

Marvel vs Capcom 2 Marrow Character FAQ

by Liquid Snake

Updated on Feb 23, 2001

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FAQ
Marvel Vs. Capcom 2
Marrow

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Also this FAQ is NOT intended to be used to make profit. I wrote this for free and so it should be used for free.

I.Note to all readers

II.Updates

- 1.Control Pad
- 2.Basic Combos
- 3.Advance Combos
- 4.Wild Combos
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 - |||
 - ||L4a.Psylock AAA
 - ||
 - |L4b.Magneto CT
 - |
 - L4c.Storm VT
- 5.Mastering the Combos
- 6.Strategy
- 7.Credits

I. Note to all readers

Sorry for the long delay on the combos, I had other work to due so I didn't have time to complete the FAQ. So to all readers of this FAQ my APOLOGIES to all. I will try to update as often as I can but there is no garuantees on it.

All of these combos are taken directly from the home version. Don't expect that all will work in the arcade. Most of these combos are tested on cable. I am testing them in the arcade to

see any difference.

This is all playing sheet. I don't have any background on the character Marrow and don't intend to write in the FAQ. Though I will make the effort to provide a strategy guide in this FAQ.

I will like to apologies for any misspelling in this FAQ and any problems with the combos.

If you would like to add something to the FAQ, wondering how it works or correct me for any Errors, Please E-mail me at my NEW SITE on the credits Section. I will Credit for any help from the outside.

E-Mailers: USE DECENT ENGLISH OR SPANISH. My new site is incredibly filtered for any bad language or explicit terms and may not receive your mail.

Send only MvsC2 Related issues until further notice.

II. Updates

01/30/01

My first FAQ ever. Its not a lie. I will post dates that I have either made changes or added information and the location of the changes.

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01/31/01

Start adding combos and the stragety guide.
Completed Version 1.1
V1.2 Will have corrections of spelling and combos, if any
Deadline 02/06/01

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02/01/01

Finished Version 1.2 (Correction on spelling)
(No problems with combos so far)

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02/02/01

V2.0 (because of the added assist) is complete for now.

 New content (4 old, 4. 4a. 4b. NEW)
 Added Magneto to the strategy guide

02/15/01

Finished my duties and began the search for a new

Assist

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02/18/01

Working on Strom VT. It proves to have very usefull feature but slow

Eventhough its slow, some combos will require delay Asists instead of

active (Psylock and magneto)

Working on V3.2 Hope to have it finished as soon as possible.

I found extra combos for my other assist.

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02/19/01

V3.2 Look for the word NEW in the combo sheet, those are added combos

that wasn't there the last time I made this FAQ

NEW ASSIST STORM VT Section. (4c)

NEW SECTION 5. MASTERING THE COMBOS.

This section is for those who may have a hard time on learning the combos.

Cooming soon

V3.3 Correction, if any. May update on my stragety guide.

V4.0 Another Helper (hopefully)

No deadlines.

Due to recent problems, I will not add deadlines. I can assure you

that I will make the effort to provide as much information I can

supply at the fastest time possible.

+++++

1.Control Pad

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Character Facing Right (Player 1 Side)

UB U UF LP HP A1

\ | /

\ | / LK HK A2

B---N---F

/ | \

/ | \

DB D DF

Terms that I will be using.

QCF=|\>

QCB=|/<

HCF=</|\>

4.Wild Combos

//

The cream of the crop. These combos are hard to pull off at first.

They link with assist and hypers. This also has juggles so precise timing and accuracy is required. Some you will use very often and others are just to show off. Explanation is given under the combo for your convenience.

(C)LP, D+LK, D+HK, pause LK ,LK, HP, HCF+PP |

The first pause is about one button tap miss. |

LP, D+LK, D+HK, QCB+PP |

Buffer the Down kick into the final blow. |

+++++
4a.Psylock AAA
+++++

NOTE: All of these combos are done with Psylock Anti Air Assist, a must to pull this off. As I said before, this is done by the drone Cable so I can't confirm smaller characters yet.

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCB+P |

The first pause is about one button tap miss. |
Psylock should appear after the LP to connect. |

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, Pause, HCF+PP |

The first pause is about one button tap miss.

Psylock should appear after the LP to connect.

The second pause is the moment the opponent is about to fall |

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, QCB+PP |

The first pause is about one button tap miss. |
Psylock should appear after the LP to connect. |

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, Pause, HCF+PP |

The first pause is about one button tap miss.

Psylock should appear after the LP to connect.

|
The second pause is when the bonearrang hits the
opponent the second|
time.

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP,
QCB+PP |

|
The first pause is about one button tap miss.

|
Psylock should appear after the LP to connect.

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, UF,
QCB+PP|

|
The first pause is about one button tap miss.

|
Psylock should appear after the LP to connect.

|
Jump close to your opponent to do more damage.

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, UF,
LP, LK, QCB+PP |

|
The first pause is about one button tap miss.

|
Psylock should appear after the LP to connect.

|
Jump close to your opponent to combine the two hit and
the final blow.|

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, F,
DPF+HP, QCB+PP|

|
The first pause is about one button tap miss.

|
Psylock should appear after the LP to connect.

|
Walk about 2 frame steps

|
Tearing spine should hit 4 and pull the final blow for
the link. |

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, F,
D+HP, LP, LK, |
QCB+PP

|
The first pause is about one button tap miss.

|
Psylock should appear after the LP to connect.

Walk about 2 frame steps.

|

Launch the opponent to the Air and 2 hits before the final Blow. |

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, F, D+HP, LP, LK, | LP, LK, QCB+PP

|

|

The first pause is about one button tap miss.

|

Psylock should appear after the LP to connect.

|

Walk about 2 frame steps.

|

Launch the opponent to the Air and 4 hits (if the launch becomes Ariel-Rave) before the final Blow.

|

LP, D+LK, D+HK, pause LK+Psylock AAA, LP, HCF+LP, F, D+HP, LP, LK, | LP, LK, Pause, UB+HP

|

|

The first pause is about one button tap miss.

|

Psylock should appear after the LP to connect.

|

Walk about 2 frame steps.

|

Launch the opponent to the Air and 4 hits (if the launch becomes Ariel-Rave)

|

You should be close under the opponent for the second pause, 1/3 fo a second.

|

This is a grab move to finish the combo

|

NEW 02/18/01

|

LK+Psylock AAA, LK, QCB+K, QCB+PP

|

|

Psylock should appear after the second LK to connect.

|

The QCB+K should count two hits, then Pull the final blow. |

NEW 02/18/01

|
The CT should hit the opponent and count as the six
hit. |

LP, D+LK, D+HK+Magneto CT, Pause LK, LP, D+HP, LP, LK,
LP, LK, QCB+PP|

|
The first pause is about one button tap miss.

|
The CT should hit the opponent and count as the six
hit. |

LP, D+LK, D+HK+Magneto CT, QCB+PP |

|
Buffer the down kick and CT to the Final Blow.|

LP, D+LK, D+HK+Magneto CT, QCB+PP, HCF+PP

|
|
Buffer the down kick and CT to link the first hyper.

|
Don't hyper delay. CT will contact the opponent after
the first hyper|
CT connect then preform the final blow.

LP, D+LK, D+HK+Magneto CT, QCB+PP, QCB+PP

|
|
Buffer the down kick and CT to link the first hyper.

|
Don't hyper delay. CT will contact the opponent after
the first hyper|
CT connect then preform the final blow.

NEW 02/18/01

|
(c)D+HP+Magneto CT, U, HK, Land, Pause, D+HP, U, LP,
LK, LP, LK, |
QCB+PP

|
|
Magneto should appear once you lift the opponent.

|
HK will knock the opponent down but Magneto CT will
make contact as a|
combo hit.

|
Land yourself to the ground.

LP+Strom VT, D+LK, D+HK, pause, LK, LP, D, UF, LP, LK,
LP, LK, QCB+PP|

|
Must Press both LP and Storm VT.

|
The first pause is about one button tap miss.

|
You MUST preform SUPER JUMP MANUALLY when Strom VT
takes effect. |

LP+Storm VT, D+LK, D+HK, QCB+PP, D, UF, LP, LK, LP,
LK, QCB+PP |

|
Must Press both LP and Storm VT.

|
You MUST preform SUPER JUMP MANUALLY when Strom VT
takes effect. |

*****5. MASTERING THE
COMBOS*****

Step 1. TRAIN, TRAIN, TRAIN, TRAIN, TRAIN. If you want
to know the
 combo like the back of your hand, then you
have to train
 alot. You may spend a few extra buck on the
machine, but
 you will learn them.

Step 2. Start SLOW. Alot of us like to set the game
speed on turbo.
 If you want to learn the combos, its best to
set the speed
 SLOW. Once you feel the combo on your hand,
then increase
 the speed. True you will mess up, but your
time will adapt
 real fast. This is also great for people who
try to trap
 others of fast speed by setting slow. Its
true, I've seen
 some professional players losse because they
can't handle
 the slow speed. Learn all the speeds step by
step.

Step 3. Play against the COMPUTER. Alot of the
professional play
 against the computer to see if their combos
work well.
 REMEMBER, you have a better chance pulling of

the combos
from the computer than a player.

Step 4. WATCH OTHERS. It is better seen than read,
which is true.

So try to see everything. The screen, control
pad, motions.

Some arcades won't let you in if your planing
to watch all

day so play a round for a few times to avoid
this scenario.

Step 5. PICK YOUR COMBO. This FAQ has a variety of
combos. Some you

will need to use very often and some are just
to show off,

so when begining a combo choose wisely.

Step 6. REPEAT STEP 1-5

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6.Stragety

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NOTE: This guide is based on a 2 player game (NOT 1 vs
COM)

As you may have notice that marrow doesn't have a lot
of single player

combos. However she really shines with assist and
great assist that

can add up those combo numbers.

As a request I searched unrollable combos but came out
in few. Anyway

I will post them on this FAQ.

NOTE: Most of the assist combos are rollable so take
precaution when

doing this against a CPU, or players.

You won't believe the stuff this girl can do with
psylock help. Its

just simply amazing.Before you go against a real
player, train

yourself in normal to get the speed then turbo to
adjust. The key is

to see how the combo works.

I said it before and I'll say it again. !!!!!WOW!!!!!,
Magneto capture

type can realy rack in those combo numbers and damage
levels. Be aware

that his timing is diffrent from Psylock (has to be
done early), but

if you can pull it off with links, Burn baby burn. The
last two combos

are sweet. I pull two regular Hypers plus delay hypers
for the entire

team. Before you go against a real player, train
yourself in normal to

get the speed then turbo to adjust. The key is to see how the combo works.

Storm is a great helper. Some of the basic combos that left a 50% will bring up to 80%. Her assist is real slow to start but the key is to have marrow do a combo that will lead a deadend, that is where storm assist takes effect and make the combo a killer. Before you go against a real player, train yourself in normal to get the speed then turbo to adjust. The key is to see how the combo works.

She has an aggressive temper and so she is best played as aggressive. Try not to let the opponent move by throwing bonearrangs constantly with assist in between. This will cause (Most of the time) the opponent to panic and try to do a desperate measure. Use this to your advantage.

She has one of the most abusive hypers to any other character. HCB+PP. These small bones will act like homing missiles at a high speed. If standing, it will take about 1 second. However, if its done in the air its almost instant. Its best used in combos and for cheater who try to stay in the air (Storm, Dhalsim, ETC...) to win the game. Another benefit is that it will hit any opponent, including assist. Use it to pressure your opponent to lay off the assist or to kill the assist. There is a draw back to this hyper. It will leave her UNMOVABLE and VUNERABLE until she lands on the ground again.

Her Hyper Delay is best used with almost any character after a link has been established.

Her assist types are fare and good. The projectile will pressure your opponent to block or if connected can start any of the combos on the top. Anti-Air Assist works well for any air attack. The range is great but the timing is a bit slow. Her Expansion only works to surprise the opponent. Its uses is very limited and only recommend this if you know what you can do.

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||Credits=====|
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As we all know that all of these combos didn't come exactly from me so I'm giving credits to those who deserve them.

MY SELF (for taking time to create this FAQ that will help others to use Marrow)
<GFLQDHL@Yahoo.com>

GameFAQ (For providing the help people need and permission to put this FAQ for your convenience)
<www.GAMEFAQS.COM>

Adrian Au (Starting the FAQ about Marrow and providing some of the basic combos)
<cerebrate@spacewar.com>

Capcom (For creating such a great game and the home version where I discover most of these cool combos)
<WWW.capcom.Co.JP>

Gamepro (I hate the idea they took ideas from us W/O permission and for profit but they did provide some of the combos here on this FAQ)
<www.Gamepro.Com>

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