

Marvel vs Capcom 2 Dr. Doom Character Guide

by Supergeek

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MARVEL VS CAPCOM 2: NEW AGE OF HEROES
CHARACTER GUIDE: DR. DOOM

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Version History:
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2) DR. DOOM EXPLAINED

First thing to know about Doom, is that he has one of the best keep

away abilities in the whole game, almost all of his moves are used as keep away or to stop dash ins. Doom, in my opinion is one of the best characters in the whole game. Another thing to notice is Doom's ability to become versatile; he's got three supers that are very useful, and very powerful. You will choose wise if you choose doom.

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3) MOVE LIST

Launcher: c. HP
S.: Standing
J.: Jumping
C.: Crouching
D.: Dash in
SJ: Superjump
QCF: Down, Down-Forward, Forward
QCB: Down, Down-Back, Back
HCF: Back, Down-Back, Down, Down-Forward, Forward
HCB: Forward, Down-Forward, Down, Down-Back, Back
DP: Forward, Down, Down-Forward
LP: Low Punch
HP: High Punch
LK: Low Kick
HK: High Kick
XX: Cancel
P: Punch
2P: 2 Punches
K: Kick
2K: 2 Kicks
A1: Assist 1
A2: Assist 2
DHC: Dual Hyper Combo
THC: Triple Hyper Combo

SPECIAL ATTACKS:

Plasma Beam: QCF + P Air or Ground

Plasma Beam is Doom's main projectile move. He winds up his hands, slaps them together and a yellow beam come out. It's got quick start-up and quick recovery, it's got for dash ins and also very powerful. The air version, Doom fires the beam at a 45-degree angle. The difference between the LP and HP version is the strength of the beam, LP fires a weak beam, and the HP version fires a strong beam, with a longer delay, so beware. I only use this for keep away and ending ground combos.

Photon Shot: HCB + P Air or Ground

This move is one of Doom's best, he crosses his hands and short, purple beams come out of each of his fingers, this is a great move, on the ground or in the air. It's great for ending air combos because of the powerfulness of the thing. I use this to end air combos and for keep away.

Molecular Shield: HCB + K

This is probably one of the most powerful moves in the game. Doom summons on his powers of science and conjures up rocks. This is one of the best moves in the game because of the overall usefulness of it, it's great for keep away, dash ins, and block damage, this move causes massive block damage. The best way to utilize this move is to assist with it or to end a combo, that's how you best abuse the shield.

Flight: QCB + 2K

This causes Doom to fly around, I don't use it because you are vulnerable in the air, you can't block.

HYPER COMBOS:

Electric Cage: QCF + 2P

This is Doom's projectile super. He starts up as he does a Plasma Beam, but instead he fires a round ball of electricity, and if it hits, he Doom shakes his hands and electrocutes the opponent. It's really good and powerful, but I prefer the Photon Array more.

Photon Array: HCB + 2P Air or Ground

This is quite possibly Doom's coup de grace; it's useful in the air or on the ground. It's just like Photon Shot, but it lasts longer and does more damage. If you use it to end air combos, it's going to be the best thing you ever did.

Sphere Flame: QCF + 2K

This is Doom's PURE anti air super. He raises one hand above his head and a flame comes out, if it hits an opponent, it'll go all the way up, Superjump height and then the opponent will fall down, where you can OTG the person and continue. This is an extremely hard super to land because of the poor horizontal range and the way it leaves Doom vulnerable to attack. Use this when opponents are jumping in to attack you, other than that, don't rely on it too much.

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4) ASSISTS

Here are Doom's assists, one of the best in the game!

ALPHA: Photon Shot/Photon Array

This performs a HP Photon Shot and Photon Array for a DHC or THC. This is a good assist, it stops dash ins like that!

BETA: Molecular Shield/Sphere Flame

This performs a HK Molecular Shield and a Sphere Flame for a THC or DHC. This is Doom's BEST assist! It causes massive block damage, lots of hits and lots of damage. I HIGHLY recommend it.

GAMMA: Plasma Beam/Electric Cage

This performs a HP Plasma Beam and performs an Electric Cage for a THC or DHC. It's good for dash ins as well and can cause some good damage, but I don't use it too much.

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5) STRATEGIES

First thing to note, Doom is FLEXIBLE, he can be used as a combo character, keep away, and pixy. I usually play Doom up close and keep away, mostly because I combo a lot with everyone or I'm too lazy to combo. To win a match using Doom, try to combo with him, he causes lots of damage in his air combos and his ground combos are excellent as well, try to be creative, that's what the game is about, creativity!

VS. ABYSS:

1st form: Molecular Shield, Plasma Beam, and combos.

2nd form: Plasma Beam, Photon Shot when bubbles come out.

3rd form: Electric Cage, Photon Array or a DHC or THC.

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6) COMBOS

1. C.LK, C.HP, SJ, LP, LK, LP, LK, HP.
2. C.LK, C.HP, SJ, LP, LK, LP, LK, HK.
3. C.LK, C.HP, SJ, LP, LK, LP, LK, PHOTON SHOT.
3. C.LK, C.HP, SJ, LP, LK, LP, LK, PHOTON ARRAY.

MORE TO COME!

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7) THANKS

Parents: You know why

Friends: You know who you are

Capcom: For making such a kick ass game!

Tilt: For having this game

God: Just because

Life, liberty and the pursuit of happiness: I need this!

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