisingly easy and damaging! You don't even have to

be in a super as Dr. Doom's Electric Cage (QCF+PP) holds the victim in place. You MUST however, cancel the super before the 16-hit point, because that's when the super ends and the enemy is launched into the air. If you cancel after that, Tyrant won't hit.

Ok... Nico Valencia <acb\_dragon@yahoo.com> has convinced me that Dr. Doom is the perfect partner for Jill. You know Dr. Doom's Molecular Shield? (The one where she summons lots of rocks that swirls around his body then flies across the screen.) Not only is it a great chipper, it's also PERFECT for connection Tyrant! Believe it or not, it also has OTG properties. So you can connect a few complex looking moves with simple activations together for an ultra damaging and stylish combo.

C.LK, C.MK, C.HK+Dr. Doom Assist (OTG), CODE: T-002 -> OTG combo

Believe it or not, it works! Works best in corners. For biiiiiiiiiiiiiiiiig damages, choose Beta Dr. Doom. :)

=> Spiral

I forgot to mention last time. Spiral is a very cool character with some awesome combos too. But what you really want is her Gamma Assist. Spiral uses a normal move, her standing HP, which is a 6-handed punch. Now this lasts quite a long while and can add 6 more hits to Jill's combos. Use your imagination and make up your own combos. :)

For example: Jump-in, J.LP, J.MP, Spiral Assist, LP, MP, HP, LP Elbow Tackle, Hyper E.Tackle

Do it like if you're trying to do a regular Jill combo, but tap the Assist button and the attack button at the same time. Although this does tend to downgrade your Hyper Combo damage.

Also, Tyrant can be combo'd in the same way.

Jump-in, J.LP, J.MP, Spiral Assist, LP, MP, CODE: T-002  
22 Hits, Damage: 56

=> Hayato

Hayato is awesome. He has some insane range and priority with his normals, has mad mad combos (you MUST've seen the CRAAAAAAAAAAAZY Jill and Hayato combos above!) and has an awesome costume. However, Hayato does take some skill to use so make sure you practice with him! He also has a groovy LV3 super that does over 50% damage!

Oh yeah, try DHC-ing into Hayato's Plasma Field from Jill's ground Hyper Elbow Tackle. That way, you're sure to hit the opponent with it and feel free to use the LV3 super afterwards without having to spend 3 levels!

=> Characters with vertical Hyper Combos (eg, Cammy, Ken, Sakura, War Machine, Psylocke etc.)

These supers makes excellent Delayed Hyper Combos when tagged after Jill's easy-to-connect air Hyper Elbow Dash for lots of easy damage. You can even tag them multiple times if both of Jill's partners has a vertical Hyper Combo.



=> Um, I can't think of any other specific characters, but someone with a Projectile Assist is ALWAYS a plus.

#### JILL VS ABYSS

=====

##### Abyss form number 1

Abyss' first form is a giant golem-like creature with horns. He cannot block in this state, but has Hyper Armor (not affected by hit stun). What I usually do is call out an Assist (try the most damaging non-throw assist) and hit Abyss with LP, MP and Elbow Tackle. Block a lot too, as Abyss has many very damaging attacks. It doesn't matter very much if your Assist characters get hit, as they're recoverable and it fills up your Hyper Combo Energy.

If Abyss tries to use his super beam, super jump over to the other side. It's VERY obvious when he's about to do that. He'll stand there with a glowing sphere-like thing on his chest for about 3 seconds. Once he executes his beam and you're on his other side, hit him with LP and MP. When he stops, combo him with your best ground combo and the Hyper Elbow Tackle. Use the Hyper Combo Tackle a lot if you want to end this fight quickly.

##### Abyss form number 2

This form is even cheaper! He melts into green slime and forms a humanoid figure from it. He then shoots blue fire from his arm (with a STUPID laugh!) and occasionally charges up for an energy beam attack that chips a lot of damage. He STILL has Hyper Armor so don't get too close, or you'll get hurt by his fires.

I really hate this form. If you have any Hyper Combo Energy left, use the Rocket Launcher from afar. (Or if you have characters with better beam supers, switch over to them. Morrigan's Soul Eraser works wonders here! Variable Combination can work pretty well too.)

If you don't, well... call in your projectile assists. Summon dogs from afar if you want. Leap into the air to build up your Hyper Combo Energy. If Abyss is about to fire his beam, superjump over to his other side and make some free hits.

When he's pissed off. He'll disappear and 3 green bubbles will appear. Try not to get caught in these, as they'll imprison you. Jump into the air and try to pop them with your LK. Jill's probably fairly worn out, so switch over to another partner and carry on with them.

##### Abyss form number 3

I always retire Jill to the reserve during this fight, partly because she's worn from previous fights, and partly because of her Assist. Her Alpha Assist is very useful here.

In this form, Abyss turns into a huge demonic beast that seems to have a body built from blood. (Ewwwww!!!) He always has a floating orb over his body, which is very vulnerable to attacks. He'll disappear a lot and send these vertical beams at you (usually at the spot where his orb levitates) so it's pretty dangerous try to hit that.

What I usually do is call Jill up for a life refill whenever Abyss goes off the screen, then jump up to combo Abyss when he pops back up

screen. If you wanna use Jill in this fight, try aiming for the upper half of Abyss' body and do J.LP, J.MP, J.HP, Hyper E.Tackle. That'll knock his health bar by a bit. Remember to block whenever he's not on screen, as his beams can do a LOT of damage!

If you have enough Hyper Combo Energy, you may opt to team up a Variable Combination (if you have good Hyper Combo combinations.) Try doing it right below his head. After some practice, Abyss really isn't that hard.

#### EPILOGUE

=====

Since MvC2 does not have an official storyline, there's no way of telling Jill's involvement in this game. However thanks to Rashid Reddy who gave me the idea of making up a plot. So anyway, here's Jill's story in MvC2.

"Chris.... I have to find you..."

Jill glares into a dark and damp room, lit only by a single dim oil lamp. Files and Chris' belongings are scattered across the room. It's obvious that someone has searched here. A blood stained knife laid before her feet.

"This is..."

Jill left the underground hide-out without hesitation. The back-ally became darker and narrower. Jill's heartbeat fastened. She thought she sensed breathing other than her own, or was that just the sealed memories from the dark mansion?

"Jill..." She thought she heard a familar voice, a vague whisper, calling out her name. A human figure emerged from the shadows. She saw his face under the soft moonlight.

"Carlo..."

"Shhhh..." The dark figure approached her, whispering softly. "Listen Jill, before you go, there's something I want you to have." He brought out a slim test-tube, filled with rich purple fluid substance.

"This is..."

"Yeah, yes it is. It's the 'other objective'. 'To recover the lost G-virus sample from the bottom of the Umbrella Research center towers.' I found this on the body of Nicolai. Here, take it."

"Why Carlos?"

"According to the record, all traces of the G-virus has been lost since the death of William Birkin. This is the last sample. We must not let anyone get their hands on this, or the disaster of Raccoon City will only repeat itself again. It needs to to disposed of... once and for all... If anyone can do it, you can!"

"...I understand, Carlos... I'm onto it."

"Be careful Jill." With those words, he disappeared into the open-

arms of the darkness.

Little does she know, Magneto and his evil mutants are also in search of the "last sample of G-virus". And the once proud Pharoah Anakaris is also after this G-virus to recreate his lost kingdom. Her journey begins here...

=> It's taken right after Jill's Epilogue in RE3, so fans of the series should understand this. If ya haven't figured it out yet, the G-virus is the one that Leon found on Ada's body near the end of RE2. He kinda got pissed off and threw it away.

Now here's Jill's ending:

"Tout le monde monte sur le bateau!" ("Everyone get on the ship!")

Jill reached the end of a cliff, where a flying air-ship is docking.

"Ruby!!!" Jill shouted.

"Est-ce que je peux vous aidé Madame?" ("Can I help you ma'am?") Ruby Heart was just about to board her ship.

"My name is Jill. I need your help. I need... to dispose of this."  
Jill pulled the tube containing the G-virus out of her pocket. "This is what they wanted. This is what they were fighting for, the source of all chaos."

Ruby said nothing and turned around. "Viens avec moi." ("Come with me.")

The airship took off. Jill laid against the soft pillow. She was finally able to take a good rest.

\*Knock knock\* "Jill, lève-toi!" ("Jill, get up!")

Jill woke up to the stench of sulfurous ashes. She hurriedly lit an oil lamp and followed Ruby out to the front deck of the gaint airship.

"Nous sommes arrivées." ("We're here.")

Jill walked towards the edge of the deck, where Ruby was standing, waiting cross armed. The sharp odour of the vocanic ashes became almost unbearable. Her vision started to blur as she took one last look at the G-virus....

"Rest in peace..." She loosened her grip on the tube.

"Chris..."

=> Sorry for the French stuff. Ruby Heart is French so I thought I might as well be "classy" for once. Thanks to "Final Fantasy Fanatic" for helping me with the translations.

This FAQ should be only used for non-commercial and non-profit purposes. You may print it out if you wish. You may use it on your webpage as long as you ask for permission and proper credits are

given. Enjoy MvC2! :)

"Hey, I ain't no ordinary civy, I'm a member of S.T.A.R.S." - Jill

"Once S.T.A.R.S. always S.T.A.R.S." - Jill

"Are you ok?" - Jill

"Thanks Barry, I'll take this then." - Jill (bad acting!)

"And on the 7th day, god invented firearms." - Me

Copyright 2000 by Vance Heart aka Aya Brea.

E-mail me at [i\\_love\\_aya@hotmail.com](mailto:i_love_aya@hotmail.com)

Homepage: <http://www6.50megs.com/vanceayahan/>

Marvel Vs Capcom 2 (c) 2000 Capcom

This document is copyright Aya Brea and hosted by VGM with permission.