

Marvel vs Capcom 2 Sakura Character FAQ

by ReCharredSigh

Updated to v1.0 on Nov 7, 2001

Marvel Vs. Capcom 2: New Age of Heroes FAQ

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written by ReCharredSigh

e-mail me at peesigh@hotmail.com

(and title all your messages as "MVC2 Sakura FAQ comments", else i will ignore them)

version 1.0 At about 190 KB's worth, this is a pretty long MVC2 Sakura FAQ.

November 7, 2001

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First of all, lemme sum the legal mumbo jumbo regarding this FAQ in the simplest terms, please don't be like those snobby lawyers that twist every word to their own benefit, it's really degrading of you:

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If you didn't find it there, chances are it isn't in the latest version.

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With all that aside, keep in mind this is my first and possibly only FAQ I will write, so some things may look botched.

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Shoryuken.com

-For being such a great site for SFers. And providing a huge article on avoiding and performing Guard Crushes. And their article on mashing. As well as their forums, where you learn so much more. If you are serious on learning how to play Capcom games better, this is THE site. Also for some of the forum members who told me some things I put down here for Sakura. Sorry you guys if I didn't credit you, I wrote your names down, but lost the info.

Gamefaqs.com

-For providing a place to put this FAQ.

James Chen(www.geocities.com/TimesSquare/Arcade/6645)

-Providing the awesome combo notation, the awesome XvsSF combo FAQ and the awesome combo movies. He is America's Capcom Combomaster, no doubt about it!

Migs Rustia(www.geocities.com/mvcthesite/)

-For simplifying James Chen's combo notation and creating one of the best Capcom Crossovers sites. I learned how to play Vs. games through his great sites.

DJ JellyBean(bellybutton21@hotmail.com)

-For creating awesome Capcom FAQs. And I mean EXTENSIVELY LONG ones. Also learned how to play Vs. games through his work.

JChristopher(sirlordjoseph@icqmail.com)

-His MASSIVE MVC2 Ryu FAQ, which I must credit the format of this FAQ to. His Advanced Strategies FAQ is also a must read.

Robert Iu(<http://members.aol.com/robertsmac/>)

-I needed his FAQ to help name what assists were in the game, so massive thanks to him and his works.

Chris MacDonald(i.am/kao)

-Writes massive movelist FAQs, and I had to borrow some stuff from his FAQ mainly the assist names to complete mine.

The KiD(Oodzume@hotmail.com)

-Had to borrow some of the Sakura combos from his MASSIVE combo FAQ.

Silent J(silent_j@hotmail.com)

-The guy who talks online to me about MVC2 more than anyone else. He's also written a very good Iceman FAQ and given me a ton of cool MVC2 Ryu combos, check em out!

Siege(siege_tf@hotmail.com)

-Of all things, he gives me a new way to grasp the joystick, check it out!

Mazroth(mazroth@hotmail.com)

-This guy wrote THE advanced strategies MVC2 FAQ. I'm pretty sure some of the strats I wrote down here came from his FAQ, if you are serious about improving your game, go check out his FAQ.

dragonkahn(dragonkahn@yahoo.com)

-The Doom/CapCom trap I got from his Doom FAQ. Also wrote good Doom and Sentinel FAQs.

Will Moose(XxwilllxXmoose@aol.com)

-For his Infinite/Glitch FAQ, where I found Sakura's infinite.

Shinji(ikarishinji5@hotmail.com)

-For his Sakura FAQ, from which I took some combo concepts.

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A.Storyline
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Sakura is supposed to be a female japanese high school student. Unlike most of her friends, she doesn't shy away from fighting. She's basically been looking for Ryu ever since she saw him fight. Sakura has ever been since trying to follow Ryu around to learn from him and get him to teach her. Her techniques however, have much work to do, as they don't even look close to what Ryu can do. For some strange reason, Dan wanted some student to teach his "awesome skills," so he persuaded Sakura to be taught by him(but she still wants to be taught by Ryu). While it isn't confirmed by any Capcom storyline in the vs. series, Sakura followed Ryu so much that when Ryu accidently became evil, Sakura followed suit and practiced the evil intent, turning herself into Dark Sakura for some time. (my apologies if I don't really know Sakura's storyline that in-depth, she's supposed to mainly exist in the alpha storyline, and even then, I'm not too sure what the storyline is)

Anyways, MVC2's storyline is kinda jacked up. Why Sakura is in it? Let's just say either she followed her idol Ryu all the way to Abyss and either wants to help him destroy him, or prove herself by destroying him herself, so that maybe(just maybe) Ryu'll finally try to teach her.

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B.Why Choose Sakura
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In MVC2, you should already know who the top-tiers are. So then, why Sakura? Isn't she a weakling? Actually, heck no! Just recently, people have really discovered how good Sakura is in this game, and she is good enough to be considered a really good 2nd tier. She is definitely the best shoto character in this game(if you want to consider Sakura a shoto, she's not a conventional shoto, but a shoto nevertheless). There's just 2 weaknesses that I think hold Sakura back from being definite top tier, but once you know how to deal with those weaknesses, you will totally kick ass with her. Playing with her is not hard at all, if you know how to deal with her 1-2 weaknesses.

SPEED-I believe Sakura's slightly above-average in speed. Not to the point where you can swarm over your opponent like Magneto, Cammy, or Strider and basically just dash in and button-mash to victory, but considering how she's not that slow, having good dashes and pokes, she's good in this area, and if you switch to Dark Sakura, you gain some extra speed I believe. Do beware though, not all of her

attacks come out lightning quick.

POWER-Sakura isn't that powerful, but she isn't considered weak either, so I believe she has average power. However, she has excellent mobility, and some of her super combos do great damage and thus, learning to combo with Sakura yields very painful results. Her fierce throw is also very powerful when mashed, and if her air Shunpuukyaku is done properly in an air combo, it does some pretty high damage. Dark Sakura seems to have slightly more power than regular Sakura.

PRIORITY-Above-average here. Sakura has the Shouken which has an energy barrier (in Dark Sakura you can still do this, you just need to be in the air when you do it) that overrides a lot of attacks. Her J.Short and J.Fierce are also good in priority. Her Shunpuukyaku is also high in priority. And her Haru Ichiban is invincible at startup and has extremely high priority, beating out almost all jump-ins that come at you. And her ground pokes aren't bad either.

VITALITY-Sakura has average vitality, taking as much as Ryu. So this isn't that good, or bad either. Some people speculate that Dark Sakura takes slightly more damage than normal, so beware of that.

OFFENSE-When it comes to Sakura's offense, it really depends which type of Sakura you're using. While both Sakuras have really powerful combos, Sakura has below-average offense, because she only has decent mobility, and has no really great way of getting in close quickly to pressure the opponent. Dark Sakura however has above-average offense, because she has excellent mobility as well as many ways of doing damage. She is fairly great in getting in, whether that be by jumping in, dashing in, teleporting in, whatever. Great at pressuring, and great at doing damage. If you want to play offensive with Sakura, I highly recommend you switch to Dark Sakura and use her.

DEFENSE-Also considering Sakura's defense, it varies depending on which Sakura you're using. Sakura has above-average defense. She has a Hadoken that can stop jump-ins decently, and a Shouken that has high priority, being able to override many projectiles up close. And her Haru Ichiban is an excellent anti-air, plus her Shinkuu Hadoken can be used to stop jumpers as well. Dark Sakura however has terrible defense. She can still use the Haru Ichiban, but she has basically no usable anti-air and her Shouken doesn't have an energy shield on the ground. Trying to defend using Dark Sakura with physical attacks is near useless. However, Dark Sakura excels in a defensive type of strategy called runaway, in fact, it is so good, it is better than Storm's or even Dhalsim's! Her teleport has 0 startup and recovery time. There is basically no risk in throwing teleports that are linked nonstop one on top of each other, and all the while you can drop an assist that does huge block damage and there will be nothing to stop you. This is probably the sole reason why Sakura is considered so highly ranked in this game, true she has other great things about her, but it really all revolves around this, because it's when the opponent tries to punish your assist or you and misses that you stop teleporting and run up to combo them or start your offense.

RANGE-Again, this will depend on which Sakura you're using. Sakura doesn't have good range at all, because her projectiles are meant for anti-air. She can lob them diagonally downward, but they're still single-hit projectiles, which aren't good to abuse at all. Dark Sakura has above-average range though. Her Shinkuu Hadoken is an instantaneous energy beam that rivals Ryu's, making her extremely dangerous on the other side of the screen.

AIR DOMINANCE-Sakura has the J.Short, J.Fierce, air Shunpuukyaku, and air Shouken all to aid her in attacking the opponent high in the air, and all the attacks are fairly high in priority. She's not that bad fighting in the air then, but she still doesn't have a beam super combo when she takes to the skies, so try to keep your games close to the ground.

So what are the pros and cons of Sakura? Well...

Pros:

- Good speed
- Powerful combos
- BEST runaway game

- Excellant mobility
- Good offense
- Excellant defense
- Instant beam super combo
- Mashable throw
- Good Dash assist
- Taunt does damage and acts as a strike ;)

Cons:

- Transformation costs 3 levels(which makes Sakura more of a meter user, although she really doesn't use meter that much outside of that fact)
- Only regular Sakura has access to an anti-air Hadoken and a Shouken that has an energy barrier all the time
- Only Dark Sakura has access to an instant beam super combo and runaway game
- Has no effective way of reaching the opponent across screen when both are high in the air
- Teleport might be better if the gliding speed was a bit faster

So it seems that Sakura has a lot going for her. Her main weakness would be to really kick ass with her, you need to use Dark Sakura, and to do that you need to build meter with someone else, then switch her in safely, and then use the Transformation to switch to Dark Sakura, and hope that you don't get killed in the process. If you can do that, you can kick total ass with Sakura.

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C.What's the reasons to read this FAQ
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Why did I bother go to the trouble of writing such a massive FAQ combinining ideas from everyone from GameFAQs.com to Shoryuken.com? To be able to teach or at least aid you, the reader in order to master Sakura to a certain degree of kick-@\$\$ness. Once you are done reading this FAQ, you will;

- Know how to pull off all of Sakura's moves
- Know how to use assists well to aid Sakura
- Know how to partner her up well
- Know how to pull off the essential and kick-@\$\$ combos that Sakura has.
- Know how you should beat all opponents(emphasize on the "should" part)

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A.General Move Commands
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Dash: (Tap for, for)/(Tap both punches)or(Tap back, back)/(Tap back+both punches)

Notes: Sakura's dash differs in appearance depending on which Sakura you are (Sakura runs, Dark Sakura glides dark shoto style), other than that, its fairly quick and covers quite some range. This should be great for starting dash-in combos or getting away. Learn to wavedash, it will help you.

Super Jump: Tap any direction down, then tap any direction up

Notes: Another staple general move, learn to use it, if you haven't so far.

Useful for elusive purposes, and jumping in.

Push Block: Tap both punches while blocking

Notes: A must learn to help your defensive game, it helps reduce block damage by shoving your opponent to the opposite side of the screen.

Taunt: Press Start (Hold Light Kick, Press Start for the DC)

Notes: Sakura snickers, then points at her opponent. If the opponent touches her, they take 1 point of damage, then get knocked across the screen like they were hit by a strike. It's not damaging, but this can be used to stop aggressive opponents(no really), it takes skill though, but if you can do it once in a while, then go for it! Nothing like stopping Magneto just because he ran into a giggling Sakura. ;)

Assist 1: Press Assist 1, duh :)

Notes: Your 1st partner jumps in, does a certain move, taunts and leaves. They take extra damage when acting as an assist, so be careful when you use this.

Assist 2: Press Assist 2, duh :)

Notes: Your 2nd partner jumps in, does a certain move, taunts and leaves. They take extra damage when acting as an assist, so be careful when you use this.

Tech Roll: Motion back, down/back, down+any punch when knocked down

Notes: When you get hit, you fall to the ground, and quickly roll past your opponent to get back up. You can avoid many OTG combos with this, but beware, you don't have "waking priority" when you do this, so any hits you take getting up will hit even if you block. Your initial rolling though is invincible.

Switch Out: Tap both Light/Heavy buttons

Notes: Depending on what you pressed, that partner will come out. The "light" switch switches in your 1st partner, heavy for 2nd. Your partner will come in with an attack knocking the opponent high into the air, then taunt. You can combo if the attack hits cleanly. If it doesn't...pray you don't get punished.

Snapback: Motion down,down/for,for+Assist 1/2

Notes: A light effect occurs, then Sakura does her standing roundhouse. If it connects, the opponent gets knocked out, and either his/her 1st/2nd Partner comes in. Assist 1 results in Partner 1 coming in, 2 for 2. The opponent which was knocked out can't return for a few seconds. If you are up against a team which has a terrible point character that is used for their excellant assist, combo into the snapback to bring them in and severely jack up their team. Uses 1 hyper meter.

Team Counter: Motion back, down/back, down+Assist 1/2

Notes: While blocking an attack, this causes either your 1st partner(if you pressed Assist 1) or your 2nd partner(if you pressed Assist 2) to jump in, do their Variable Counter special attack, then you switch. It uses 1 level of hyper meter, but it's your best bet to safe switching. It also counters most attacks.

Variable Combo: Tap both Assist buttons

Notes: All of your buddies jump in and perform a super combo. Ouch! However, this is limited based on the number of hyper bars you have in stock, and the



number of partners you have alive at the moment. Unlike the past, YOU DON'T switch after.

Wavedash: Tap both punches, then tap down, and repeat.

Notes: I gotta give props to the Shoryuken.com forums, else I wouldn't have found out about this. Similar to TTT, what you are doing is dashing, then cancelling your dash, only to dash again! It basically if done right helps control your dash better and makes it longer! Since the slide to a halt after your dash is slower than the startup, this also makes your dash much faster! Learn this, this is probably more useful than just regular dashing towards your opponent. Practice different timings of when to cancel the dash to make it optimal for your use.

Last notes:

You can now cancel special attacks into super combos(known as an EX cancel), and performing a super combo for Partner 1 while you are doing your own causes you to jump out, and your next Partner to jump in and do his/her super combo(known as a DHC)! Impressive, just realize that each super combo that comes after results in 25% less damage.

Don't forget that you can tech hit universal throws by performing a throw of your own as you are being grappled.

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B.Sakura's Normal Attacks

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Because of the new configuration of MVC2, to get a middle strength attack to come out, press the corresponding light attack as the 2nd hit of a combo.

Because Sakura is not very large, many of her attacks are very short-ranged, so beware of that. Also, because Sakura tries to imitate Ryu, many of her attacks look somewhat like Ryu's. There is no difference between Sakura and Dark Sakura's normal attacks. MVC2 is a game where you don't need to know every single normal attack to win, but a select few should do the job.

-----Light Punch-----

Standing: Sakura does a standing jab. Low range, but fast. Used for beginning combos and not much anything else, due to the short range, so it's not ideal for poking. You don't need to use this at all, besides the fact that it can be ducked.

Crouching: Sakura does a crouching jab. Slightly more useful than the standing light punch, because it actually hits low, but otherwise, it's essentially the same move in terms of priority, damage, speed, etc. You don't need to use this at all.

Jumping: Sakura does a downward chop. Aside from using this to begin your air combo, don't use this at all.

----Medium Punch----

Standing: Sakura does a straight punch. A good poke, but it's still confined to use inside a combo, so it's only useful as a link off of your standing light punch, no need to use this.

Crouching: Sakura does a crouching straight punch. Much like the standing medium punch, only this time it hits low. Same uses though.

Jumping: You will only use this attack inside of air combos, so I don't even need to tell you about it.

-----Heavy Punch-----

Standing: Sakura does a 2-handed uppercut. Despite the look, this is not her launcher, although sometimes it seems that if you OTG into this, you'll launch the opponent. Anyways, does some good damage, but has ok range(still not highly ranged, but as Sakura, I guess it's ok). The main importance of this attack though is that it stuns the opponent enough for you to combo into a special or super combo. Almost all of Sakura's special attacks or super combos link into this, so learn to combo into this if you want to lead into a super combo.

Crouching: Sakura leans to the side and does an odd-looking uppercut. This is Sakura's launcher. It is slow on startup, but does good damage. It also has somewhat poor upward reach, making it not that good in priority. To hit your jumping opponent with it constantly, you need to time the attack early. The best uses of this attack is either to combo into an air combo leading to a Shunpuukyaku or some of Sakura's super combos. Don't use this for anti-air, the best way to use this is to combo into it.

Jumping: Sakura does a 2-handed downward hammer. Arguably her best jump-in, the damage is good, the speed is good, the reach is good too. Priority is pretty good too. If you're going for the conventional 1-hit jump-in, this is your best bet. This attack is also good for whiffing during super jumps to build meter.

Throw: Sakura jumps on the opponent's back and proceeds to repeatedly choke them. This is her best throw. The main reason is that this throw can be mashed to increase the damage, almost to the point where the damage will reach a super combo's worth! Always go for this throw over the other one. In addition, the air throw fits pretty well into air combos, but most importantly, if they don't know how to tech hit or roll, you can OTG them after the air throw! Obviously, whenever you can catch your opponent unaware or blocking or in an air combo with this throw, you should go for it, enough said, you should already know how good this throw is.

-----Light Kick-----

Standing: Sakura does a knee into the average person's groin(ugh). Hits low, comes out fast, low damage though. High priority though. Keep this for comboing into the standing heavy punch, otherwise, you don't need to use this at all, it's not that good for poking.

Crouching: Sakura does a crouching semi-long kick. This is probably her best poke, having decent range, high priority and speed, and being fairly easy to link into more attacks. What's more, it is possible to OTG a sweep with this, so keep that in mind. Out of all the light attacks, use this the most.

Jumping: Sakura does a long ranged straight kick. Arguably her best air attack because the horizontal reach is long and the attack comes out very quickly. Great for multi-hit jump-ins, air combos, as well as air encounters. I'm not too sure if you can cross the opponent up with this attack though.

----Medium Kick----

Standing: Sakura does a cheerleader-like kick with her frontal leg, launching the opponent. This is Sakura's other launcher. There is a way to do it outside of a combo, but other than that, it should come out faster, and has slightly more horizontal range. But if you're comboing into launchers, the heavy punch launcher is better for that slight extra points of damage. Otherwise, stick with this only if you're just beginning(easier to combo off of a standing light kick). Combos into pretty much the same stuff as the other launcher, and pretty much combos after the same attacks well.

Crouching: Much like the crouching light kick. If you are comboing into Dark

Sakura's Shinkuu Hadoken or are trying to poke the opponent, always follow the crouching light kick with this.

Jumping: Well, you're only going to use this in air combos, but just keep in mind that both the Shouken and air Shunpuukyaku combo very well after this attack.

-----Heavy Kick-----

Standing: Sakura does a long ranged roundhouse kick. Good damage, very good reach, ok startup. For the most part, this should always follow your crouching medium kick, especially if you're Dark Sakura, because then you can work your way into either a Hadoken to poke the opponent or a Shinkuu Hadoken. A very good poke, especially when it's following the crouching light and medium kicks.

Crouching: Sakura does an inward sweep. Good damage, good reach, ok startup. Always combo into this if you want to use it. Keep in mind that against people who don't know how to roll, you can actually follow up with a crouching light kick then continue into another combo.

Jumping: Sakura does a downward heel kick. Ok speed, good damage. If you are planning to cross the opponent up, go for this, it has the highest hit detection when you cross up compared to the other air attacks, ensuring that you do hit them as you fall on the other side. Otherwise, try to stick with the other air attacks.

Down/For: Sakura does her medium kick launcher. Slightly more horizontal range than her heavy punch launcher and slightly more speed, but slightly less damage, you hardly need to use this at all.

For: Sakura pauses, then lunges downward with a high arcing inward roundhouse kick that looks kinda similar to Ken's standing roundhouse. This is Sakura's overhead, because it needs to be blocked high. Has a slow startup, so you won't be using this a lot, but against that turtler, well, feel free to mix it in somewhere.

Throw: Sakura jumps onto the opponent, then jumps off, knocking them down. Stick with the other throw, it's much better. Only use this throw for variety.

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C.Sakura's Special Attacks

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All of Sakura's specials have their uses. Dark Sakura's differs in a slightly different way, so I put them below regular Sakura's.

~~~SAKURA'S SPECIAL ATTACKS~~~

Hadoken AKA Fireball

Motion down, down/back, back+any punch

Sakura says "Hadoken" then throws a large blue fireball diagonally upward. In the air she throws them diagonally downward. The strength of the punch will determine how far the projectile goes.

For the most part, this is Sakura's main anti-air. It comes out pretty fast and does some good damage, so as long as you anticipate your opponent's jump-in and that it isn't a cross-up, it is fairly easy beating your opponents off of you using this. It is also easy to combo into this with your S.Fierce. The air version

should only be used for AC finishers and for momentary keep-away, but don't abuse it. Sakura's projectile isn't meant for keep-away at all, and because it's only a single-hit projectile, abusing it could just get yourself into trouble.

Shouken AKA Dragon Punch

Motion down, down/for, for+any punch

Sakura says "Shouken" then runs forward with an energy barrier around her, hitting about 6 times, knocking the opponent away. This can be done in the air as well. If it is blocked, Sakura bounces off the opponent. Strength of punch determines startup and recovery, as well as distance travelled.

This attack is probably Sakura's main defense. It has great priority and overrides a ton of attacks, try to wait until they are right on top of Sakura before letting it loose because everytime Sakura goes through a projectile she slows down and loses some range. Great for stopping dashers and poking opponents, as well as people who just don't know how to properly use projectiles. If it is blocked the recovery is fairly quick, but still beware, because it is still possible for the opponent to retaliate. But this is also one of Sakura's most combo-friendly attacks because it works great in air combos, combos well after a S.Fierce, and most importantly, it ex cancels into ALL of her super combos easily. So you can easily see what Sakura's bread-and-butter combos are like. Use this move, it is Sakura's best special attack. Stick to the light punch version.

Shunpuukyaku AKA Hurricane Kick

Motion down, down/back, back+any kick

Sakura jumps and does a hurricane kick. Unlike the other shotos, her hurricane kick goes in an arc, going up, then down, hitting both ways. Strength of kick determines how far she travels and how large is that arc. If done in the air, Sakura's hurricane kick follows her arc of her jump. In this case, the kick's strength determines how long she does the hurricane kick.

Let's start out with the dynamics of the move first. The ground version does some great damage, comes out well, and Sakura is left fairly safe from counterattack. Due to the arc of the attack, it is possible to avoid some attacks while doing it, and if you misjudge the arc, you might accidentally hop over the opponent, so beware of that. Also combos well. The air hurricane kick though is the main version that is going to be used. It has fairly high priority, making it great as a jump-in or in air-to-air encounter. The main reason though that you will use this attack is the power. When you air combo into the roundhouse version, done properly you will wreck some insanely powerful damage, like all of the other shotos(yes, even Ryu), something like 10% life per hit. And if you decide to use the short version, you can actually add to the combo afterward. So all in all, a very powerful attack that plays a large role in air combos and jump-ins, using it properly will help you maximize damage on your opponent.

~~~DARK SAKURA'S SPECIAL ATTACKS~~~

#### Hadoken AKA Fireball

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Motion down, down/for, for+any punch

Dark Sakura says "Hadoken" then throws a large blue fireball horizontally. In the air she throws them the same way. The strength of the punch will determine how far the projectile goes.

The main difference between this and Sakura's Hadoken is that this attack goes horizontally, making it a poor anti-air. It still comes out pretty fast and does some good damage, making it a good combo ender, where is the main way you will use this attack. It is also easy to combo into this with your S.Roundhouse. Also

good for poking if you cancel off of your S.Roundhouse. A good linker into the Shinkuu Hadoken as well. The air version should be reserved to air combos. Don't try to play keep-away with this attack at all, it is meant to be used in combos or blocked combos.

#### Shouken AKA Dragon Punch

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Motion for, down, down/for+any punch

Dark Sakura says "Shouken" then runs forward, hitting about 6 times, knocking the opponent away. This can be done in the air as well and when it is done, it has an energy barrier around it, nullifying projectiles. If it is blocked, Dark Sakura bounces off the opponent. Strength of punch determines startup and recovery, as well as distance travelled.

This attack is not Sakura's main defense. Because it doesn't have that shield when on the ground, it has poor priority. When on the ground, stick to using this attack in combos. It still works great in air combos, combos well after a S.Fierce, and most importantly, it ex cancels into ALL of her level 1 super combos easily. So you can easily see what Dark Sakura's bread-and-butter combos are like. However, in the air, it has great priority and overrides a ton of attacks, try to wait until they are right on top of Dark Sakura before letting it loose because everytime Dark Sakura goes through a projectile she slows down and loses some range. Great for stopping dashers and poking opponents, as well as people who just don't know how to properly use projectiles. If it is blocked the recovery is fairly quick, but still beware, because it is still possible for the opponent to retaliate. This attack can't be abused as much as Sakura's because the energy barrier is only present when the air version is done, however, it still may be Dark Sakura's best special attack, so learn to combo into it and out of it on the ground, and use it liberally in the air, and you'll never go wrong. Stick to the light punch version.

#### Shunpuukyaku AKA Hurricane Kick

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Motion down, down/back, back+any kick

Dark Sakura jumps and does a hurricane kick. Unlike the other shotos, her hurricane kick goes in an arc, going up, then down, hitting both ways. Strength of kick determines how far she travels and how large is that arc. If done in the air, Dark Sakura's hurricane kick follows her arc of her jump. In this case, the kick's strength determines how long she does the hurricane kick.

Let's start out with the dynamics of the move first. The ground version does some great damage, comes out well, and Dark Sakura is left fairly safe from counterattack. Due to the arc of the attack, it is possible to avoid some attacks while doing it, and if you misjudge the arc, you might accidentally hop over the opponent, so beware of that. Also combos well. The air hurricane kick though is the main version that is going to be used. It has fairly high priority, making it great as a jump-in or in air-to-air encounter. The main reason though that you will use this attack is the power. When you air combo into the roundhouse version, done properly you will wreck some insanely powerful damage, like all of the other shotos (yes, even Ryu), something like 10% life per hit. And if you decide to use the short version, you can actually add to the combo afterward. So all in all, a very powerful attack that plays a large role in air combos and jump-ins, using it properly will help you maximize damage on your opponent.

#### Ashura Warp AKA Teleport

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Motion for, down, down/for or back, down, down/back+both punches or both kicks

Dark Sakura does a horse stance, then glides on 1 leg trailed by afterimages, then stopping after a while. The direction of the motion determines which way Dark Sakura glides and the punches go further than the kicks.

Dark Sakura doesn't have the fastest teleport, nor the most versatile teleport, but why this is so good is because it has 0 startup and 0 recovery time. It is incredibly safe to throw these out as long as you like, all the while calling assists, which ensures you build meter safely while doing block damage with no hope of the opponent safely attacking you or your assist. This sole move is the reason why Dark Sakura has the best runaway game. If they want to try to punish you, they'll leave themselves open to getting hit by your powerful combos and/or Shinkuu Hadoken. It is also the reason why Dark Sakura has a fairly good offense. By going offensive, then calling an assist while cancelling a poke into a forward teleport, you put yourself in front of the opponent, and your assist behind them. Now you can safely for some time poke into Hadoken to gain meter and do slight block damage. When your assist is done, cancel another poke into more teleports until they can be called out again. You can also during all this grab them with your fierce throw and mash. So obviously, you can see how valuable this move is for Dark Sakura. Make sure you use it as much as you can, it is that valuable for defense, for avoiding offense, for initiating offense, for escaping super combos. I will cover more about this in the strategies section.

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D.Sakura's Super Combos
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All of Sakura's super combos do good damage and are fairly easy to combo into. The only thing to keep in mind are most of Sakura's super combos are very short ranged horizontally speaking, so try to only let them loose when the opponent is very close. Use them wherever you can. Dark Sakura's are again slightly different. First of all, before I delve into the super combos, I'll start by saying how to do the Transformation, because it can be done both as regular Sakura and Dark Sakura, and is your method of switching between the two.

Transformation(requires 3 hyper levels)  
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Motion back, down, down/back+light kick

Sakura turns her back to the screen dark shoto style. Her skin darkens and she becomes Dark Sakura(or as Dark Sakura, her skin lightens and she becomes Sakura). This is your only way of switching to become Dark Sakura or back to Sakura. Keep in mind that which Sakura you're using should determine how you play. Dark Sakura should be teleporting all over the place, looking for openings to begin her offense. Sakura should be kicking it back, waiting for the opponent to try to get to her. Anyways, because this technique costs 3 levels, you can't abuse it and need to decide which Sakura you'll use for the match before it even begins and then, keep Sakura that way, or you'll waste too much meter. Good ways of switching without getting hit back are either comboing into a sweep, then cancelling it into this, or calling a projectile-esque assist, then switching just as it touches the opponent.

Now, onto the super combos...

~~~SAKURA'S SUPER COMBOS~~~

Shinkuu Hadoken

Motion down, down/back, back+both punches

Sakura rears back, then throws about 10 of her Hadokens in the the same diagonal upward direction. Mashing may increase the number of fireballs that she throws out.

Think of this attack as your hadoken, only beefed about 10 times more. It does some pretty good damage, and the startup is near instantaneous, making it very easy to combo into from a hadoken, a standing fierce, or off of a jab shouken. Outside of combos, this attack also works great as a pseudo anti-air, much like the regular hadoken, or it can be used to stop annoying people who have the ability to take to the top of the screen and throw downward projectiles. It should only used like that. Never throw this out from full screen, the gap under the fireballs is just enough for the opponent to punish you.

Midare Zakura

Motion down, down/for, for+both punches

Sakura slowly dashes forward. If she touches the opponent, she will proceed to combo the crap outta them and then end the combo with a Shouken.

This is Sakura's auto combo. It does some good damage, and is fairly easy to combo into, from your hadoken, standing fierce, or your jab shouken. The startup of this attack however is semi-slow, the dashing speed is semi-slow, and the recovery is also semi-slow, making it not that abusable, however, being that it is an auto combo, that means that technically it should have high priority, so you can use it to beat out your opponent if you time it early enough. But for the most part, stick to using this attack only in combos, you're most likely going to connect the super combo from there.

Haru Ichiban

Motion down, down/back, back+both kicks

Sakura rears back, then does a completely vertical Shunpuukyaku, finishing off with a leg strike knocking them away.

This attack is Sakura's strongest. It does some pretty powerful damage, and the startup is instant, making it extremely easy to combo into from a jab shouken, launcher, standing fierce, and hadoken. But what may be the best thing about it is the priority. Sakura is invincible to attacks at the startup, and the priority is very high, the only way they can actually beat you out is to hit Sakura on the top of her head, and that's hard. The only downsides to this attack are the facts that if blocked or whiffed, Sakura spends eternity in the air, and this attack has close to no horizontal range. Keep this attack in combos or as an anti-air if you detect the opponent well enough, and you won't go wrong.

~~~DARK SAKURA'S SUPER COMBOS~~~

Shinkuu Hadoken

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Motion down, down/for, for+both punches

Dark Sakura gathers her strength into an electric ball, and then thrusts her hands forward and shoots out a huge blue horizontal beam of energy. Mashing will increase the number of hits and damage that the super combo does.

This is Dark Sakura's best super combo, hands down. It does a lot of damage, comes out instantly, recovers near instantly, reaches across the screen near instantly, and on top of all that, is extremely combo friendly. This attack is pretty much as good as Ryu's, the only downside is that it can't be done in the air. Almost all of Dark Sakura's attacks set up this super combo, including the standing

roundhouse, standing fierce, Hadoken, and Jab Shouken. Use it to punish attacks from full screen as well as your main combo ender if you ever plan on wasting meter. Just don't pull it out of nowhere if you are up close, because then it will have poor priority and will get overridden by simple jabs. What else to say? USE THIS!!!!

Midare Zakura

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Motion down, down/for, for+both kicks

Dark Sakura slowly dashes forward. If she touches the opponent, she will proceed to combo the crap outta them and then end the combo with a Shouken.

This is Dark Sakura's auto combo. It does some good damage, and is fairly easy to combo into, from your hadoken, standing fierce, or your jab shouken. The startup of this attack however is semi-slow, the dashing speed is semi-slow, and the recovery is also semi-slow, making it not that abusable, however, being that it is an auto combo, that means that technically it should have high priority, so you can use it to beat out your opponent if you time it early enough. But for the most part, stick to using this attack only in combos, you're most likely going to connect the super combo from there.

Haru Ichiban

-----

Motion down, down/back, back+both kicks

Dark Sakura rears back, then does a completely vertical Shunpuukyaku, finishing off with a leg strike knocking them away.

This attack is very strong. It does some pretty powerful damage, and the startup is instant, making it extremely easy to combo into from a jab shouken, launcher, standing fierce, and hadoken. But what may be the best thing about it is the priority. Dark Sakura is invincible to attacks at the startup, and the priority is very high, the only way they can actually beat you out is to hit Dark Sakura on the top of her head, and that's hard. The only downsides to this attack are the facts that if blocked or whiffed, Dark Sakura spends eternity in the air, and this attack has close to no horizontal range. Keep this attack in combos or as an anti-air if you detect the opponent well enough, and you won't go wrong.

Shun Goku Satsu AKA The Raging Demon!

(requires 3 hyper levels)

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Tap light punch, light punch, for, light kick, heavy punch

Dark Sakura lifts her leg, then slowly glides forward much like her Ashura Warp. If she touches the opponent, she will grab them and maul them 15 times while the screen is black, then reappear on top of her fallen opponent with her back to the screen. Sadly, there is no japanese kanji that appears if you K.O. your last opponent with this.

For the most part, this attack is overrated. It simply is too slow in gliding speed to be useful all the time, and if you miss it, you can be sure that you're going to get punished. The priority is also very low, because Dark Sakura's glide is too slow. The damage makes it Dark Sakura's most powerful super combo, but even then, Akuma's Raging Demon still does a lot more damage. Plus, it is way too hard to combo onto it conventionally. Now that said, it is unblockable. And this attack can be combo'd off of a hadoken in the corner. Plus, landing this attack is pure flash, and is a great way to win over a crowd if you plan on doing that with flashy super combos. You can't abuse this super combo, you definitely can't. However, if you learn to use it wisely up close, and only when the opponent is not expecting it, you can wreck havoc. Keep in mind to only go for this super combo if you are winning, because there are much



better ways of doing damage or winning using Dark Sakura.

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A.What and how assists help Sakura
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It has been seen that no one can play MVC2 to full potential if assists aren't augmented well in a game. This kinda also explains why the best teams in MVC2 have assists and team dynamics that work well together. Ok, Sakura basically needs 3 different types of assists:

- 1)Projectile-esque assist to do block damage as well as control space
- 2)AAA that comes out quickly, has high priority and can be used to beat out the opponent's rushes.
- 3)AAA that stuns the opponent and leaves them open to combos

Given that you can have only 2 partners with Sakura, you need to decide what you need. For the most part, assist #1 above is a definitely must, because it will help keep the opponent in block stun while you change into Dark Sakura, also enables you to damage the opponent during your runaway game, and helps you to pressure the opponent as well as get in. From there you have to decide which AAA you want to complement your game. The setup AAA will help you do damage quickly, because it will make combo setups much easier. You can do something like get up close, pressure into a standing roundhouse, then call them and teleport to the other side, crossing them up and leaving them open for a combo. The quick AAA is used for you to knock the opponent off of you and then change into Dark Sakura. They can also be used to keep an opponent from rushing you, or to add to the damage of your combos. In addition, all assists that Sakura uses can be used as bait, to get them to try to punish your assist, so you can teleport behind them and combo away.

That said, lets look at some great assists from the top tier and 2nd tier characters. Note that while I'm looking only at those characters, by no means am I saying that other characters' assists suck. For instance, I know Jin's AAA is one of the best. I'm just looking at the better characters' assists, because that'll help complement your game better.

Projectile-esque assists(btw, I didn't put down Cable's Viper Beam because while I believe it's one of the best assists in the game, having Cable and Sakura on one team doesn't seem right, because both use up meter like no tomorrow)

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Blackheart: Anti-Air  
Bh's Inferno, while it doesn't do that much block damage, tracks the opponent extremely well. It also keeps an opponent from running away too much, and knocks them back down to the ground. It's a bit slow to come out though, so try to

cover Blackheart while he's throwing an Inferno.

Dr. Doom: Anti-Air

This is THE MVC2 assist in the game. The Molecular Shield does EVERYTHING. Huge block damage, acts as a shield, stops jump-ins and dash-ins, acts as a projectile that is very hard to override, and even launches the opponent if the rocks actually hit for an air combo. Doom also stays very long on the screen and the rocks can't be broken until he throws them forward. Sakura gets her best uses of a projectile assist from Doom. You can use him to damage during runaway, you can use him to switch into Dark Sakura(since he'll keep them so long in block stun, dash, Doom AAA, Transformation is an easy way to safely switch), and the most amazing is that you can use his assist for a special option that no other assist can do for Dark Sakura: a pseudo Strider-Doom trap(well, actually you could probably do it with other assists, but it works so much better with Doom). Get up close via teleport or cross-up jump-in or a jump-in with an air Shunpuukyaku, then do a light kick poke and string into a standing roundhouse, call Doom, then immediately cancel into a short forward teleport, sandwiching the opponent. Do some blocked chains until Doom throws away the rocks, and then teleport back, then forward so by this time Doom can be called again and you can repeat the semi-trap to do a lot of block damage, pin them down, and build meter quickly. You can also call him, teleport behind, and then Shinkuu Hadoken to push them into the rocks for some powerful block damage.

Iceman: Projectile

The Icebeam is quite a useful assist, because it overrides a lot of projectiles, covers the other side of the screen very quickly and most importantly, does a LOT of block damage, on par with Doom's Molecular Shield. The only bad part about this assist is that the beam stops once it is blocked, in other words, if the opponent called an assist then ran forward, if they blocked the assist wouldn't take the hit.

Ironman: Projectile

The Unibeam also like the Icebeam has quite some ground control, reaches the other side of the screen quite quickly and does quite some block damage. It also seems to come out faster and recover faster than the Icebeam. However, why this assist may be considered one of MVC2's finest is because on top of those traits, the Unibeam on clean hit stuns the opponent long enough that you can tack on a combo afterward and it will combo(hey, if this wasn't true, then you wouldn't be able to do an air combo into Unibeam and still continue the combo in the corner with Ironman).

Sentinel: Ground

One of the best assists in the game too. Sentinel's Sentinel Drones do a lot of block damage and control space on the ground quite well. Plus, Sentinel still has super armor and takes less damage when he's acting like an assist, making it harder to stop him from throwing his drones compared to anyone else. On top of that, it tracks the opponent, making it quite hard for the opponent to dodge it(actually, the projectile speed isn't that fast, but it still gets annoying). In addition, because of the projectile's slow speed, you can actually chase after it quite well and use it to runaway or on offense with your teleports and blocked strings to pressure the opponent.

Spiral: Projectile

Spiral's horizontal circular Dancing Swords does a lot of block damage, controls space well, and covers the bottom part of the screen well. You only need to protect Spiral during the slow startup of the assist.

Storm: Projectile

Storm has one of the best assists in the game. While she doesn't do as much block damage, and the fact is that Storm's Horizontal Typhoon takes some time before she actually throws it(thus, it'd be good to cover Storm), this is the most anti-projectile assist in the entire game. Once Storm throws out her Typhoon, it will override ANY projectile in the game, period. I have even thrown this out right before War Machine shot his Proton Cannon, and the Typhoon went right through all of War Machine's missiles and hit him, ending the super combo prematurely. I've also beaten out Omega Red's Omega

Destroyer in much the same way. And yes, you can override the Spiral/Sent projectile traps, rendering them useless.

#### Instantaneous AAAs

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##### Cammy: Anti-Air

Cammy has an incredibly high priority Anti-Air, the Cannon Spike. It is literally invincible when she is going up until she touches something(the only other person who has an invincible AAA is Ken, and while he has a better AAA, Cammy is much better on point). You will be surprised at the attacks and traps you can beat out using Cammy. The only thing you need to do is cover Cammy as she's recovering, because she takes a very long time. She's also very good at adding hits to combos.

##### Captain Commando: Anti-Air

This is arguably the best instantaneous Anti-Air assist in the game(Jin's IMO, is better in terms of priority and damage). The Captain Corridor comes out instantly, does a lot of damage, has extremely high priority(and can even beat out some projectiles), and most importantly, it will instantly hit from the ground all the way to the top of the screen, making him extremely good at stopping runaway people. He is also good for adding damage to combos.

#### Setup AAAs

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##### Cyclops: Anti-Air

Cyclops' Gene Splice is quite an amazing assist. It comes out slightly slow, but the priority is high, the horizontal range as an AAA is slightly longer than most, the hit stun is long(thus if it is blocked, you can just teleport past the opponent, and either they will get crossed up, or Cyclops will be protected), and most importantly, because Cyclops hits the opponent so slowly, you can set up your Haru Ichiban, regular Sakura's Shinkuu Hadoken, or a damaging air combo. Try calling him as you are up close and teleporting past your opponent, crossing them up.

##### Psylocke: Anti-Air

Psylocke's Psi Blade is arguably the best setup assist in the game. It is quite vertical and doesn't really go horizontal at all, but the priority is quite good, and if you do connect with it, the opponent gets knocked directly upward, then falls to the ground unable to block. When this happens, OTG them off the ground with a crouching light kick and then finish it off with the combo of your choice.

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B.Sakura's assists

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Sakura has some good assists that can be used to help your team, her Dash assist is probably the best assist she's got.

#### DASH

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##### Assist: Long Shouken

This probably makes for Sakura's best assist. Having extremely high priority and being able to override many projectiles. Not only that, but Sakura hits the opponent a lot of times, making it easy to set up horizontal super combos using this. Do beware though that if blocked, Sakura will bounce off, and you will need to act quickly to keep her from being punished. Also beware that the range for this attack is rather short compared to other attacks that nullify projectiles (Captain America, Hulk, Juggernaut, etc). Just remember to pull this out whenever the opponent attempts to dash-in or is up close. Keep in mind Dark Sakura's



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A.How to partner Sakura up well

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MVC2 is so far the most team-based vs. series game yet. With the ability to DHC and call assists nearly whenever you can, this leads to team dynamics that much more important. Simply put, even if Sakura is really good in this game, if you don't give her the right partners with the right assists, you're going to lose. Anyways, the general best way to partner up people in MVC2 goes something like this:

Battery character/User character/Assist character

Your 1st character starts out to basically build meter. Usually, they also do quite well without using meter. The 2nd character is the one who does the meter burning. The 3rd character shouldn't get put into play as a point character on purpose unless if you are losing or need to heal your 1st or 2nd characters, because these guys are used for your main assist.

Sakura simply put, is always going to be the 2nd character, the meter user, for the simple fact that having to change into Dark Sakura to access your teleport and Shinkuu Hadoken in the form of a beam takes up 3 levels. And when you do tag Sakura in, do it safely, like off of a DHC, off of a counter, or tag in when either your opponent is high in the air or you know Sakura will touch a low-damage attack on the way in. For transforming to Dark Sakura, the best idea is to call an assist, and once it touches the opponent, switch. Other ways include cancelling off of some special attack into the Transformation, landing a ground chain into the sweep into the Transformation, or DHCing into the Transformation(I dunno if this can be done yet).

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B.Example teams

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Anyways, here are some example teams using top tier characters to aid Sakura, as well as a short summary of how to play each team following each team. Note that if you want to add different characters or such for variety, go ahead, you might come up with some new strategy or team not really experienced before with.

Blackheart: Anti-Air
Sakura: Dash
Captain Commando: Anti-Air

Blackheart starts out on point, and uses his offensive trap to get in, build meter quickly, and do some powerful damage. The basic idea is to super jump, throw some roundhouses, come down with a J.Short and work your way into a ground chain ending

in CapCom's assist, and immediately do an Inferno-->Heart of Darkness chain for a simple damaging 45% combo, give or take a few percents of damage. If the chain is blocked, super jump up, rain some roundhouses, air dash, then repeat. This pins the opponent down and builds meter quickly. In addition, Blackheart can just jump back with fierces while calling CapCom or Sakura against characters who can only damage the opponent by offense. You can get Sakura in with a DHC off of a Heart of Darkness into the Haru Ichiban, or Shinkuu Hadoken. When she does get in, she has the Bh AAA to aid her in her runaway game as well as lock the opponent down, and she has the CapCom AAA for defense. And both assists can be used to stop runaway characters.

Blackheart: Anti-Air

Sakura: Dash

Cyclops: Anti-Air

This team follows the same dynamics as the Bh/CapCom team, but this time, Blackheart has the ability to go for an infinite combo if Cyclops AAA connects. To do the infinite, simply super jump up while the opponent is still hit by the AAA, throw a roundhouse, air dash, throw another roundhouse, land and repeat, building meter insanely quickly and draining life just as quickly. For Sakura, she plays pretty much the same way only in place of a quick AAA to stop runaway, she can use Cyclops AAA to set up combos and during her offensive rushes involving blocked attacks into teleports.

Dr. Doom: Anti-Air

Sakura: Dash

Blackheart: Anti-Air

Doom uses the Bh AAA to aid him in the famous Doom/Bh trap, calling on Sakura if they get too close, or just hitting S.Fierce to knock them back out. Basically, just do J.Fierce with Doom until they super jump, then call Blackheart, super jump back and toss 2 Photon Shots, rinse and repeat. Builds meter insanely fast and locks the opponent down, besides doing decent block damage. The meter can then be used by Doom in his air combos into Photon Arrays, or point-blank-blocked Photon Arrays. Sakura can switch in off of an air combo into Photon Array with a DHC into Haru Ichiban. She then has Doom AAA to aid her in her runaway AND pseudo Strider-Doom trap, and she can use Bh AAA to stop runaway or to track the opponent and also during her runaway.

Dr. Doom: Anti-Air

Sakura: Dash

Captain Commando: Anti-Air

A variation of the above team. Doom is slightly weaker in that he can't trap the opponent as well, but he gets an instant AAA, and so does Sakura. The principle of play for Doom is very close to the original Doom/Bh, except after the opponent super jumps your J.Fierces, wait until the opponent is close enough, then call CapCom, and then do the Doom/CapCom trap: super jump back, Photon Shot, [SJ.Roundhouse-->air dash up/back(call CapCom)-->Flight, Photon Shotx2], repeat sequence inside brackets. Look inside dragonkahn's Doom FAQ for more info on this. When Sakura gets in, she follows the same principles, but can now use an instant AAA for stopping runaway and defense. IMO, this is Sakura's best team, she gets the best assists going for her, and a good Doom who can build meter very quickly for her. In addition, while variable combos aren't exactly that good to abuse, this team's is pretty good, if you have Sakura/Doom/CapCom in that order, because Sakura and Doom both knock the opponent high upward, so that they essentially launch the opponent for the Captain Sword to do its full maximized damage, not to mention it's easy to combo into it, save it for when the opponent is near dead though, most variable combos are just for show.

Dr. Doom: Anti-Air

Sakura: Dash

Cyclops: Anti-Air

Yet another Doom team, but now it's nearly impossible to trap the opponent fully down using Doom. The dynamics of this team though run similar to the Doom/CapCom team except for the trapping part, here it's J.Fierce til the opponent super jumps, but stay on the ground, wait for them to come near then call out Cyclops, super jump back into 2 Photon Shots, then land and repeat. The main reason why I put this team down is that Cyclops has a special combo should he get around to being used that he can do with only Doom AAA, which is where the main fun of this team comes from: J.DN.Roundhouse\C.Short,S.Roundhouse,S.Roundhouse(call Doom AAA)-->Super Optic Blast,(wait until Doom's AAA hits the opponent),air Mega Optic Blast. Do the air Mega Optic Blast by using the "Tiger Knee" motion. Does some great damage. Well, out of all the Doom-based teams, this should be the most fun to play, due to the special level 2 Cyclops combo.

Magneto: Projectile

Sakura: Dash

Cyclops/Psylocke: Anti-Air

If you like the offensive approach to the game, try this team. Magneto uses Sakura to get in, triangle jumps like crazy and then uses the Anti-Air assist to set up either air combos that contain multiple Magnetic Tempests, or his infinite combo. You can DHC Sakura in off of a Magnetic Tempest stuck in an air combo(Haru Ichiban), or even from a C.Fierce-->Magnetic Shockwave(Midare Zakura). Sakura can use Magneto's projectile during runaway, and can go aggressive on the opponent, then cancel into a teleport to the other side while calling the AAA to set up for a combo. This team isn't that good in terms of good assists to help each other, but it is fairly good at offense.

Sentinel: Ground

Sakura: Dash

Blackheart: Anti-Air

Sentinel uses Bh AAA to either trap the opponent down with keep-away block damage sequences, or to lock the opponent down so he can go into his flight offense, which builds meter quickly, locks them down very well, and even does decent block damage. Use Sakura to knock them off of you. Of course, you should know how to burn his meter, using it on the feared S.Fierce-->Rocket Punch-->HSF combo, which can be repeated within itself for major damage, normal or blocking. You can DHC Sakura in from a point-blank HSF or his other super combos if close enough to the ground. When Sakura gets in, you have the drones to do block damage, runaway, and to aid in getting close for offense. You can also use the Bh AAA to stop runaway, lock the opponent down, or to add variety.

Sentinel: Ground

Sakura: Dash

Captain Commando: Anti-Air

The variation of the team above. The team plays pretty much the same way. However, Sentinel can't go for the keep-away block damage strat, although he can still use CapCom to enhance his flight offense, or knock the opponent out. You can also call him out after you air throw in flight for a massively damaging combo. Stop projectile traps with Sakura, to clear room to do your flight offense. When Sakura gets in, now she has a faster AAA, good for stopping runaway, or to use up close and during combos.

Sentinel: Ground

Sakura: Dash

Dr. Doom: Anti-Air

Another Sentinel team. This one has no truly great AAA, however, you do the most block damage for Sentinel using this team. The principle runs pretty close to the Sentinel/CapCom team, except you can't use Doom to knock them back out. Always call out Doom at point blank and proceed to stomp the opponent from your flight(especially if you've cornered the opponent) to lock them down and force them to take massive block damage while building meter insanely

quickly. When Doom leaves, stomp some more, then cancel out of flight and repeat. Try to get them into the corner when you try this strat to maximize the amount of block damage you do. Also remember that if you have 5 meters to burn, calling Doom right as you're doing your C.Fierce-->Rocket Punch-->HSF string and repeating, can do a lot of block damage, especially if you've cornered the opponent before calling Doom. If they super jump, call Doom, go into flight and fly back, cancel out of flight(or wavedash back), then do C.Fierce-->Drones. Sakura gets 2 great block damage assists to use here, but you should concentrate on using Doom the most, since he can be used for offensive traps and runaway much better than Sentinel. She can use Sentinel pretty much the same way as Doom though.

Spiral: Projectile

Sakura: Dash

Sentinel: Ground

A team hell-bent on doing as much block damage while staying out of the opponent's reach. Spiral uses her sword trap with Sentinel to do insane block damage, control the ground insanely well, and build meter insanely quickly. She can use Sakura if they get too close, then teleport and repeat. All that meter can be used in her insanely damaging air uncombo ending in the Metamorphose. But mainly, she doesn't need to use that meter at all. When she gets 5 levels, she can safely tag Sakura in better than anyone else. With a full set of swords, blow the opponent full screen, then quickly throw 4 swords and tag Sakura in, and if they block the tag-in, they'll end up blocking the swords until Sakura's taunt is over, or they'll get hit and get stunned long enough for Sakura to be able to recover and combo them. She has 2 great block damage assists to work with, each has a varying speed and block damage (Spiral's does more, but Sentinel's has high priority due to his super armor and travels slower), which gives your runaway quite some variety.

Strider-Hiryu: Projectile

Sakura: Dash

Dr. Doom: Anti-Air

Most people will think this team won't work because Strider already burns too much meter with his Ouroburos in his trap with Doom. Actually, Viscant said you don't need to play Strider that way, Alex Valle just drops Doom and doesn't worry about doing the Ouroburos, except against Cable. And you don't need Doom to play that way, Spiral and Sentinel are good assists for hit-and-run Strider. Think about it this way; so what if you don't do the trap perfectly? Getting away from Strider temporarily doesn't solve anything. Anyways, Strider's trap looks sorta like this: get up close, drop Doom and teleport above their head behind them. Come down with a J.Fierce and do a 4-hit combo chain cancelled into a Mechanical Tiger(or Bird if you want to keep them from jumping and they're tall enough). Wait until Doom gets off the screen, then repeat. This already builds meter way too quickly, and even does good block damage. Now if you want to do even more block damage from there(like double), once Doom leaves, do a 4-hit combo chain into the Mechanical Tiger/Bird, then when it touches the opponent cancel into Ouroburos, then call Doom, teleport above them, come down and do D.S.Jab,S.Short,S.Strong, rinse and repeat the combo chain until the meter is near gone, then call Doom and rinse and repeat the whole coming-down-with-blocked-chains-into-mechanical-animal-into-Ouroburos-rinse-and-repeat sequence. That's the general idea of the trap, you don't need to always call out Doom when you've got Ouroburos activated(if they pushblock, you can just do a teleport above their heads to get close again), and you don't need to always teleport above their head when Doom is out when you want the Ouroburos to get off the screen(sometimes you'll be closer to the end of the screen if you don't teleport). Look under dragonkahn's Doom FAQ, it gives what I consider is the best rundown of the Strider-Doom trap. Anyways, most of the time on this team, Strider shouldn't be using the Ouroburos, and should save them for Sakura's Transformation. He can also use Sakura to get people off him so he can continue his deadly combination of offense and block damage. Anyways,

Sakura is a fairly interesting combo character in this game. She can't dish out combos that are the caliber of Sentinel's, Cable's, or Magneto's, but her combos are still quite powerful. Her essential combos are not hard at all to master, and do a lot of damage. To be honest, whether you're a scrub who thinks long lengthy combos(that for the most part, are useless) are the way to go, or an above-average player who wants short-and-sweet combos, Sakura's got them. She can also add throws and OTGs into her combos if you like fooling around, so don't pass that up.

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Before you dive into the combos section, if you are a newbie, then read this little tidbit of information to help you pull off combos right.

Know how to use all 6 buttons and the joystick well to your advantage.

Here is the methods I will suggest you hold the joystick to further enhance your game, in other words, pick one:

1) THUMB AND FINGERTIPS

Very much the same as you would hold an eyedropper. It gives somewhat firm control for the diagonal movements. Good response for taps in any direction using thumb or fingertips. Recommended technique.

2) ENGULFING

The ball on the stick is completely grasped into a fist. This is not recommended though some have found this technique comfortable for the motions. Usually only mashers will grasp the joystick like this, and by doing so also ruins your ease of tapping the joystick.

3) IN-BETWEEN

The stick is in-between the middle finger and the ring finger with palm facing upwards. Great control over up, down, forward and back motions but lends poor control over diagonal taps. But since Capcom games almost never use diagonal taps like Namco, or Sega, I personally prefer this the best. You might have problems with dashing like I do, though.

4) OVER THE TOP

This one's submitted from Siege(siege\_tf@hotmail.com). Basically he says: "Place your hand palm down over the stick, grasp the controller with only your thumb, index, middle, and ring finger. Using your wrist alone to controll movement. It is similar to using your thumb and index finger, however it gives slightly more controll and you won't ever have the stick slide out of your grasp, as your fingers and thumb should be evenly spaced out. While holding the stick like this you will have to experiment to see how high you want your hand, I do not have my palm touching the top of the stick, because I have large hands, someone younger may want to though."

Wow, that's cool, I guess maybe I should try that sometime.

5) SITUATIONAL

Use a combination of the three above techniques to suit your needs. Enough said.

As for the buttons, here's how I would cover the buttons:

- Light Punch: Index finger
- Light Kick: Index finger (Ground Combo) or Left side of thumb (Air Combo)
- Medium Punch: Index finger
- Medium Kick: Left side of thumb
- Heavy Punch: Middle finger
- Heavy Kick: Middle finger or Left side of thumb (to switch)
- Assist 1: Ring finger
- Assist 2: Ring finger or Left side of thumb (to perform a VC)

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Here's the legend that I will use in my combos. It's James Chen's combo notation,

modified slightly by Migs Rustia to make it easier to read.

, is used to indicate normal move chaining
--> indicates Special Move cancellation
/\ indicates that you cancel the current move with a Super Jump
\ / indicates that you land after the last move and continue on the ground
S. stands for standing
C. stands for crouching
DN. stands for holding down on the controller while attacking during a jump
UP. stands for holding up on the controller while attacking during a jump
T. stands for holding towards on the controller (direction you are facing)
J. stands for jumping
SJ. stands for Super Jumping
D. stands for Dashing before performing the move
AD. stands for Air Dashing
F. stands for Flying
(OTG) means this will hit opponent off the ground
(FS) means that the move you just did initiated the Flying Screen
AC - Air Combo
AC Finisher - A move that will end an air combo by initiating the FS
[air] This move can be done on the ground or in the air
[air only] This move can be done only while jumping]
P any punch can be used
Jab the light punch button must be used
Strong the light punch button must be used again
Fierce the heavy punch button must be used
Short the light kick button must be used
Forward the light kick button must be used again
Roundhouse the heavy kick button must be used
2P both punch buttons must be used
2K both kick buttons must be pushed

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## B.Essential Combos

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These following combos are the ones that you must learn to use with Sakura. There are more powerful combos, or more flashy ones, but either they're too hard to get out consistently if you're playing to win, or they're not guaranteed, or waste too much meter. Also, before each combo I tell whether you need to be Dark Sakura or Sakura to do the combo. S.Short,S.Forward can be substituted for C.Short,C.Fierce if you like. In general, you must always use a dash-in to start your combos, even if you proceeded them with a jump-in. And speaking of jump-ins, here's the main ones you want to concentrate on:

Jump-ins:

J.Fierce--> If you ever plan on just jumping in without crossing the opponent up or adding more hits, this should be the one you go for, given its high priority and good speed.

J.Roundhouse--> If you plan on crossing the opponent up when you jump-in, use this, the hit detection is good enough to whack them as you're landing on the opposite side.

J.Short--> If you plan on going for multi-hit jump-ins, go for this, it has huge range and quite some priority.

1)-->(as Dark Sakura)

D.C.Short,C.Forward,S.Roundhouse-->Shinkuu Hadoken

This is Dark Sakura's bread-and-butter combo. If you have 1 hyper level that you want to use up, this is the combo to use it on. It does the most damage for you. If you want, you can add a Hadoken after the S.Roundhouse. Always mash after the combo to increase the damage.

2)-->(as either Sakura)

D.C.Short,C.Fierce/\SJ.Jab-->Air Roundhouse Shunpuukyaku

This is Sakura's main air combo. It seems like a simple weak air combo, but Sakura's hurricane kick in air combo, like all the other shots, does ludicrous damage, 10% damage per hit. This is, IMO, the combo you go for if you don't have levels to burn on the Shinkuu Hadoken or if you're trying to conserve meter.

3)-->(as either Sakura)

D.C.Short,C.Fierce/\SJ.Jab,SJ.Short,SJ.Forward-->Air Short Shunpuukyaku,SJ.Jab -->Jab Shouken

A variation to the Sakura hurricane kick air combo. This one essential combo still does good damage(though maybe not as much), but why you want to do this is either for flash(it's rather long for an essential combo), but most importantly, you do a lot of hits, so it builds your meter rather quickly for a combo of its likes. There's nothing really to be concerned about in this combo, except that the hurricane kick must hit twice for you to be able to do the full combo. If it doesn't, try either speeding up your air combo dialing speed, or try to slow it down.

4)-->(as either Sakura)

D.S.Short,S.Fierce-->Jab Shouken-->Any level 1 super combo

This is Sakura's other staple ground combo to end in a super combo. There's really nothing much to say about this combo, except that it does good damage, and is rather easy to do, since Sakura spends so long whacking the opponent when she does the Shouken. Good for variety, or for those times when you want to combo into the Midare Zakura or Haru Ichiban.

5)-->(as either Sakura, opponent cornered)

J.Jab,J.Short,J.Fierce,J.Short\/(rejump straight up and repeat)

Sakura's infinite, which is totally deadly, for the fact that the opponent not only takes high damage, but you build meter insanely quickly. Try to refrain from doing this in casual play, you just might be clobbered for it, but if you're playing in a tourney, feel free to do it, infinite combos are legal in tourneys. Try to time the jumping combo so that you hit as late as possible for each attack so you land just as you do the 2nd J.Short. You can also substitute the 2nd J.Short for a Air Short Shunpuukyaku. This combo came off of the Sakura FAQ or the Infinite Glitch FAQ.

6)-->(as either Sakura)

D.C.Short,C.Forward-->Snapback

If you ever need to snapback the opponent because you want to mess up their assist character or kill a severely weakened character who just lost about 90% of his life and is wait to heal back some of that life, this is the combo you do. When they come in, guard crush them, then proceed to combo then heck outta them.

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C.Various Combos  
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These combos are more for experimentation or for show. They do more damage, are

flashier, aren't guaranteed, or are harder to pull off, with trickier setups. Not to mention they sometimes use a lot more meter than they should. There are also some bland, been-there-since-the-dawn-of-the-versus-series combos that you can look at that are just there for reference.

1)-->(as Dark Sakura, opponent cornered)

J.Short,J.Forward\D.C.Short,C.Forward,C.Roundhouse-->Transformation,C.Short(OTG),S.Fierce-->Hadoken-->Shinkuu Hadoken

This is one of JChensor's combo exhibitions. You need 4 hyper levels to do this, as well as an opponent who doesn't know how to roll, but definitely a powerful combo that is extremely flashy. Too bad it's useless.

2)-->(as Sakura, opponent cornered)

J.Short,J.Forward\D.C.Short,C.Forward,C.Roundhouse-->Transformation,C.Short(OTG),S.Roundhouse-->Hadoken-->Shinkuu Hadoken

Another of JChensor's combo exhibitions, consider it the flip side of the 1st combo mentioned. You again need 4 hyper levels to do this, as well as an opponent who doesn't know how to roll, but definitely a powerful combo that is extremely flashy. Too bad it's useless.

3)-->(as either Sakura, opponent cornered)

J.Short,J.Forward\D.C.Short,C.Fierce/SJ.Jab,SJ.Short,SJ.Forward-->Air Short Shunpuukyaku,SJ.Fierce,SJ.Roundhouse\C.Short(OTG),S.Fierce

Yet another of JChensor's combo exhibitions. This combo does rather good damage, and builds meter insanely quickly. A little bit more applicable than the above combos, since it doesn't waste a ton of meter, but it's still inapplicable, cause the opponent can roll. A nice combo to try for though if the opponent is cornered, since there are a lotta heavy attacks stuck in there for meter building.

4)-->(as Sakura)

J.Short-->Air Short Shunpuukyaku\D.C.Short,C.Roundhouse,C.Short(OTG),S.Fierce-->Hadoken-->Shinkuu Hadoken

A combo whose concept comes from Shinji's Sakura FAQ. Sakura can OTG after her sweep, so this combo is possible.

5)-->(as Dark Sakura)

J.Short-->Air Short Shunpuukyaku\D.C.Short,C.Roundhouse,C.Short(OTG),S.Roundhouse-->Hadoken-->Shinkuu Hadoken

The flip side of combo #4, again it comes from Shinji's FAQ, and follows the same concept.

6)-->(as either Sakura)

J.Short,J.Forward\D.C.Short,C.Fierce/SJ.Jab,SJ.Short,SJ.Forward-->Air Short Shunpuukyaku,Air Fierce Throw\D.C.Roundhouse(OTG)-->Midare Zakura

Another combo whose concept comes from Shinji's FAQ, and it is possible to OTG after an air fierce throw, making the combo possible. According to his FAQ this combo does 85% damage, but while I'm not too sure it will do that much damage, because it is an uncombo, the throw will reset the damage of the combo, making the super combo do near its full damage. Only possible against scrubs, because not only can the combo be tech-hitted, the throw-to-OTG can be rolled from.

7)-->(as either Sakura)

J.Short-->Air Short Shunpuukyaku\D.C.Short,C.Fierce/SJ.Jab,SJ.Short,SJ.Forward-->Air Short Shunpuukyaku,Air Fierce Throw\D.C.Short,Jab Shouken cancelled into level 1 super combo or C.Fierce into air combo

Follows the same concept as combo #6, you can combo into a launch or into a different type of super combo after the air fierce throw.

8)-->(as either Sakura)

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A.General Strategy
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Well, here is where I actually give a rundown of how to play as Sakura. Here's some general tips before I start.

If you even plan on taking on the top tiers, you MUST use Dark Sakura. If you aren't Dark Sakura, they'll be able to trap you down like crazy. Sakura has better defense than Dark Sakura, but she can't run to escape projectile traps. Nor does she have the ability to throw long range super combos. Now, if you were playing against 3rd tier or below, it may be ok to use Sakura, but it's much easier to use Dark Sakura.

In general, Sakura plays better on defense, but has terrible offense. Dark Sakura plays worse on defense when it comes to counterattacking the opponent, but can escape traps better than Sakura. Dark Sakura also has better offense. Both combo about the same in terms of damage. Thus, given those facts, choose wisely which Sakura you want to use before each game, because you should only Transform once per game, any more will waste too much meter.

Learn ways of tagging Sakura in without leaving her vulnerable to a powerful combo. Here's some general ways:

- DHC her in off of a connected super combo
- Team Counter her in
- Tag her in so she touches some low damage attack(Spiral's swords for instance) so she isn't left vulnerable to her long taunt
- Tag her in when the opponent is high in the air in a super jump
- Tag her in when the opponent is dead and just before their partner jumps in

And if you are going to change into Dark Sakura, learn some general ways of changing without getting hurt(badly). Here's some:

- DHC into it from another connected super combo(assuming you can do it)
- Team Counter her in, then cancel off of the Shouken(you chose the Dash Assist, right?)
- Combo into the Shouken, then cancel into the Transformation
- Combo into the sweep, then cancel into the Transformation
- Do the Transformation so you get hit by some low damage projectile
- Call your projectile-esque assist, then change right as the opponent enters block stun
- Transform when the opponent is high in the air in a super jump
- Transform just before the partner comes in because the point character died

Keep your matches as close to the ground as you can. While Sakura can attack the opponent up high in the air, she has no beam in the air or fast long range attacks, so keep that mind, she really does a lot better when the opponent is close to the ground.

While Sakura shouldn't start out on point at the beginning of the round, know what you should do at the beginning of the round. Here's some common things:

- Get up close to the opponent before the round even starts. Everyone does this, and you should too, if you haven't already, it makes yourself much more unpredictable.
- Call an assist, while blocking. This is a good one I do, and a lot of people fall for it, usually I go for an AAA, which knocks them back, setting up initiative.
- Push block. Gets the aggressive people off of you, giving you initiative. Now call your assist and get in there or back and do what you usually do with

your 1st character.

-Poke low. 'Nuff said, if you connect, you can combo, just beware of assists.

If you defeat all of your opponents' characters, you can press start during the score tallying, and you'll regain control of your character, then continue to beat up the opponent as you wish, or make your own "win pose." Also, if you're Sakura, you can hold down the various attack buttons to cause her to do various win poses. Go look up other FAQs if you want to know what she does when various buttons are held down.

Well, that's about it, enjoy! I use Migs-Rustia-modified James Chen combo notation for the flowcharts, so if you don't know what the symbols are like, go to the Combos section to see what they mean.

\*\*\*\*\*  
\*a.Defense\*  
\*\*\*\*\*

Defense for Sakura depends on which Sakura you are at the moment. In general, both Sakuras play defensively quite well. Sakura does a better job at counter-attacking the opponent, Dark Sakura does a better job at running away. Thus, here is what you can do, and I split the section for each Sakura.

Sakura

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1)--> SJ.Fierce

For Sakura, this may be her best option for air-to-air encounters(for this case, also remember to hold forward when the opponent nears, so that if you accidentally air throw them, you'll do it, and get a chance to OTG them), or running away. If your opponent has no effective method of bringing you back to the ground, then just stall and build meter by repeatedly going for this in the air. If they try to super jump after you, you might get lucky and beat whatever they try in the air and thus knock them back to the ground.

2)--> SJ.Short

An option to the SJ.Fierce, only this has much longer horizontal range, and seems to come out faster. It doesn't do as much damage or build as much meter though. Use in pretty much the same way as the SJ.Fierce, only remember that if you do connect it on the opponent, link into the SJ.Strong-->Shouken combo.

3)--> Air Shunpuukyaku

Yet another air-to-air option. Has quite some priority, and if you do get lucky and hit the opponent twice or something like that, you may be able to combo them afterward.

4)--> C.Short

Use against dashers, you may not get that much success because it is such a short-ranged attack. However, it is very fast and has quite some priority, and if you do connect it, you can combo them.

5)--> S.Roundhouse

Use against dashers, this attack has quite some range(for Sakura anyhow). A good move to push them back or put some space between you and them. Do anticipate though, it is a heavy attack.

6)--> Jab Shouken

Sakura's best option against dashers, air-to-air encounters and up-close projectile lobbers. High priority, and you can stuff quite a lot of attacks. If blocked, Sakura is pretty safe, but still beware that you may be able to be countered. If it connects on the ground, cancel into any super combo.



#### 7)--> Fierce Hadoken

Sakura's best option against jumpers, and to some extent, air projectile lobbers or people trying to runaway. You need to time it well though, it flies at a weird angle, so it's worthless against cross-ups. Throw this out as early as you can to ensure you beat them out. Of course, if it connects on the ground, cancel into the Shinkuu Hadoken. You can use this in the air if they have no effective way to bring you down, if all you want to do is stall.

#### 8)--> Shinkuu Hadoken

Your Hadoken, beefed up a lot in damage and priority. Same principle used, to stop jumpers and runaway people, as well as projectile lobbers. Again, beware of the angle of the sucker.

#### 9)--> Haru Ichiban

Your most powerful option against jumpers, and arguably your best option, because it is invincible at startup, whips out instantly, and has high priority. However, you can't abuse it, because if you miss, Sakura will be lighted up. Only use it when you are totally confident.

#### 10)--> Taunt

It can, to a certain extent, stop jump-ins and dash-ins. Don't abuse it though, throw it in for fun.

#### 11)--> Assist

Most of the time though, you will rely on your assists to bail you out of trouble, and defense is no different. Call out your assist whenever you need them to be on the screen to either knock the opponent back or do block damage, or set up combos, etc. I'll assume you're using smarts when you do this, so I don't have to turn this strat into a huge section.

### Dark Sakura

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#### 1)--> SJ.Fierce

For Dark Sakura, this may be her best option for air-to-air encounters(for this case, also remember to hold forward when the opponent nears, so that if you accidentally air throw them, you'll do it, and get a chance to OTG them). In addition, if your opponent has no effective method of bringing you back to the ground, then just stall and build meter by repeatedly going for this in the air. If they try to super jump after you, you might get lucky and beat whatever they try in the air and thus knock them back to the ground.

#### 2)--> SJ.Short

An option to the SJ.Fierce, only this has much longer horizontal range, and seems to come out faster. It doesn't do as much damage or build as much meter though. Use in pretty much the same way as the SJ.Fierce, only remember that if you do connect it on the opponent, link into the SJ.Strong-->Shouken combo.

#### 3)--> Air Shunpuukyaku

Yet another air-to-air option. Has quite some priority, and if you do get lucky and hit the opponent twice or something like that, you may be able to combo them afterward.

#### 4)--> C.Short

Use against dashers, you may not get that much success because it is such a short-ranged attack. However, it is very fast and has quite some priority, and if you do connect it, you can combo them.

#### 5)--> S.Roundhouse

Use against dashers, this attack has quite some range(for Dark Sakura anyhow). A

good move to push them back or put some space between you and them. Do anticipate though, it is a heavy attack.

#### 6)--> Air Jab Shouken

Dark Sakura's best option against air-to-air encounters and up-close projectile lobbers. High priority, and you can stuff quite a lot of attacks. If blocked, Dark Sakura is pretty safe, but still beware that you may be able to be countered. You may be able to do this attack from the ground if you do up/for, down, down/for+light punch, but I'm still not too sure, if you could, then you could use it to beat out dash-ins and pokes.

#### 7)--> Fierce Hadoken

Dark Sakura's best option against dashers(since you can't use it for anti-air). It still takes some practice though, you need to throw it as early as you can, to ensure that they touch the projectile before they touch you. Of course, if it connects, cancel into the Shinkuu Hadoken. If you a ways from your opponent in the air, you can also use this to touch them.

#### 8)--> Shinkuu Hadoken

Use your beam super combo whenever your opponent is left vulnerable from a long lag attack, or their assist is left vulnerable. Use it from pretty much anywhere on the screen, just not point blank range. The attack whips out pretty quickly, so always be ready to punish any long lag attacks with this.

#### 9)--> Haru Ichiban

Your most powerful option against jumpers, and arguably your best option, because it is invincible at startup, whips out instantly, and has high priority. However, you can't abuse it, because if you miss, Dark Sakura will be lighted up. Only use it when you are totally confident.

#### 10)--> Taunt

It can, to a certain extent, stop jump-ins and dash-ins. Don't abuse it though, throw it in for fun.

#### 11)--> Assist

Most of the time though, you will rely on your assists to bail you out of trouble, and defense is no different. Call out your assist whenever you need them to be on the screen to either knock the opponent back or do block damage, or set up combos, etc. I'll assume you're using smarts when you do this, so I don't have to turn this strat into a huge section.

#### 12)--> Ashura Warp

This is what separates Dark Sakura from Sakura. If you use this well, you can basically be considered invincible. The general idea of using this for defense is teleport whenever you feel danger. Don't worry about being countered when you come out, because there is no recovery time when you come out. If you want, you can teleport right as you get out of one teleport, and do it over and over, and thus runaway for about the majority of the game. If your 1st character had already gained a significant lead in damage on your opponents, then you could just runaway for the game and thus win by time over. Runaway Sakuras are much more dangerous and threatening than runaway Storms or runaway Dhalsims. The teleport is so good, you can actually teleport into an AHVB, then teleport right out. In addition, if you want, you can call your assists in between each teleport. You can also teleport behind your opponent before you call your assist, putting them directly out of danger for the most part. There's more things you can do, like sit still til the opponent tries to hit you, then teleport. Or whiff normal attacks, and then cancel into the teleport when the opponent tries to hit you. Or call an assist and immediately teleport, they may think they can hit you and the assist as you come out of the teleport, so just teleport again while they're firing at air and let them have it. The possibilities are endless, and



little lag if blocked(though you still might want to beware), and has good priority. Use for one of Sakura's main pokes whenever you are up-close, or as a counter-poke.

#### 10)--> Assist

Never should you play MVC2 without calling assists all the time, and this applies to Sakura too. Call an assist out whenever you want to get in, while you're doing jump-ins or dash-ins, etc, etc. Then run around them while the assist is touching them in an attempt to cross them up. There's way too many possibilities, so just figure out what you can do.

#### Dark Sakura

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#### 1)--> J.Fierce

This is your best jump-in if you want to go for the single, in-front jump-in, and when you do, always hold forward, so that if you can accidentally air throw, you can try for an OTG. Also try calling an assist while you're doing it.

#### 2)--> J.Roundhouse

Use this if you're trying to cross the opponent up with a single-hit jump-in, otherwise, the uses are about the same with the J.Fierce.

#### 3)--> J.Short

If you want multi-hit jump-ins from the front, use this, the J.Short has quite some range and speed, making it great for jump-ins.

#### 4)--> Air Shunpuukyaku

Yet another option for jumping in due to the high priority and the fact that you can combo afterward.

#### 5)--> Wavedash

Wavedashing enables you to get in quickly from the other side of the screen. While you are going for the wavedash, remember that you can call assists to help make it easier to get in. Try wavedashing to land a poke, then next time, wavedash to throw, and then maybe some other time, wavedash to do a jump-in. Also useful for getting yourself back out.

#### 6)--> C.Short

Your main fast poke, used to pressure the opponent, and is a great lead from a wavedash. Be sure to chain into a standing roundhouse if it touches the opponent at all. If the C.Short connects, you can go for the combo of your choice.

#### 7)--> S.Roundhouse

Another good poke to keep in mind, especially if you aren't on top of the opponent, it's good to just use to touch the opponent, then cancel into something else(like a teleport or hadoken).

#### 8)--> Fierce Throw

If you can get this attack to connect on your opponent, do it, then mash like crazy. It does a lot of damage for Dark Sakura, so go for it when you get the chance. Good after a poke, jump-in or after a blocked assist, or if they're just blocking.

#### 9)--> Jab Shouken

Not as good as Sakura's because the priority is poor, but you still have the relatively short lag time after getting it blocked, and if it does connect, you can combo into a super combo.

#### 10)--> Hadoken



Attacks that capture the opponent and can be broken out of prematurely:

Magneto's Hyper Grav  
Spiderman's Web Ball  
Thanos' Death Sphere  
Blackheart's Demons  
Cable's Electrotrap  
Ruby Heart's Fierce Chain

Attacks that cause the Pseudo Flying Screen and can be mashed to stand up faster:

Captain Commando's Captain Storm  
Hulk's Gamma Crush  
Shuma Gorath's Chaos Dimension  
Anakaris' Pharoah Magic

Holds that can be mashed, if not tech-hitted, to reduce the damage:

Spiral's fierce grab  
Captain Commando's roundhouse grab  
Ken's roundhouse grab  
Shuma Gorath's roundhouse grab  
Wolverine (metal and bone), both fierce & roundhouse grabs  
Felicia's fierce grab  
Jin's roundhouse grab  
Evil Sakura's fierce grab  
Omega Red's coil

Throws that can be mashed to break out of prematurely:

Magneto's fierce throw  
Iceman's fierce throw  
Venom's fierce throw

So how should you mash? There are many ways, but what the way I suggest is a way that allows the most inputs while doing the least amount of damage TO THE JOYSTICK because hey, if you don't own a Dreamcast, you're gonna be playing at the same machine. Wouldn't be nice if you tried to block and found out the joystick was stuck.

Here's how I would do it:

With your right palm, cover ALL 6 attack buttons. With your left hand, grasp the joystick rather loosely in a fist. Now slide your right palm back and forth really quickly, like you were spazzing your hand. With your left hand, roll the joystick from left, to up, to right, to up, to left, repeatedly, really fast.

This is probably your best way to do it because you avoid accidently pulling off a DHC when you don't want to, and you end up pressing the most buttons.

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\*\*\*\*\*  
\*d.Guard Crush\*  
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Some of you don't know what the heck this is. Well, a special case. It involves performing an attack that gets rid of your opponent's block, leaving any followups that you perform after unblockable! I can't explain it too well, so I'll just quote Derek Daniels, Dan Thompson and John Choi from their Shoryuken.com article on Guard Crushes.

"When you do a super jump, you are allowed to do a multiple number of 'actions' such as special, super, and to go in and out of blockstun. But when you do a normal jump, you are allowed to do only one 'action' per normal jump, with an 'action' being defined as one of the following: Chain Combo, Blocking, Special Move, Super Move

Once your action ends, you can't do anything else for the rest of the normal jump, with two exceptions. First of all, Double/Triple jumping, flying, and airdashing do not apply to this. You can jump, whiff a move, and fall unable to do the remainder of things, and still be able to Double Jump or airdash out of the way of your opponent's attack. The second exception is special/super moves; regardless of what else you've done in the jump, as long as you haven't done a special/super yet, you can do one of them (and only one). This explains why there is no special into super canceling on normal jumps in MVC2.

There are 3 situations in which your character is considered to be in a Normal Jump, as opposed to a Super Jump. The first and most obvious is when you simply do a normal jump. The second is when you 'fall in' from the side of the screen - this happens when your previous character either died, and you are coming in as the new point man, or the previous character was hit with a snapback, which would result in a new point man coming in as well. Note that a normal switch in does not result in your character coming in blocking, they come in attacking. The last situation in which you are considered in a normal jump stems from when you have a character that can fly. If you start flying, you are in a normal jump. This is demonstrated by the fact that you can throw assists, and if you activate flying command again so that you can block in the air, you fall down in a normal jump situation.

The most important thing to recognize from the above is that you can only do an action once, and one of the actions listed is block. That's right- once you have blocked once during a normal jump, you cannot block again until you land. Of course, if something hits multiple times (such as Ryu's super fireball, or a blocked air chain) - you can block all the hits of the attack. If the opponent is able to attack you after the first blockstun has ended, however, you are not able to block that next attack.

So, to properly Guard Break someone, you want to have the opponent airblock a move during their normal jump situation, wait a split second until they come out of blockstun, and then attack them before they touch the ground and can block again. You want to try and make the opponent block a move at the peak of their jump to maximize the time between the point where their guard "breaks" and when they touch the ground. You can do this with any attack in the game. This includes physical attacks, projectiles, and even assists! For instance, you can call Commando's anti air assist with good timing so that he connects with the opponent at the peak of their jump then proceed and nail them after their guard breaks.

So far, we've explained that there are 3 situations in which a normal jump occurs -normal jumping, falling in and de-activation of flying. Falling in is by far the easiest and best opportunity to take advantage of Guard Break, but lets discuss normal jumps also. You have to be careful attempting Guard Breaks on normal jumpers, because they can call assists at any point during the jump, but of course not during blockstun. So what CAN happen is that you do a jumping Jab on the opponent, which they block, then you land first and try to launch, but during that pause inbetween blocking the Jab and being launched, the opponent can call an assist and hit you before your attack hits. Note however that this is extremely hard to time, and you must also have the right assist for all this to work.

Another thing to note is that when a character does a normal jump, such as away from or towards the opponent, they go up to a fixed height, then usually flip before they start their downward descent. If you force the opponent to block







After killing Abyss, he'll drop to the ground slowly. The pedestals in the background topple while Abyss remains lying down. The background changes into a greenish cloudy area and Abyss sinks into the now oozy green ground, and resurfaces, now looking almost the size of Ryu, and this time looking like a greenish ooze of a person.

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\*c.Abyss' 2nd form\*

It's insanely easy to beat Abyss here. If you are Sakura, then just super jump throwing hadokens(you might want to tap fierce before you throw them to gain even more meter). Once you touch the ground, call your assist and repeat. Block whatever he does(except the bubbles). Now, to switch to Dark Sakura, you should do it just as he is shooting his flamethrower or melting into the ground. To beat him using Dark Sakura, just call your assist and teleport behind him, then poke until your assist goes off-screen, then repeat. Don't block the bubbles, they are unblockable. If you want to end the match early, or you have some meter to burn, use it on the Shinkuu Hadoken. Because of the hyper armor trait, Abyss will take almost twice the damage from your Shinkuu Hadoken.

Simply WAAAY too easy. Leave yourself with about 2-3 hyper levels before you fight round 3.

Abyss then disappears into the ground again, the background changes to a red color and then Abyss resurfaces, this time looking like a huge Red Venom on all fours.

\*\*\*\*\*  
\*d.Abyss' 3rd form\*

An imitation of Onslaught's 2nd form, but he doesn't interrupt your attacks with a beam. He'll try to chip you using numerous ground and air flames. Keep in mind that you can smack that obscure black ball floating in the air and still hit him. Again, a piece of cake.

You should have 4 levels of hypermeter ready to go, so just use them all doing Shinkuu Hadokens to his face. Then just block after each Shinkuu Hadoken until he reappears. If you are planning to play as Dark Sakura, change right before you think he's gonna resurface. You use the same strategies as Sakura, using your Shinkuu Hadoken, but instead of blocking, teleport like mad until he reappears.

You should see Sakura standing in the middle, with her 1st and 2nd partners to the right and left of him, with that strange ball you saw fighting Abyss swirling above you. It will expand, and the screen brightens...

\*\*\*\*\*  
\*e.Ending\*

You get a Thank-You message and a scroll of the credits. Has Capcom underfunded their endings??!? Maybe it's just the memory of the arcade machines, so I can't blame them.

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C.Arcade Challengers Strategy  
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Granted, in MVC2, despite the large number of characters, most top tier characters are played in a very specific way, and for the most part, they work against 90% of the other people. Thus, I will still give elaborate rundowns of each character, but mainly one only the top tier and 2nd tier people. This is mainly cause this time around, I'm assuming your opponent is playing in a semi-intelligent way, and not doing scrubby things like S.Fiercex4-->Viper Beam. If I believe I don't need to elaborate too much on a character because they are lower than 2nd tier level, I will start out their strategy with "Not at least 2nd tier or above." Just a tiny reminder, Dark Sakura's main strategy is either to runaway while calling assists, or pressure with pokes cancelled into forward teleports while calling assists to put on pressure, then throwing or comboing. And of course, you detect an opening, combo or hit em with a Shinkuu Hadoken. Just putting these here so I don't have to say it over and over in the strats.

\*\*\*\*\*  
\*1.Akuma\*  
\*\*\*\*\*

Not at least 2nd tier or above. The fact that he takes such poor damage really works against him. He really shouldn't be too much of a threat against your Sakura, but the main thing to beware of is his air combo, he can end it with a damaging hurricane kick-->Tenma Gou Zankyu combo, making him have the strongest guaranteed air combo of all the shotos. Also beware his Expansion assist, cause if it connects, expect to be combo'd.

\*\*\*\*\*  
\*2.Amingo\*  
\*\*\*\*\*

Not at least 2nd tier or above. The only thing to beware of are his Blessing of the Sun super combo(which might have the potential to beat you out of your cross-ups insanely easily), as well as maybe his air combos.

\*\*\*\*\*  
\*3.Anakaris\*  
\*\*\*\*\*

Not at least 2nd tier or above. However, he comes very, very close. He is very unpredictable, being able to grab opponents from all the way across the screen, and some of his combos and super combos hurt. Beware of those. However, he is so slow, and takes damage so terribly, it shouldn't be hard to win against him once you get how to keep him down.

\*\*\*\*\*  
\*4.B.B.Hood\*  
\*\*\*\*\*

Not at least 2nd tier or above. The only thing to really beware is that she has a double jump and her Cruel Hunting is an incredibly good super combo, because it deals so much block damage and normal damage.

\*\*\*\*\*  
\*5.Blackheart\*  
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This guy is border-line between the 2nd tiers and 1st tiers. Some still consider him a top tier, but on the other hand, it's over time becoming harder and harder

for players to stop Magneto(which is what Blackheart does best) from rushing in. Anyways, what works for him is his ability to build meter quickly while covering the screen in air fierces and air roundhouses, while calling assists. In addition, he can chip with his Inferno-->HOD chain, which does quite a lot of block damage, and even more normal damage. Plus, with the right AAAs, he can actually go offensive, and work his way from a SJ.Short or J.Short into a combo'd Inferno-->HOD, or even worse, his infinite combo, which involves him tossing his SJ.Roundhouses over and over, spaced apart only by air dashes. His main weaknesses are that he is so huge, his dash isn't very effective, and that he on top of being insanely slow, is so easy to trap down as well as go offensive on. Get Sakura in safely by trying to get yourself to switch when he throws a SJ.Roundhouse, then prepare to mash like crazy. Change into Dark Sakura when you see him take to the air to throw a SJ.Roundhouse. It's gonna be tough both times because if you don't do it right, you could eat a HOD super combo, or worse, an infinite, so be careful. When you do manage to do it well, then just remember to pressure Blackheart like crazy, you should know how, so I'll leave it up to you from there. Just beware of his AAA, it will track you so well, although it's slow.

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\*6.Cable\*

\*\*\*\*\*

The guy who is considered the best beam-based character in the game, having very useful J.Fierces, Grenades, Air Viper Beams, and of course the AHVB. On top of being able to trap the opponent decently, what he's got is the ability to push the opponent back far enough that it will be hard to get in. He has the best guard break in the game, and the best super combo in the game. If you are open for even 1 frame, he can nail you with enough AHVBs linked together to destroy about 75% life from you(or kill your assist character). His main weaknesses are his slow speed, and his inability to defend against aggressive opponents well on his own (thus you will usually encounter some sort of AAA on Cable's team, like Cyclops(the worst), Cammy, or CapCom). Try to switch when he is high in the air in a super jump throwing a grenade or when he's on the ground shooting a viper beam. Try changing by getting up in his face when you change while calling an assist, so his AHVB will miss since it's so close, and that since he's in block stun, he can't call his assist. It should be relatively easy for Dark Sakura to handle Cable if you manage to get past all that, because Cable wants to AHVB Sakura or your assist, but as long as you are on the ground, and whiff nothing bigger than cancellable normal attacks, you can just cancel them into teleports whenever you sense that super combo is coming at you. Other than that, just pressure Cable like crazy, and as long as you do it safely, he can't really beat you. As an assist, beware of his AAA or Projectile, both are very good assists, reaching across the screen well, and having pretty little startup or recovery.

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\*7.Cammy\*

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Although she is a 2nd tier, too many people overrate her. She can't stop people who take to the air and stay there forever, and she has no range, besides not that good of a defense, and her power and stamina are both pretty low. That said, her AAA stops almost anything, she is arguably the fastest character in the game(her dash goes as far as Magneto's and is almost as fast), has a double jump, throws that set up combos, and a very powerful air combo that ends in the Killer Bee Assault, besides being able to OTG off of it and continue the combo again. Switch in when either she's high in the air or if you can hit something safe. Keep her back while you transform, by calling an assist, then dashing back and Transforming. Then keep her trapped down with pressure. Cammy is good at pressure, but sucks so much at defending as point. You should know what to do. Just one last thing, always try to roll if you are thrown or super combo'd, or you may be OTG'd for more madness.

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\*8.Captain America\*

\*\*\*\*\*

Not at least 2nd tier or above. He was considered one of the best characters in the game in the early times of the game, but not anymore. He is still versatile, packs some power, has good stamina, good mobility and good super combos. However, he is rather slow, and large, it is rather easy to beat him, just swarm all over him or runaway. Just beware his Dash assist, it can stop a couple of projectiles and does quite some damage.

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\*9.Captain Commando\*

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A 2nd tier, mainly for his good combobility into his super combos, his mashable throw, his decent keepaway game, and his AAA, which is arguably the best defensive AAA. However, it is rather easy to trap this guy down, and he doesn't have anything really groundbreaking in rushdown or keepaway. All you need to know is try to switch/Transform so you get hit by his Captain Fire or when he's high in the air. The only thing to really beware as you're pressuring him is that he is vulnerable after nearly anything you block, and save for his Captain Corridor or J.Fierce into his super combos, his mashable throw (be sure to mash hard) and his ability to OTG after the Captain Storm (mash to avoid the followups), he is really no threat.

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\*10.Charlie\*

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Not at least 2nd tier or above. The only thing going for him is his air combo involving multiple air throws (but that's so easily tech-hitted) as well as his insane corner combos involving multiple Somersault Justices. His Sonic Break and Sonic Boom, while ok for pressure are both so easily overridden. Overall, not hard to deal with, it's so easy to pressure him or keep him away.

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\*11.Chun-Li\*

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Not at least 2nd tier or above. She was toned down so massively from the last game (in reality, even if she wasn't, she still wouldn't be top tier in this game, cause she still wouldn't be able to rush down like Magneto, which sucks, she was on the team I used the most in MVC1), that she is arguably one of the worst characters in the game. Only her air mobility, the block damage on her Kikoshou and her triple-jump air combos keep her from being completely worthless. However, she deals so little damage now and has so little priority, it's not even funny. It should not be hard to defeat Chun-Li at all.

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\*12.Colossus\*

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A good 2nd tier in this game. Mainly because of his power, his stamina, his Power Tackle, which can nullify projectiles, his Hyper Armor, but most importantly, his combobility. He can OTG after a spinning grab, but what's most deadly about this guy is his bread-and-butter air combo, which involves his Power Tackle-->Dive Bomb super combo, which takes massive life, around 70%. However, this guy has no range, is rather slow, and quite huge. Another thing, when he does change into Hyper Armored Colossus, immediately Shinkuu Hadoken him while he's taunting. You should know how to beat him.

\*\*\*\*\*

\*13.Cyclops\*

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The most underrated top tier. Cyclops really has no weaknesses, the only top tiers

who really give him a problem are Strider and Cable(he will lose more than he wins to Magneto every time he gets close, but that's Magneto for you). He has an infinite, powerful ground combos ending in his super combos, a double jump, builds meter quickly and can stall well, excellent keepaway, is the best at stopping runaway, good block damage from his Mega Optic Blast super combo, and on top of that, his AAA, which if it connects, allows the opponent so many ways to punish you for rushing them down(Blackheart infinite combo, Cable's 3xAHVB, Storm/Magneto/Doom's powerful air combos, etc, etc). However, he seems to have some problems defending against aggressive people, and he's not that fast, so just remember to take advantage of those weaknesses, and you should be fine. Lock him down to the ground and pressure him like crazy.

\*\*\*\*\*

\*14.Dan\*

\*\*\*\*\*

Not at least 2nd tier or above. In fact, he's one of the worst characters in the game. That said, he's not completely worthless, he has very powerful corner combos, and even some infinities if I'm right. You shouldn't have a problem against him, because he's so slow, has no range, and low stamina. Don't get me wrong, he's a blast to play, but only scrubs will play him with the intent of trying to seriously win with him. However, he is excellent for kicking Spiderman and Wolverine's butts, so if you see someone still using Spiderman and Wolverine like they're the best characters in the game, don't hesitate to give 'em a piece of Dan.

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\*15.Dhalsim\*

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Surprisingly, a very good 2nd tier in this game. He can runaway literally forever and stay at the top of the screen as long as he wants, keep people from jumping, keep people away, pressure from across screen, and on top of that, he can triangle jump as well as Storm and has a mashable throw. The main things that hold him back are that he does very little damage and low stamina, his speed is somewhat slow, and he's terrible at defense. Just get Sakura in safely by touching one of his long limbs. Same thing with changing into Dark Sakura. The way to beat him is to keep him on the ground(you don't want him to runaway, Sakura alone does not have many tools to stop Dhalsim's runaway, although if you have CapCom AAA, you just might have a chance), and pressure him, so he can't pressure you from across screen or in your face. If you can do that, the game should be in your favor.

\*\*\*\*\*

\*16.Doctor Doom\*

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A top tier, and it shouldn't be hard to see why. I consider him one of the cooler top tiers, because on top of looking cool, he requires a lot more practice to get good at than the other top tiers, and is definitely not for the button masher or the scrub who pulls out the same move over and over. He has arguably the best keepaway game which builds meter quickly(his J.Fierce and Air Photon Shots), the ability to do great block damage(Molecular Shield, Air Photon Shot, Air Photon Array), the ability to rushdown with his triangle jump and wavedash, damaging air combos, corner uncombos and his corner infinite, has high stamina and deals a lot of damage, the best assist in the game because of its huge versatility and massive block damage, and on top of that, his C.Jab, C.Fierce, and S.Fierce all have such high priority, making him great on defense. The only real weaknesses I see with Doom are that he is rather huge and slow at times, and that he can't be abused. Ok, first of all, you want to get in so you get hit by the Photon SHOT, and try to change so you get hit by that too, it's probably the safest way to change and get in with Sakura. It gets tough though after you've done that, cause Doom can stay in the skies and rain down crud as much as he likes, and if you try to wavedash past all that, if he was in the corner, he could come down and go offensive to land his infinite combo. Instead, teleport to avoid his photons, and try to get up high

in the air so you 2 are level. Then pull out the Jab Shouken, he'll probably pull out the SJ.Fierce, so you'll beat him out and send him back down. Watch out for his rushdown, which you should be able to avoid via runaway. Try to plant him down onto the ground, then try to get in past his J.Fierce with your teleports, then try your offensive teleport tactics so even if he beats you out with his ground fierces and/or crouching jab, your assist might hit him out. Overall, you must play offensive on him and keep him down on the ground, using his huge size to your advantage. Keep him on the same level as you, and keep him as close as possible, that's the way to beating him. A tough match.

\*\*\*\*\*

\*17.Felicia\*

\*\*\*\*\*

Felicia is a 2nd tier, due to her speed, combobility(Please Help Me can combo after itself in the corner, taking out 100% damage), but most importantly, for her ability to stop the Strider-Doom trap and variant "sandwich" traps much like it. Try to get in so you aren't up close to Felicia, where she can use her combobility to rape you. Try to change from across screen too. Felicia actually doesn't have that much strengths to really worry about when you play against her, only that you watch out for your assist because while she can't rape it like Sentinel or Cable, she can do it safely because the Hyper Sand Splash and Sand Splash cover both sides of her. You shouldn't have much trouble, just use smarts.

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\*18.Gambit\*

\*\*\*\*\*

Not at least 2nd tier or above. He can combo like crazy, (OTGs, corner combos, throw combos) can keepaway decently, can safely do block damage(Cajun Explosion), has an excellant assist(Projectile, which stuns the opponent so long). However, he's just too large that even though he's decent in mobility, he gets trapped too easily. His staff shouldn't worry you, cause you'll be trapping him down or running away, so it wouldn't be able to touch you well.

\*\*\*\*\*

\*19.Guile\*

\*\*\*\*\*

Not at least 2nd tier or above. I don't even understand why some people can still consider him top tier even now, are they out of their mind? He can combo very well(beware corner combos and throws stuck in air combos), his flash kick goes all the way to the top of the screen. But that's about it, Guile's really just a good character to learn how to combo with, his sonic boom's pathetic for pressure(since you'll usually be using multi-hit projectiles from your assist for pressure), and he doesn't have anything really good for offense or defense. Have fun destroying those who still think that Guile is the best. Either of your strats will work against him, but preferably start with the offense to really inflict damage on him.

\*\*\*\*\*

\*20.Hayato\*

\*\*\*\*\*

Not at least 2nd tier or above. In fact, he may be one of the worst. Sure, he can combo like crazy, but that's about it. Nothing good for reach across the screen, he can't rush down that well, and he can't keep away. The only thing to really beware of is his combos once again.

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\*21.Hulk\*

\*\*\*\*\*

Not at least 2nd tier or above. He's got super armor, has great strength and

vitality, and can nullify projectiles. However, Hulk seems to be an up-close type of character, and he is slow and huge. He doesn't really have anything good for getting in close, and he doesn't have anything really good for staying away. Just beware of his super armor when you're comboing him, and he shouldn't be a problem.

\*\*\*\*\*  
\*22.Iceman\*  
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Another 2nd tier, one of the really good ones. Iceman has a lot of weaknesses, but at the same time, a lot of strengths. First and foremost, he takes no block damage from "energy" attacks(so beams wouldn't hurt him, but rocks and swords will). 2nd of all, he is a pretty fast bastard having good mobility and dashes. He also possesses an insanely good keepaway game(Icebeam does a ton of block damage and can be fired diagonally downward, his Avalanche can keep people from jumping), a really powerful air combo ending in the Arctic Attack, and a throw that will freeze the opponent, setting up free combos. However, he takes and deals such little damage(outside of combos), has such poor variety, and poor defense. Try to get hit by the Avalanche or the Icebeam to safely switch Sakura in or change. To beat this guy, all you need to know is to get up close as possible, then pressure him like crazy.

\*\*\*\*\*  
\*23.Iron Man\*  
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Another 2nd tier. He's often too overrated, because although he possesses the easiest to set up and perform infinite combo, he's in top tier terms not very fast(average at best). That said, he can also go offensive with his triangle jumps, can play keepaway with Smart Bombs and Unibeams, his Proton Cannon is insanely easy to combo and does horrendous damage, and his Projectile assist is insanely good, if it connects, the opponent is stunned for so long. The best way to beat Iron Man is to get Sakura in by getting hit by the Smart Bombs or the Unibeam, and change her by the same way(you definitely don't want to get launched, as that will mean you lose Sakura). If you plan on attacking Iron Man, you need to keep him on the ground first. If not, then just runaway.

\*\*\*\*\*  
\*24.Jill\*  
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Not at least 2nd tier or above. While she can combo extremely well, has good speed, and to an extent, keep the opponent away with her Resident Evil assists and maybe hopefully set them up for combos with the zombies, as well as use her explosives to keep the opponent at bay, she takes such little damage and dies very quickly. She also can't rush down that well or stay away that well. You shouldn't have a problem with Jill.

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\*25.Jin\*  
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Not at least 2nd tier or above. He does a lot of damage, has an incredibly awesome AAA and anti-air, one of the best projectile super combos in the game(Blodia Vulcan), and has a lot of priority on each attack. However, he's too slow, and simply not that good. It shouldn't be hard to defeat him. Just overwhelm him with your speed or stay as far away as you want.

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\*26.Juggernaut\*  
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Not at least 2nd tier or above. He has the Juggernaut Headcrush, which is definitely one of the best super combos in the game in almost everything, does



a lot of damage, takes very little, can glitch to totally jack up his power, and has an incredibly good Dash assist, on top of having super armor. But he's just too slow and huge. It is way too easy to swarm over this guy, and he shouldn't be a hard match at all, because he is total combo or Shinkuu Hadoken bait. You should know how to lure him to doing his terrible recovery attacks, then punishing him, so I won't elaborate. Just one suggestion, try the infinite on him, since Juggernaut's so huge, it should be relatively easy to get it out on him.

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\*27.Ken\*

\*\*\*\*\*

Not at least 2nd tier or above. But supposedly, he's the best of the conventional shotos in this game(IMO Ryu would be if his glitched hurricane kick air combo was guaranteed). Anyways, he has an insanely powerful air combo, fast speed, an incredibly useful AAA and anti-air, and is a total combo maniac, especially in the corner. But Ken is so devoid of range, and can't keepaway or rush down that effectively. Stay on the other side of the screen and safely chip his life, and you'll win with relatively no problem.

\*\*\*\*\*

\*28.Magneto\*

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With the fastest/longest ground and multi-directional air dash, the ability to stick in 3+ damaging Magnetic Tempests in a single air combo, an incredibly useful J.Roundhouse to cross the opponent up, an infinite combo, the ability to build meter like crazy and throws that set up combos, it is not hard to see why Magneto is a top tier, and amongst them, the best offensive character. The things you want to capitalize on are the fact that Magneto is totally offense based, and has nearly no range, which means he has to stay in the opponent's face if he wants to succeed in a game at all. It is going to be hard as heck to switch Sakura in and change to Dark Sakura without getting slaughtered(since Magneto would rather not use projectiles anyways except, you guessed it, in combos). One suggestion would be to try to get yourself to carefully hit Magneto as he's going up for a triangle jump, or probably team counter Sakura in. Once in, cover her with an assist as you change. It is actually not hard handling Magneto with Dark Sakura, the key is to go totally defensive and stay away as much as possible, calling assists whenever you can. If you feel good, you can try to put Magneto on defense, since he has trouble against aggressive people(since so many people are used to playing Magneto in an offensive manner anyways), and then try to throw him. Last words, learn to mash out of the Hyper Grav-->Magnetic Tempest chain, and that is to mash like crazy when you hear the word "Magnetic," then block when you hear "Tempest," and you should escape. Always try not to let yourself be left open to the throws(the kick throw is unrollable, and the punch throw is mashable). You should know how to beat Magneto, if you play Dark Sakura right, Magneto will only touch the air. The only problem would be getting Sakura in safely to Dark Sakura.

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\*29.Marrow\*

\*\*\*\*\*

Not at least 2nd tier or above. Were people even good at using her in the beginning of the game(or did anyone use her at all)? Supposedly she can play keepaway or offensive, but she has nothing for damaging combos, and only a double jump. She shouldn't be hard to beat at all, in fact, almost no one plays her.

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\*30.M.Bison\*

\*\*\*\*\*

Not at least 2nd tier or above. Supposedly can do a lot of damage, and can keepaway to some extent as well as zone some. However, he's just too slow, too huge, and has nothing for really good offense or keepaway strategies. Not too hard to beat.

\*\*\*\*\*

\*31.Megaman\*

\*\*\*\*\*

A 2nd tier, for the simple reason that he can fill up the screen with no-block damage Mega Busters, Tornado Holds, and Leaf Shields. And if the player actually knows his combo-bilities, Megaman is also very good at comboing, able to do a lot of damage especially if his Mega Buster starts getting charged for an insanely long period of time. However, he's not that fast, nor that strong, and most of his attacks leave him open one way or another. Go aggressive on him, and keep him from throwing projectiles all over the place with your assist and your teleport.

\*\*\*\*\*

\*32.Morrigan\*

\*\*\*\*\*

A 2nd tier, because of her excellant mobility, her speed and her combos. However, she's really weak, which is her main weakness. Also, she can't play keepaway that well, and requires quite some finger dexterity to actually do around 60% damage from a combo. You shouldn't have a problem at all.

\*\*\*\*\*

\*33.Omega Red\*

\*\*\*\*\*

A very strong 2nd tier. He has quite some versatility, from being able to attack from long range in the air or ground(while draining the opponent's life/hyper meter and adding it to his own), being able to move himself around very well, charging his hyper meter insanely quickly, does a lot of damage and takes very little. That said, he is slow, huge, and his super combos can't be combo'd into. Just remember he can't grab your assist. Stay on top of him and don't give him the chance to punish your assist with his Omega Destroyer, and you should be fine.

\*\*\*\*\*

\*34.Psylocke\*

\*\*\*\*\*

A 2nd tier character, mainly because of her AAA, which sets up all the combos in the world that you would like to connect(which immediately makes her a favorite for Magneto and Storm players). She has a triple jump, a teleport, and good speed, besides able to do combos pretty well. However, she can't keepaway that well, and while she can confuse the opponent very well, she doesn't anything that is really powerful in her combos. Not to mention she has little vitality. You should know how to beat her.

\*\*\*\*\*

\*35.Rogue\*

\*\*\*\*\*

A 2nd tier character. She has a triangle jump variant, using her dive kick, the ability to throw opponents with a semi-long range throw(and can use this as an assist), the ability to absorb the opponents' abilities(in Sakura's case, she gets the highest vitality, and in Dark Sakura's case, she becomes very powerful). In addition, she is quite powerful, and actually has good stamina. The main weakness that she has is that she can't keepaway that well, and that her dive kick strategy, as confusing as it is, is not very variable, compared to the triangle jump. Just stay away and keep her from throwing you, and safely do block damage with your assists.

\*\*\*\*\*

\*36.Roll\*

\*\*\*\*\*

Not at least 2nd tier or above. In fact, arguably the worst character in the game. The only thing going for her is her double jump(yes! ;D), otherwise, she does such little damage and is tied with Akuma for lifebar. She shouldn't be hard to beat. Do what you want, it's Roll(as much as I hated to say that, I had to, it's the truth).

\*\*\*\*\*

\*37.Ruby Heart\*

\*\*\*\*\*

2nd tier. One of the main things going for Ruby Heart is her AAA, which stops Spiral's sword barrages. Other than that, she can be quite confusing, with the ability to combo decently and use her Human Projectile(I don't know the name, sorry, I'm too lazy to look it up) much like Storm's Lightning Attacks. I really don't know her strengths, but other than that, she's not that hard to beat because she's pretty tall, and can't really keepaway or go offensive, so it's fairly easy to beat her.

\*\*\*\*\*

\*38.Ryu\*

\*\*\*\*\*

Not at least 2nd tier or above. He was considered as the best character for a little while when the game came out, but now, not anymore. Anyways, he has very good super combos, both for long screen retaliation and up-close overriding, the ability to confuse well, and good combobility(beware when he's stuck in the corner), but he has no reliable glitched hurricane kick air combo(he actually has one, but it's not guarenteed, like I said). Plus, he doesn't have good keepaway(though he has it the best compared to the other conventional shotos), and his offense lacks good mobility. Either of your Dark Sakura strats will work against him.

\*\*\*\*\*

\*39.Sabretooth\*

\*\*\*\*\*

Not at least 2nd tier or above. His Projectile assist when combined w/Spiral's swords will lock the opponent down til he dies, and his Expansion assist can set up a lot of attacks. Furthermore, he can do quite some powerful combos, and if he is hit early out of his Hyper Armed Birdle, he will recover very quickly. However, he's just too huge, and lacks very good mobility. It's easy to keep him down, and he's too much an up-close character, so it's extremely easy to beat him.

\*\*\*\*\*

\*40.Sakura\*

\*\*\*\*\*

Well, you're going up against yourself, which definitely isn't fun, since this will just be a match of who out-teleports the other, and whose 1st character damaged the other more. In intelligent matches here, it will stem so much more on who is better at using their 1st character, so practice hard. Now, if you're lucky, they'll try to actually hit you, so that's where the fun begins. In this case, it will be who can offensively trap the other better. Just remember, you shouldn't try to Shinkuu Hadoken her assist, because she can just teleport through your beam and punish you(this should also be a hint as to how to handle her). Try to land your throws, you may not get a very good oppurtunity to combo here, so you might as well get what you can. Other than that, practice, practice, practice, execution is so much more the key here to winning.

\*\*\*\*\*

\*41.Sentinel\*

\*\*\*\*\*

Before I begin, I'd like to say Sentinel is more of an "it," not a he, but I'm so used to calling Sentinel a "he," so if you like being correct like that, I'm sorry. Anyways...

Sentinel is arguably the best character in the game(IMO, Storm is slightly better), he really can do it all, he can do block damage(even with his normal attacks), he can build meter quickly, he can keepaway, he has super armor, he does a TON of damage(whether that's doing his insanely powerful air combos or uncombos, or his insanely powerful multiple HSF combo, which is also an excellent assist killer), takes the least, has an excellent assist, he has excellent defense, and surprisingly, he is insanely fast in his flight, which contributes to his offense with his stomps, and his J.Fierce has high priority. He is not slow at all. The only weaknesses he really has are his lack of an anti-air(which is easily taken care of by Bh AAA, Cammy AAA or CapCom AAA), and the fact that he is the tallest character in the game. Switch Sakura in when you know you're gonna get hit by the drones. And try to do the same with the transformation. Or try to get him high in the air when you do it. Anyways, If he tries to HSF your assist, teleport behind him and let him eat a combo. His keepaway traps shouldn't be a problem for you. As for his offense, try to stay out of corners, and have a good AAA to bring him back down to the ground. The way to win against the mutant killer is put him on the defensive, and trap him like crazy. It should be his biggest weakness, so try to keep him between your assist and you. In addition, always go for the infinite combo, you're not going to get a lot of breaks against this guy, so make sure he eats the damage whenever he can.

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\*42.Servbot\*

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Not at least 2nd tier or above. Surprisingly, maybe not the worst character, but he's still not very good. He is the smallest character, relatively fast(he's definitely not slow), and can heal himself, but the main strength that he has is that he has an incredibly chip-damaging super combo in his Gamma assist Lunch Rush. The weird thing is, if you allow yourself to get hit by it, it does a lot less damage. Anyways, other than that, he does basically no damage, and takes so much in, it's not hard beating Servbot at all. Just go aggressive on him and he'll be dead in no time. And don't forget to pick up those crystals he leaves behind after you K.O. him.

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\*43.Shuma-Gorath\*

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Not at least 2nd tier or above. He can pixie, has a mashable throw that gives him life back, an insanely powerful Chaos Dimension that not only can be combo'd into, but enables him to OTG after, is very quick, and his dash can even go under some projectiles. However, he does such little damage, and has such a low lifebar. Now, it shouldn't be hard to avoid his Chaos Dimension, because he can't combo it like Spiral can with her Metamorphose. In addition, if you do get hit by it, mash like crazy, or you'll get hit by an OTG. His Mystic Stare is unblockable(the explosion part) but if you hit him before then, it shouldn't be a problem. As long as you don't let yourself sit too still, you shouldn't get thrown or combo'd. He can't really play keepaway or go offensive too well, so either of your strats will work.

\*\*\*\*\*

\*44.Silver Samurai\*

\*\*\*\*\*

2nd tier, for the simple reason that this guy chips a TON of life. On top

of high power and high stamina, this guy's Shuriken and Hyper Shuriken both do a TON of block damage, and the Shuriken can be guided up and down, and BTW, these attacks will do block damage on Iceman. In addition, his Lightning Super Combo covers all areas a chips well too. He can also use his Power enhancements to make himself more faster or stronger or have high stamina, but they all affect his other traits in a negative fashion. In general, the guy's main weakness is that he is definitely NOT a battery character, he is just too dependant on meter whenever he plays. To beat him, take the fight to him and pressure him.

\*\*\*\*\*

\*45.Sonson\*

\*\*\*\*\*

Not at least 2nd tier or above. I heard some people have begun tinkering with her AAA(still not too sure what's so good about it), and that she has a double jump, and can somewhat trap, but she's just not that good, because she really can't rushdown that well or keepaway that well. Not a hard match.

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\*46.Spider-Man\*

\*\*\*\*\*

Not at least 2nd tier or above. In fact, arguably one of the worst characters in the game. Nothing spells SCRUB more than using Spider-man or Wolverine in this game. Anyways, he's fast and combos well, but he does so little damage, takes so much, can't combo into his super combos reliably, has ok mobility, has almost no range, and can't rushdown that well, plus his defense sucks like crap. There's not much to know to beat Spider-man in this game, if you want, you can just sit back and runaway because he won't be able to touch you at all. Or you can take advantage of his weak defense and pressure him like crazy, your choice.

\*\*\*\*\*

\*47.Spiral\*

\*\*\*\*\*

There is simply no counter character threat to Spiral, some people do things better against her, but she really has no opponent who completely owns her. She can cover the ground as well as the sky with a barrage of heavily chipping swords which not only do insane block damage and trap the opponent well, but it builds meter insanely quickly, wastes time, and makes the opponent have no way of running in. She also has a mashable throw and an insanely powerful Metamorphose which is easily combo'd into(or should I say, uncombo'd). Her S.Fierce is also insanely good for locking the opponent down. In addition, she has the most versatile teleport in the entire game, she can teleport out of pretty much all traps(except for maybe the DHC to Storm's Hail Storm). Spiral's weakness mainly stems on her slow speed, her inability to go offensive and her inability to defend well(which is why she'd rather teleport). Well, get Sakura in by getting her hit by the swords, then switch by getting hit by the swords. Then, the game sorta IMO becomes a standstill. Spiral can't hurt Sakura, and Sakura can't hurt Spiral. So it becomes a matter of who anticipates the teleport better. You have the advantage of being invincible, at the cost of having a slower teleport. I would say, try to put the pressure on Spiral. Try to sandwich her between you and your assist, and then go for a throw. Do not try to Shinkuu Hadoken her assist, as that's just playing the way Cable would against Spiral and that means you will whiff, she will teleport and you will get uncombo'd for real pain. This is also a key as how to handle her if she tries to beat up your assist. A tough match, a really tough one. The good part is that your 1st character should have already partially handled Spiral, since she usually goes first on a team, so that works in favor of you.

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\*48.Storm\*

\*\*\*\*\*

Behold, the best character in the game. Storm is hands-down the best character in the game, or tied with Sentinel sharing that spot. She can runaway to build meter quickly or chip life safely, she can also chip life safely with her Horizontal Typhoon-->Hail Storm, the Hail Storm itself makes the game's best DHC ender because it covers the entire screen and leaves Storm entirely safe afterward besides doing insane block damage and normal damage, she has an insanely good projectile assist that overrides EVERYTHING, making it the ultimate projectile trap stopper, she also has a very fast triangle jump and wavedash that sets up her powerful air combos ending in the Lightning Storm(and if she has Sentinel/Cammy or Sentinel/CapCom, she can take out 100% life in a simple level 2 DHC combo). On top of that, she even has excellent defense and can deal with people who go aggressive on her jumping or dashing with her fierces(all which have insane priority, speed and reach). She also has the game's best SJ cancel which enables her to punish ANY assist safely, and her fierce throw if connected builds insane meter for her, besides all the other things she can do to insanely build meter quickly. She really has no weaknesses and is insanely versatile, arguably the most versatile character, her only weakness might be taking slightly more than the average character, and even then, it's not that noticable. To switch Sakura in safely, you have to pray that Storm is trying to runaway, when she does, immediately tag Sakura in(you don't want to do it when she's close to the ground, she can rape you with a powerful air combo, do her Horizontal Typhoon into Hail Storm, or wavedash over to rush you down), getting hit by a Vertical Typhoon shouldn't bother you. Try to do the same when you try to switch to Dark Sakura. After that, you need to prevent her from rushing you down, and try to prevent her from running away. So in other words, this game is all about massive pressure against Storm, keeping her down and on the ground, and having you just pressure her like crazy. An insanely tough match, I can't tell you everything you need to do, but heck, Storm is the game's best character, so I wouldn't be surprised if you had it the hardest against her. Just don't forget your throws.

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\*49.Strider-Hiryu\*

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Strider is known for his infamous Strider-Doom trap. Basically, it's in the most simple terms, he is trying to go 100% offensive on you with blocked ground chains and teleports while calling Doom and using his Ouroburos to do insane block damage like about 20% damage, and if done near perfectly, the trap has almost no escape. Strider is also insanely good at building meter and staying in the air(well, not as long as Storm, but with a teleport, wall cling, wall jump, and double jump, he could spend quite some time in the air before he gets onto the ground, plus, he can call block damage assists while doing those to damage the opponent safely). He is also insanely fast, and even has quite some priority on some of his attacks. On top of that, he can safely switch in his next teammate if the Ouroburos connect. He is the top tier who has the most to gain and the most to lose, because of his biggest weaknesses, it's his lifebar, he takes about 125% of what Cyclops would take. And if I'm correct, he has defense equal to that of Magneto, which is not that much. To beat him, you need to first get Sakura in so that you get hit by one of his projectiles, but not by him(getting hit by Ouroburos=combo from him, switch hit to Doom, air combo to Photon Array, then DHC back to Strider). Then make sure you keep him off of you with a carefully timed assist then switch to Dark Sakura. Once you do that, he can't really damage you with his trap if you don't let him. To beat him, you must put pressure on him with your assists and aggressive teleports. Keep HIM down, and don't let

him get to you. This game is all about who puts their offensive trap on the other and who (much like the Spiral fight) anticipates the teleport better, and yes you have the advantage of being invincible during your teleport, but he has a faster teleport. Again, a tough fight, but Strider is a top tier after all.

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\*50.Thanos\*

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Not at least 2nd tier or above. That said, Thanos can somewhat do a variant of the triangle jump, he has a semi-infinite, and he can cause some pretty powerful combos. However, he is extremely huge, somewhat slow, and many of his attacks leave him open if blocked. Either of your strats will work against the big guy. He was never really good, even in MSH, he was just cheesy.

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\*51.Tron Bonne\*

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Not at least 2nd tier or above. However she takes damage well, and does a lot of it. I heard one of the main assets of Tron is her Projectile assist, which is tricky to block and does a TON of damage, as well as cover both sides, however, it is relatively short ranged. Tron also is somewhat slow. I don't think it's that hard to beat Tron, either of your strats work well against her.

\*\*\*\*\*

\*52.Venom\*

\*\*\*\*\*

Not at least 2nd tier or above. He has power, takes damage well, has a good Expansion assist, is somewhat anti-projectile and very defensive, and has a great dash and a throw that leaves the opponent vulnerable to combos. However, he is somewhat slow, and a weakness he gained was that now his air combos aren't that much consistent or have the potential to do as much damage as they did in MvC (he could do a semi-infinite with his air combo there, resulting in about 50% damage for one combo). Sucks, cause he is pretty cool. Anyways, he shouldn't be too hard to beat. Plus, he's somewhat big, so that too works in your favor.

\*\*\*\*\*

\*53.War Machine\*

\*\*\*\*\*

A 2nd tier. He's basically Iron Man, only slower, and missiles instead of energy beams. His combobility is also slightly toned down, and his Repulsor Blast is slightly worse. However, he does have the War Destroyer, which is much better for him, cause it starts up much faster and recovers much faster, besides doing good block damage. The only advantage I can think of that he has that Iron Man doesn't have is the addition of another super combo and the fact that he can actually do block damage on Iceman. In all other cases Iron Man is better. Anyways, he pretty much plays just like Iron Man and has almost all his weaknesses and strengths, so just look under Iron Man's strats.

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\*54.Wolverine (Metal)\*

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Not at least 2nd tier or above. In fact, one of the worst. Only scrubs will keep using him. He's fast, and combos well, but he's toned down so much, no more damaging combos, no more high priority, he does such little damage, and takes as much as Strider. In addition, he has no range, and his defense sucks.





Version 0.6 November 3, 2001  
Added combos.

Version 0.7 November 4, 2001  
Added defense strategies.

Version 0.8 November 5, 2001  
Added offense and other various strategies.

Version 0.9 November 6, 2001  
Added general strats. Started on the character specific strategies.

Version 1.0 November 7, 2001  
Finished the character specific strategies.

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Well, it's been quite some time since I wrote a MVC2 FAQ, the other one which I wrote for Ryu got pretty outdated in strategies, although the combos in there still rock. I guess it was fun writing the FAQ, even though right now MVC2 is semi-old, it is still a fun game, and I still find myself playing it, because it is very entertaining. Don't get me wrong, the classical 2D footsie game type of SF is still very fun, and 3D fighting games such as TTT, T4 and VF4 are all very fun in their own ways, but the vs. series is also in its own class, because it plays at a much different style.

To those who think that Sakura is overrated, and that I'm sad to immediately just jump on the Sakura bandwagon.  
-Y'kno what? Maybe, I'll admit that Sakura is slightly overrated and that maybe her teleport game isn't as good as it's cracked up to be. However, I did not come out and immediately say that Sakura was THE top tier, and had no weaknesses, etc, etc. I did say she was a really good 2nd tier, because of a few glaring weaknesses, blah, blah, blah. So, don't think I am a japanese biter(the Japs were the ones to say that Sakura was top tier).

To those who think MVC2 is a cheap game.  
-What do you define as cheap? Is it getting the most results out with the least bit of effort? Then, yeah, MVC2 is cheap. However, most people use the word cheap in a condemning way, and to that, I will say for the most people these people are scrubs who insist that Guile(or Spiderman or Wolverine, or blah, blah, etc) is the best character, use Dan in order to win and refuse to learn how the game is really played and to think their way around the problem. The only thing that is really cheap in MVC2 would be the Gambit runaway glitch and the glitches that freeze an opponent. These are cheap because once you do them, they are guarenteed. As much as the AHVB or the HSF combos seem cheap, they are not guarenteed, and still require to be combo'd in order to get the monster damage that they can do(and Magneto's combos are definitely not cheap, because you can mash to avoid the Magnetic Tempest when it's combo'd). Plus, they have their

ways of being avoided (you have to super jump over Cable and Sentinel, you don't rush at them, you dimwits). At the arcade I play at, Cable players still can't get the 3xAHVB out consistently and still can't guard crush consistently with him, so that should say something. And yeah, infinities aren't cheap, because as much as they do monstrous damage, they aren't 100% because the opponent usually gets dizzied after a while, and yes, the player still has to work for that infinite combo's damage (and it's not like all the infinite combos are universal to every character making it insanely easy to do, unlike VF2's senbon punch). Don't use the word cheap when you don't even know how to think and deal with the game. If we actually followed this principle, then we'd all be using Zangief, because he isn't "cheap." Now how boring would tourneys get now?

Am I going to write another MVC2 FAQ?

-I dunno, I still like the game, but I don't really find the reason and will to write another character-specific FAQ for MVC2, because for the most part, the ones I might have done them on already have great FAQs online (Cable, Doom, Sentinel). I might do one for Storm, but Storm FAQs are a dozen. Maybe Dhalsim and/or Blackheart, but I haven't really fooled around with them. I do though occasionally give Silent J who writes the Iceman FAQ some advice, so you may find something gets updated in it here and then because I gave him something to chew on.

Are you curious about which teams I have been or will be using? Well, I put some down below, as well as some comments on them. I basically play 2 types of teams, Cable-based and non-Cable-based. I'm not going to give that much of a rundown for each team, for the most part, there should be FAQs online that already detail how to play the teams (Mazroth's is a great one). I have three of each type I have or will be using soon.

#### 1) Projectile Storm/Ground Sentinel/Anti-Air Captain Commando

I like this team. This is a deviation of Justin Wong's team, giving you a much stronger Sentinel. The team is so balanced in its ability to attack (Storm triangle jumps to land powerful air combos/build meter and Sentinel goes into flight to pressure with stomps to keep initiative of the match, besides doing decent block damage and building meter fast, or dashes to land his powerful HSF and air combos) and defend (Storm runs away to build meter/chip or stops opponents with her fierces, Sentinel just flies away or keeps away with his C.Fierce-->Drones, or uses his super armor with his C.Roundhouse and his J.Fierce), and the assists to the 2 main point characters just complement them very well (Storm can use Sentinel to chip on runaway or clear the way to offense, and can use CapCom to bring a runaway opponent down or keep initiative of the match, Sentinel can use Storm to help runaway or keepaway, and can use CapCom to enhance the damage on his air combos or aid in his flight offense, as well as provide him with all the anti-air he'll need). The team is really versatile and very, very powerful, and I plan on using this team the next time I hit the arcade. There are a lot of strengths about this team, the main one is the special DHC combo Storm can do with Sentinel using CapCom as an assist which takes off 100% life and involves only 2 levels of meter. The only weakness would be that if Storm and Sentinel die, you have to use CapCom, who isn't that good of a point character.

#### 2) Anti-Air Dr. Doom/Dash Sakura/Anti-Air Captain Commando (maybe Cyclops)

The Sakura team that I want to use sometime soon. Look in the teams section for the physics of the team. Like I said before, I believe this is the best way to partner up Sakura. You can put Cyclops in place of CapCom if you want that fun-to-use level 2 combo.

#### 3) Projectile Strider-Hiryu/Anti-Air Dr. Doom/Anti-Air Captain Commando

The famous Strider-Doom team. Enough said, if want to play as Strider-Doom, this is the team (Bh AAA is good for a 3rd, but comes out too slow, and Sentinel

