

Marvel Super Heroes FAQ/Move List

by DJellybean

Updated on Jan 23, 2001

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MMM      MMM      AAA      RRRRRR  VVV      VVV  EEEEEEEE  LLLL
MMM      MMM      AAAAA      RRRRRRRR  VVV      VVV  EEEEEEEE  LLLL
MMMM     MMMM     AAA  AAA      RR      RRR  VVV      VVV  EEE      LLLL
MMMMM   MMMMM   AAA  AAA      RR      RR   VVVV   VVVV   EEEEEEEE  LLLL
MMM  MMM  MMM   AAAAAAAAAA      RRRRRRR      VVVVVVVV   EEEEEEEE  LLLL
MMM  M  MMM   AAAA      AAAA  RR  RR      VVVVVV      EEE      LLLL
MMM      MMM  AAAA      AAAA  RR  RR      VVVV      EEEEEEEE  LLLLLLLLLL
MMM      MMM  AAAA      AAAA  RR  RR      VV      EEEEEEEE  LLLLLLLLLL
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SSSSS  UU  UU  P P P P P  EEEEE  RRRRR  HH  HH  EEEEE  RRRRR      OOO      EEEEE  SSSSS
SS      UU  UU  P  PP  EE      RR  RR  HH  HH  EE      RR  RR  O  O      EE      SS
SS      UU  UU  P P P P  EEEE  RRRRR  HHHHHH  EEEE  RRRRR      O      O  EEEE  SS
SSSS  UU  UU  PP      EEEE  RR  RR  HHHHHH  EEEE  RR  RR  OO      OO  EEEE  SSSS
SS  UU  UU  PP      EE      RR  R  HH  HH  EE      RR  R  OOO      OOO  EE      SS
SSSSS  UUUUU  PP      EEEEEERR  R  HH  HH  EEEEEERR  R  OOOOOOOOOO  EEEEESSSSS
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- <http://cgi.gamefaqs.com/chat/javachat.asp?c=%23dingojellybean> -

If you have a question, go to that chat. Register if you haven't already and I'll answer your questions in the room. Go to #dingojellybean and I'm usually in the room most of the time. It's also just a regular chat room too, so feel free to talk about whatever you want in the room as long as you keep within the GameFAQs' Chat TOS (Which can be found on the chat page).

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+   Marvel Super Heroes   +
+ bellybutton21@hotmail.com +
+   Sony Playstation     +
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Hey! How do you like the new text art? Its similar to James Chen's but he was my inspiration for making the logo and I thought I could make it just a little neater. Its my first ASCII art and it took me a full hour to finish this! Looks pretty crappy huh? Yeah I thought so myself, but at least I tried right? Well this FAQ is primarily here to help you on the game incase you need some help on some combos or just a beginner, either way this FAQ is here to help!

-----Credits-----

-- Capcom (www.capcom.com)
For making an excellent game and for their hard work in all of their other games, for that I salut you! (^_^)

-- Marvel (www.marvel.com)
Possibly the best comic company of all time! There unique stories, plots, artwork, and characters have made me a huge fan of enjoying comics. (^_^)

- Captain Commando(spidey_5@hotmail.com)
For his help on the Shuma Gorath background, and also his help on my previous FAQs. (^_^)
- Jeanne Burch(<http://www.sigma.net/burch/faq.html#awards>)
For helping me out on the Thanos bio and Maestro's bio. (^_^)
- GameFAQs(www.gamefaqs.com)
To CJay for his hard work and dedication to the popular site! Thumbs up soldier! (^_^)
- James Chen((jchensor@ucla.edu)
For his fabulous combo system that we've all come to know. (^_^)
- Migs Rustia(www.miggy.net/msf)
For his clarification on the combo system and also his excellent web site, I suggest you check it out! (^_^)
- Kao Megura(kmegura@yahoo.com)
Thanks to Chris MacDonald for his the official names of Thanos and Dr.Doom's special attacks.
- Dingo Jellybean(bellybutton21@hotmail.com)
For typing up this FAQ. (^_^)

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Thank you for your time and patience. And remember the quote well.

"Do un to others as you want done to you"-Reverend Run(T.H.U.G.S.)

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*This little star denotes that a character has an INFINITE available, enjoy!

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Miscellaneous

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Credits

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Character by Character Analysis Chart

Character	Strength	Durability	Speed
Blackheart	5	5	5
Reality	5	5	5
Captain America	8	7	7
Power	8	7	7
Dr. Doom	7	7	7
Hulk	9	8	6
Speed	9	8	8
Iron Man	8	7	6
Juggernaut	9	9	4
Power-Up	10	9	4
Space Gem	9	Infinite	4
Magneto	7	6	7
Space	7	Infinite	7
Psylocke	5	4	9
Power	5	4	9
Shuma Gorath	6	5	7
Time	6	5	7
Spider-Man	5	5	9
Power	9	5	9
Thanos	9	7	6

Strength-- Strength is measured at how fast the character takes down the Vitality Gauge, the larger the amount of life loss by an attack the stronger the character is.

Defense-- Defense is measured at how fast the character's Vitality Gauge does down. The quicker the drop of the Vitality gauge the weaker the defense.

Speed-- Speed is measured how fast the player moves, moves back, dashes, and dashes back. Wolverine quite possibly has the fastest dash in the game while he is in berserker mode, simply because Wolverine's dash can reach all the way to the end of the screen before Blackheart's dash can even reach to the half of the screen.

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Game Functions

Here is what the game is based on, you block, dash, and super jump like normal. In case you need help on how the game functions then read on, otherwise you can skip this section.

Blocking: UB/B/DB(while being attacked)

When you block to can completely avoid and physical damage, only Hulk's regular attacks will do block damage. You can block in the air and basically block any other move your opponent tries to throw at you, besides a throw. When you block special attacks like Captain America's Shield Slash, you will always incur a little damage. The block damage is unrecoverable and some moves may even lose you a chunk of life even if you do block! This is primary for beginners and its one of the most basic steps in winning battles.

Throws: F/B+FK/RK/SP/FP(when close to opponent)

Throws are grabs that are unblockable and do alot of damage, infact throws will always do the same amount of damage no matter what damage guage you set it at. Throws can be tech hit out of, which will be explained below. When you are close to your opponent each character has a special throw, its up to you to find out what button is required for the throw. Throws can also be done in the air and every character in the game has at least one type of throw. Grabs and holds are another type of throw, they usually involve Wolverine, where he repeatedly slashes at the opponent's back. In this game you can ram the buttons to get an extra hit out of it, but that's about it. Ramming the buttons during these holds and grabs will only make the grab or hold go faster, they will not make the grab or hold do more damage.

Tech hit: F/B+FK/RK/SP/FP(after being thrown)

A tech hit is what known as a "parry throw." It allows you to either cut the damage of the throw or completely escape a grab or hold. You must do the motion immediately after you have been thrown or right after you are caught in a throw, grab, or hold. If you perform the motion to late, then you can't tech hit out of a throw, grab, or hold.

Safety Roll: B,DB,D+P/K(after being knocked down)

To avoid being attacked any further from OTG combos, complete the motion to roll. During the roll your character is completely invincible and can block immediately after the roll. Sometimes when you are knocked down from a super you can often roll towards your opponent and attack them, even though their super had already connected. A prime example is Iron Man's Proton Cannon, Captain America can easily roll and counter the recovery time of the Proton Cannon, despite the fact that he ate the entire super. Also you cannot roll from combos or supers that initiate the flying screen. Meaning that air combos that ends with an AC Finisher, strikes, or supers like the Berserker Barrage X, you cannot roll after the moves have connected.

Infinity Counter: B,DB,D+P/K(when blocking an attack) (level 1)

When you are being constantly attacked or near death from a high chipping super, then your best choice instead of blocking all the way, is to counter. All counters in the game are invincible throughout the entire move, so when

your near extinction from a Proton Cannon, you can use your counter to completely escape some block damage. Don't use the counter with every chance you get though because they do require one level of super.

Dash: F,F/3P

This is like a quicker version of a regular walk. Dashing allows you to come to your opponent or escape from your opponent more quickly than a standard walk. The dash also allows your sprites to be deeper into the opponent's sprites so that more hits can be put in combos. Every character in the game has a ground-based dash while only a few characters have an air dash. You can stop in the middle of a dash as well by hitting the opposite direction you are dashing in.

Super Jumping: D,U/3K/U(after a launcher only)

Super jumping can be seen from the last game, X-Men Child of the Atom. They allow you perform a jump much higher than a regular jump. Super Jumping is prime for escaping ground based supers or for use in air combos, infact nearly 70% of the combos in this FAQ involve super jumping. You only need to press U after you have launched your opponent to do a super jump. You can do many special attacks in the air and you can steer yourself away or towards your opponent during and after the super jump.

Infinity Combo: Special Motion+2P/2K

Every character in the game has at least one of these. They are often called "supers" and they perform massive damage towards your opponent. Some supers can be done in the air and all supers require a level of super. To use the Infinity Combo you must have a level of super and perform the required special motion. Some supers are not as good as others and some supers have start up delays and recovery times. Its up to you to decide on your best judgement when to use these supers.

Taunt: D,D+Select (Saturn: D,D+L+R)

Taunts in this game have basically no use offensively. They are here just to tease your opponent, humiliate them, rub your friends face in, or just to annoy the heck out of your opponent. As you can expect taunts will leave you open to attack and you cannot cancel from these taunts. Some taunts may even do damage, but very minute damage. So unless you are far away from your opponent and they don't have any supers or you are ahead in the life guage department, then I suggest you stay away from using these, unless of course you need a good laugh once in a while.

Dizziness: Constant Attack

This only happens when you are bombarded by attacks. You cannot become dizzy in the air unless your oppnent AC Finishes with a special attack like the Drill Claw or Web Swing. On the ground dizzies are at its peak, meaing that probably any attack will cause a dizzy if your opponent is in a near dizzy mode. The indication of a dizzy is shown by the characters portrait near his or her Infinity bar. At first the character's portrait is blue and the facial expression is normal, then after a few hits it turns yellow, after more hits the facial expression changes and the background color of the portrait becomes

people call it. This combo system in my opinion is far better than what Nintendo can think off when they made Killer Instinct, alot better than Mortal Kombat's crappy combo system, even better than Tekken 3. Combos in this game are so easy to adapt to its like magic and that's probably why they call it the magic series.

Launcher: The basic air combo(also known as Aerial Raves in Japan) start up move. Every character in the game has one except for Apocalypse. If you have trouble using your launcher properly you will have some serious trouble getting into your offensive game, unless you are a master at ground combos. Once you launch your opponent your opponent goes flying up into the air unable to block for a second or two, at that time is your golden opportunity to pull off a combo. Launchers are often used as anti-air attacks as well, but they normally don't have the priority of special move anti-air attacks.

Air Launcher: Air launchers are very similar to launchers because they jack the opponent up into the air and it sets up the opponent for an air combo and also remember that not every character in the game has a air launcher. However the opponent must be in the air for the air launchers to fully jack the opponent up, if the opponent is on the ground that means the opponent will not be launched even though they were hit with an air launcher. Prime examples include:

Marvel Super Heroes: Hulk's S.Roundhouse

X-Men vs. Street Fighter: Juggernaut's S.Fierce

Marvel Super Heroes vs Street Fighter: Spider-Man's S.Roundhouse

Marvel vs. Capcom: Captain America's S.Strong

Small Launcher: The are launchers that help set up the characters' air launcher or regular launcher. You must remember that not every character in the game has a small launcher. With a single attack the opponent is jacked up just a bit, but not enough to set the opponent up for an air combo though. Small launchers often are too useless to be used as anti-air attacks, and are mainly used when the opponent is on the ground. Prime examples include:

Marvel Super Heroes: Psylocke's C.Forward

X-Men vs. Street Fighter: Cyclops' C.Forward

Marvel Super Heroes vs. Street Fighter: Spider-Man's C.Forward

Marvel vs. Capcom: Zangief's S.Roundhouse

Straight Launcher: The launchers are often called strikes. They send your opponent flying across the screen. These intitiate the flying screen, where the opponent follows the victim's momentum. You sometimes can combo off of these but rarely, they are used to sometimes keep opponents away. Prime examples include:

Marvel Super Heroes: Magneto's S.Fierce

X-Men vs. Street Fighter: Juggernaut's S.Roundhouse

Marvel Super Heroes vs. Street Fighter: Captain America's S.Fierce

Marvel vs. Capcom: Captain Commando's S.Fierce

Air Combo Finisher: Also known as AC Finishers. In the air you can't combo the opponent forever(except for some characters) and you will need to finish the combo at some point in time, then you would use the AC Finisher. The basic AC Finisher initiates the Flying Screen, which is usually incorporated by the

character's super jumping Fierce or Roundhouse, even a super or a special move can be used as an AC Finisher. Your opponent cannot roll from AC Finishers that causes the flying screen effect, also AC finishers can include special attacks that don't cause a Flying Screen and can be rolled from after the attack like Spider-Man's Web Swing.

Off The Ground: Often referred to as OTG. You can further your combo by picking up your opponent off the ground, usually with a C.Short and then launch the opponent and perform another air combo. Most of the times the opponents can roll before this happens, but tend to forget. A prime example can be found using Wolverine:

D.S.Jab, C.Forward, C.Fierce, S.Roundhouse(OTG)

The knockdown in this combo is the crouching forward, and the pick up is the crouching fierce. Even though Wolverine has knocked down his opponent he can still continue his combo from their.

Air Combos(Aerial Raves): Every character can pull these off in the game. They usually start with a laucnher and then the opponent is then pummeled by the characters continuous attacks. Air combos should always start with Jab, because it wouldn't be much use if you immediately go to a fierce because that would just end your combo right there. NOTE: If you did import a Capcom fighting game they are known as Aerial Raves! So instead of the little message saying "Air Combo" it says "Aerial Rave."

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Magic Series

The whole key to all the characters combos in the game. Without this chain system combos would be completely obsolete. Here this is where beginners should start and get a brief knowledge at how this easy system works. Combos almost 95% of the time start with either a Jab or a Short, then is followed by a chain sequence into a stronger attack. Some characters can do 5 hits in the air and some can do three, it all depends on the character you are fighting, the character you are using, and what magic series the character possess in a discrete pattern.

Stronger:

Jab --> Strong --> Fierce

This can be done by almost any character in the game. Also you do not just have to stick to just using straight punches and straight kicks, you can also do this:

Short --> Forward --> Fierce

Just as long as the next hit you will execute is stronger than the last hit, then the combo will fully come out.

Punch to Kick:

Fierce --> Short

Only one character in the game possess this odd magic series, and that is Shuma Gorath. Here you can go backwards in terms of strength but you can never get more than two hits, and you can never go forward like a stronger magic series. Remember, this is only just one possible combination, you can go from a Strong --> Short, or a Fierce --> Roundhouse.

Kick to Punch:

Roundhouse --> Strong

This is very similar to Punch to Kick Magic series, but its reversed. Only two character in the game has this magic series and that is Blackheart. Here you can go backwards in terms of strength but you can never go forward like the stronger series. You can never get more than two hits out of this and also there are more combinations like Short --> Strong, or Short --> Jab.

ZigZag:

Jab --> Short --> Strong --> Forward --> Fierce --> Roundhouse

The most complex part of the magic series, but after you take sometime you can perform outrageous combos like the experts. You can most likely collect five hits out of this magic series. Also you can skip some of the magic series for example:

Short --> Strong --> Fierce --> Roundhouse

You can also perform a stronger magic series as well because basically a stronger magic series is in the ZigZag magic series.

Weak Start:

Short or Jab --> Stronger Attack

Consider this like a weaker version of the stronger magic series. You can only go from a Jab or Short into a Strong/Forward/Fierce/Roundhouse. That is it, you cannot get more than two hits out of this and Hulk is the only one with this magic series in the game.

None:

Any attack --> Special Move

That is the biggest combo out of this magic series. Any character with this magic series is primarily at a disadvantage, since the player cannot get more hits out he can only cancel into a special move just like those two-in-one's back in the old Street Fighter days.

NOTE: THE LONGER THE COMBO THE WEAKER THE ADDITIONAL HITS GET! LIKE IN X-COTA IF A S.FIERCE WERE TO DO 20 PIXELS OF DAMAGE THAT MEANS ON THE 5th HIT IT WOULD DO 15 PIXELS OF DAMAGE. BASICALLY THE DAMAGE SYSTEM GOES LIKE THIS:

Amount of damage - Number of hits = Total damage of hit

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Combo Legend

Basically this is James Chen's combo system, but it was refurbished by the help another genius named Migs Rustia. This combo system is easy to read and clear and its credited to the both of them.

- , 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 or will land after a move performed during SJ.
- 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
- FWD. 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

Other Legend

- JP Stands for Jab Punch
- SP Stands for Strong Punch
- FP Stands for Fierce Punch
- SK Stands for Short Kick
- FK Stands for Forward Kick
- RK Stands for Roundhouse Kick
- 3P Stands for pushing all three punch buttons at once
- 3K Stands for pushing all three kick buttons at once
- (air) Indicates that move can ONLY be done in the air
- (close) Indicates that move must be performed in Throw Range
- U Stands for holding the controller/joystick upwards
- D Stands for holding the controller/joystick downwards
- F Stands for holding the controller/joystick forwards
- B Stands for holding the controller/joystick backwards
- UB Stands for holding the controller/joystick up backwards:back jump
- UF Stands for holding the controller/joystick up forwards:jump towards
- DB Stands for holding the controller/joystick down back:defensive crouch
- DF Stands for holding the controller/joystick down forward:

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Characters

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Blackheart
Son of the infamous Mephisto and brother of Mephista he sets his sights on

acquiring the Infinity Gems. He believes that he can run the underworld dimension better than his father can by knowing the good souls and evils souls. He took over his father's realm and has also taken the ambition of his father wanting to use good souls to expand his realm. But did you think he would forget about his father? Of course not! He was also involved in a plot to kill his father by manipulating the Ghost Rider and other heroes. He's not as evil as his father, but like father like son, he still wants corruption and power.

Inferno: F,DF,D,DB,B+P

Depending on which button you push makes him do either an Ice pillar, Fire pillar, or a Thunder Pillar that each one of them has their own distance, Jab is for close range and can be used as an anti-air attack and the fierce version can be used from a distance. However if Blackheart misses you will be setting up yourself for a calamity because he just stands there while still in his Inferno pose, but one thing for sure and that's the fact that this does alot of damage and must be used early to be used as an anti-air attack.

Dark Thunder: B,DB,D,DF,F+P

Well not the best move in the game but it does have alot of range and distance as well. The jab version makes him hit the ground, the strong makes him go head height, and the fierce version makes him go at a fourty-five degree angle which can be used as an anti-air attack. The fierce version can be used as an anti-air attack but it really isn't all that effective and he must start the move early so that it at least hits the opponent. Also this can be used to nullify projectiles and still hit the opponent as well and can be used as a mistake punisher.

Soul Steal: FP

Well this isn't really a special move because it involves his regular attacks, but it has special features that you would normally see in a special move. Basically what this does is rapidly drains the opponent's life away. I mean it drains a ton of life, but it doesn't go to Blackheart though. However you can never kill your opponent with this move for some odd reason I don't know and its also hard to connect with despite the fact that it has alot of range. Mainly because it takes a while for this to come out and when Blackheart gets hit the little demons go away, but they don't go away if they have already connected. Also the more demons that are on the opponent the quicker and more life they drain, and also when its blocked Blackheart gains alot of super meter. The recovery for this move is bad though.

Time Stopper: RK

Well this isn't much of a special move either because it involves his regular attacks, but like his Soul Steal it does have special attributes though. When he does this move and if it connects he will first start out with a kick and then green demons(or depending on which color you select him as) cling onto the opponent making them literally freeze unable to block. This gives you the opportunity to do your Judgement Day, your Inferno, or your launcher. I've tried putting in a Heart of Darkness or a Dark Thunder after this move but for some reason once you do these moves the little demons just go away and the opponent is free to block so I guess its just certain moves that you can do. Also if the opponent blocks these Blackheart will gain an absurd amount of super meter. Also these little demons have been known to stop projectiles and yes even the Maximum Spider and Final Justice, and that's pretty special isn't it?

Infinity Combo

Armageddon: D,DF,F+2P

An excellent super to use overall, mainly because it does a ton of damage and combos easily off of his launcher. It'll do the most damage when you are in the corner and does alot of block damage. It takes a while for this super to start though since due to the fact that it takes time for the rocks to fall down. The recovery time is excellent since he can recover before the rocks start falling. However the Weapon X is liable to catch him if he misses with this super because it lacks horizontal range. But its a 50/50 chance that will happen, the best supers to counter the miss is the Proton Cannon, Space Gem, Reality Gem, Power Gem, Kouchou Gakure, and a Heart of Darkness. If Spider-Man uses his Maximum Spider he will simply bounce off the rocks and most likely be hit by them too!

Heart of Darkness: D,DF,F+2K

Quite possibly the coolest looking super in the game! Its 10 times better than it is in MSHSF and the damage that it does is phenominal! Its obviously his strongest super and ramming the buttons adds extra demons for more hits and more damage! Once it starts a giant blackhole will appear under the opponent, that's the gateway to his dimension! Then demons fly from the blackhole and juggle and balance your opponent high into the air then sends your opponent flying even higher with a blast of black magic! This super goes on for a long time and its just so cool how he laughs as the demons connect! The thing I like about this super is that the recovery time is very minimal and 99% impossible to counter even if blocked and also he floats up there with you laughing! When this super is blocked a few demons will fly out and Blackheart will float, but after a short while it'll stop, but its still very hard to counter. Blackheart can even combo after this! Obviously his best super to counter mistakes but watch for the start up delay, opponents will see the blackhole and then quickly jump over it making you waste a super.

Infinity Counter

Blackheart: Dark Thunder

An excellent counter to use overall. It does solid damage if it connects and even if your opponent does manage to block this move will push them back and away from you. This counter has alot of horizontal range and like all Infinity counters it's invincible during start up.

Best Gem

Blackheart: Reality

I wouldn't call this a good gem at all though. If used it makes Blackheart turn invisible, but if he attacks its a dead give away as projectiles comes out as his opponent. Also sometimes its hard to tell where you are and you might even be eating a super if you are not careful! On the plus side your opponent doesn't know where you are unless they see your shadow, and that's a dead give away as well! Also it doesn't last very long and Blackheart will come out of it rather quickly.

Combos

Special Game notes: Blackheart

-- His crouching/standing fierce/roundhouse can act like projectiles, except that they can block out supers like the Weapon X, Final Justice, and MAXimum Spider!

-- His J.Strong has a special attribute, it drains your opponent's Infinity

guage!

Ground Magic Series: Kick to Punch
Jumping Magic Series: Kick to Punch
Super Jumping Magic Series: ZigZag
Launcher: S.Strong
Air Launcher: none
Strikes: C.Strong
Small Launcher: none
Knockdowns: none
Infinity Counter: Dark Thunder
Best Gem: Reality Gem
Max Infinity Guage: 1
AC Finisher: Forward(yes, that's it)

1. S.Roundhouse --> Inferno
Just let the demons connect before you cancel
2. S.Roundhouse --> Heart of Darkness or Armageddon
Quick and easy damage, just let the demons connect then cancel.
3. S.Roundhouse, S.Strong /\ SJ.Jab, SJ.Short, SJ.Forward
4. S.Forward, S.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward
5. J.Roundhouse \/ S.Roundhouse, S.Forward, S.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward
You might want to move in closer after the demons connect, so that both the forward and strong can be linked.
6. J.Roundhouse \/ S.Forward, S.Strong --> Armageddon
7. Inferno --> Heart of Darkness
Cancel as soon as you can, before they hit the ground.
8. J.Forward \/ S.Forward, S.Strong /\ SJ.JAb, SJ.Short, SJ.Strong --> AC Finisher
Basic combo for Blackheart, trust me, if you master this combo Blackheart can be a very dominating character!
9. J.Roundhouse \/ S.Roundhouse --> Inferno, Heart of Darkness, S.Strong /\ SJ.Jab, SJ.Short, SJ.Strong --> AC Finisher
Quick cancellation is the key here, as soon as you land from the Heart of Darkness launch your opponent and into an air combo.
10. Inferno, Inferno
Simple! Cancel immediately for the best effect.

11. Activate Mind gem, Heart of Darkness, Heart of Darkness, S.Strong /\nSJ.Jab, SJ.Short, SJ.Strong, SJ.Forward

There's really not much to say here except ram the buttons to make the Heart of Darkness go on longer, that should give you sometime for your Mind Gem to completely fill up your next guage. Then as you land before your opponent launch them, and continue from there.

Strategies

Blackheart: This battle overall isn't too tough. Jump in on him with your jumping forward often and combo him. Watch for him to miss with his Infinity Combo Armageddon, counter that with either an Inferno or Heart of Darkness. Launch him if he tries to jump in on you and also watch for alot of demons to be pelted at you. I suggest you through your fierce and roundhouse attacks at him like crazy if he starts doing that.

Captain America: Tough battle. His standing strong launcher is pretty weak compared to your jumping forward, and his crouching fierce has a bit of a start up delay. Jump in on him often with your jumping forward and combo him, watch for him to miss with his Stars n' Stripes, even if he does his jab version you will have a quick second to pull off a super or counter with an air combo. Launch him if he tries to jump in and air combo him afterwards.

Dr.Doom: Another tough battle for Blackheart. Jump in on him often because he lacks some defensive skills and combo him. Watch for him to use his Photon Array or Molecular Shield, counter his missed Photon Array with your Heart of Darkness, also make sure not to miss with your Armageddon, otherwise he will counter with a Photon Array.

Hulk: A pretty tough battle nonetheless. Avoid jumping in on him because he can easily knock you out of the sky with his dominating launchers. Let him come to you and latch him into either an air combo or an Armageddon super. Counter his missed Gamma Crush with your Heart of Darkness or Inferno. When he misses with his Gamma Charge use yourstanding strong launcher into an air combo.

Iron Man: Tough match once again for Blackheart. Watch for his standing roundhouse launcher, there isn't much you can do about it except wait for him to come to you and launch him into either an air combo or Armageddon. Counter his missed Proton Cannon with your Heart of Darkness or Inferno. If you do jump in, always jump in with your jumping forward and air combo him.

Juggernaut: Yet again another tough match for Blackheart. Jump in on him with your jumping roundhouse so that the demons can latch on to him and then combo him while he's stunned. Make a constant effort to pelt him from above with your demons that use either your supers or special attacks when he is stunned. Avoid having him jump in on you because his priority is much greater than yours and you can ill afford to take hits from him for long.

Magneto: Another tough match for Blackheart. Watch for him to miss with his MAgnetic Shockwave, there isn't much you can do except that maybe an Inferno can catch him. Also avoid jumping in on him because he can easily launch you out of your jumping attacks, make him come to you and launch him into an air combo.

Psylocke: Another tough match up yet again! Jump in on her often with your jumping roundhouse and combo her, but there is a good chance that she can launch you and out prioritize you, but her jumping attacks are too quick for Blackheart to counter. You can throw constant demons at her if you want, and counter all of her missed supers with your Heart of Darkness, and if she misses

made Batman look so weak? Every hit Batman through at Captain America was a small "Thud!" then how come Captain America could send Batman flying across under the New York sewers? Jeez, then Batman ends up saving Captain America from drowning! But it was nice to see Captain America make Bain(one of Batman's prime enemy) eat pavement!(Literally!)

Shield Slash: D,DF,F+P

Jab-Downward slash, excellent for OTG combos

Strong-Head height, is best for countering ground fireballs

Fierce-45 degree angle upwards, so-so anti-air attack

Captain America's prime weapon at its best. This is one of the strongest projectiles in the game and it combos very well and can be used to chip away some life. Also if he loses his shield like if he moves before he catches it after a Shield Slash he must go retrieve it because his offense and strength goes down, but he does gain a multi-hit Stars n' Stripes(described below). The recovery time is not bad also.

Stars n' Stripes: F,D,DF+P

An excellent anti-air attack that is very powerful and has little recovery time. It combos off anything that Captain America has and can be used to punish mistakes, but he still has recovery time from this move, and if it connects the opponent can fall down and block or attack so its not the safest move to use. You can also OTG after this super or combo in a Final Justice! The unique thing about this move is that the strong and fierce version hits multiple times without his shield, but it seems to look as if it does greater damage, but it can't OTG afterwards.

Charging Star: B,DB,D,DF,F+K

Unlike the start up delay in MSHSF here Captain America moves very quickly with this move as it does good damage and combos very easily. It will absorb projectiles, but as he absorbs projectiles he will slow down a bit as he takes the impact of the projectile. Make sure you have Captain America's Shield when using this move otherwise he can be knocked straight out of this move with a projectile. Watch for the recovery time because the opponent will be given ample time to counter.

Cartwheel: F,DF,D,DB,B+P

An overlooked move that comes quite handy. This is excellent for crossing up your opponent and Captain America will flip behind his opponent, but Captain America can be thrown or tripped out of it. This move will go through a few supers though like the Final Justice and possibly the Maximum Spider, however supers like the Proton Cannon and Weapon X will catch him. Use this to confuse, cheese, and annoy the heck out of your opponent. Just watch for the recovery time on this move because the opponent can easily anticipate it and counter as you recover.

Infinity Combo

Final Justice: D,DF,F+2P

Man, I simply love this super! Its possibly one of the coolest looking supers in the game. Once your opponent gets caught you just want to mimick Cap's attacks as he veers off an auto combo then preceeds to launch his opponent and slam them back down with a powerful suplex. This super just looks too sweet thanks to the PSX's slowdown(just kidding?!)since it makes the auto super look longer than it has to be! Use this to counter mistakes and missed attacks,

mainly supers. Also this move is invincible during start up and will pass through pretty much anything! It has insane priority and does a ton of damage, and yes your opponent will need stitches after this! It also combos rather easily as well, but not as easily as Wolverine's Berserker Barrage X. It chips only about 2 pixels of health and when blocked the recovery time is horrible, make sure you connect with this!

Infinity Counter

Captain America: Stars n' Stripes

An excellent counter to use because it does a lot of damage and it has excellent priority over any attack. Use this in tight situations or near fatal positions and like all Infinity Counters, they are invincible during the duration of the move.

Best Gem

Captain America: Power Gem

A very powerful gem for Captain America, as if he doesn't need more power! All his special moves besides his cartwheel are now multi-hit attacks that greatly amplifies his attack power. But I must warn you, on the PSX it slows down like crazy! Go all out offensive in this move and think of the block damage! When you activate this gem use his Stars n' Stripes and he'll do what it seems like his Hyper Stars n' Stripes from MSHSF and MvC, although its much uglier looking and slower.

Combos

Special Game Notes: Captain America

-- Captain America has a double jump, just hit UB/U/UF of a regular or super jump

Ground Magic Series: Stronger

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

Launchers: C.Fierce, S.Strong

Strikes: S.Fierce

Small Launcher: none

Air Launcher: none

Knockdown: C.Roundhouse

Infinity Counter: Stars n' Stripes

Best Gem: Power Gem

Max Infinity Gauge: 2

AC Finisher: Fierce, Roundhouse, Shield Slash

1. S.Jab --> Shield Slash
2. S.Short --> Charging Star
3. J.DN.Roundhouse --> Jab Shield Slash
4. C.Roundhouse --> Jab Shield Slash
5. C.Roundhouse, C.Short, S.Fierce (OTG)

6. Forward/Roundhouse Throw, Final Justice

Here its your part to do a little timing, don't wait until your opponent has hit the ground but wait until their head is just above the ground, then pound them with stars!

7. In Corner: J.Jab, J.Short \ / S.Jab, S.Fierce --> Strong Shield Slash

8. In Corner: Strong/Fierce Throw, C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Forward --> AC Finisher

Its a combo that should be used often, the throw alone does a ton of damage and afterwards OTG and continue from there.

9. J.Jab, J.Short \ / C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

Basic air combo for Cap, master it and you'll be considered a decent player!

10. D.S.Short, S.Forward, S.Roundhouse --> Anything, besides Stars n' Stripes
Yes you can even throw in a Final Justice if you like!

11. S.Jab --> Jab Stars n' Stripes, C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

This combo is pretty simple, after the Stars n' Stripes OTG the opponent and continue on from there.

12. J.Jab, J.Forward, J.Roundhouse \ / D.S.Short, S.Forward, S.Roundhouse --> Final Justice

You will have to skip the J.Roundhouse on all other characters besides Hulk, Juggernaut, and Blackheart.

13. J.Jab, J.Forward, J.Roundhouse \ / D.C.Jab, C.Strong, C.fierce --> Strong Stars n' Stripes, C.Short --> Final Justice(OTG)

Yes it does work! You will once again have to leave out the roundhouse against smaller characters, don't go into a standing roundhouse after the short, and I know you will because its a habit! The odd thing about this combo is that if you go into a standing roundhouse after the standing short the Final Justice will OTG! But you will only get 7 hits out of the Final Justice though.

14. J.Jab, J.DN.Roundhouse \ / C.Roundhouse, C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

15. J.Jab, J.Forward, J.Roundhouse \ / D.C.Jab, C.Strong, C.Fierce --> Strong Stars n' Stripes, C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse, SJ.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse, SJ.Roundhouse \ / / \ J.Jab, J.Short, J.Fierce, J.Roundhouse \ / C.Short, S.Forward, S.Fierce(OTG)

Yowzers! 30 Phenominal hits! After the first SJ.Roundhouse, hit roundhouse again, then quickly double jump and perform the entire combo all over again! When you land jump up quickly and continue from there and after you've landed OTG the opponent and continue from there. This combo takes a little practice

and a little getting use to, this works easily on Juggernaut and Hulk, but I have some difficulty on the smaller characters.

16. In corner: J.Jab, J.Forward, J.Roundhouse \ / D.C.Jab, C.Strong, C.Fierce --> Strong Stars n' Stripes, C.Short, S.Fierce --> Final Justice

The initial charge of the Final Justice will connect but the middle hits where Captain America does an auto combo can be blocked! They all do block damage, but you cannot block the throw where he tosses you up and slams you. Its a really oddball combo, try this combo yourself and you'll see what I mean!

Strategies

Blackheart: Not much of a tough fight. Jump in on him often and combo him, watch for him to jump in with his forward, try to use your crocuhing fierce launcher in advance or your Jab Stars n' Stripes to counter. He will sometimes miss with his Inferno, use either a Shield Slash or Final Justice to counter his miss.

Captain America: Pretty tough match, watch for alot of jumping in, use your standing strong launcher and air combo him. Use your Final Justice to counter his missed Stars n' Stripes and also air combos to counter his missed Charging Star. If you do jump in on him use your J.DN.Roundhouse or your jumping fierce, otherwise his launchers will out prioritize you.

Dr.Doom: Pretty even fight, but he lacks defensive qualities. Jump in on him often and combo him. Block his Photon Array and if you are close to him when blocking, pull an air combo or Final Justice. Watch for his head stomp and counter it with a Jab Stars n' Stripes. In this battle its mostly offense and countering his missed attacks. When he does use his Molecular Shield use your Shield Slash to knock him out of it, sometimes your shield may bounce back at you depending on how late you use it.

Hulk: Not that much of a hard fight for Captain America. Watch for his launcher when jumping in, block it and as you land quickly dash in and combo him while he's recovering. Also if he misses with Gamma Charge and Gamma Crush, use your Final Justice to counter. Launch him into an air combo if he decides to jump in and if he does use his jumping roundhouse use a jab Stars n' Stripes to knock him back.

Iron Man: Well his main weapon will be the Proton Cannon, if he uses it block and counter with a Final Justice or quickly dash in and launch him with your standing strong into an air combo. His jumping attacks don't have much priority against your launchers or anti air attacks. Watch for him to use his Repulsor Blast when jumping in, block it and counter it with a Final Justice or an air combo because the recovery time sucks!

Juggernaut: Well this fight will be pretty hard since he has that super armor of his. Watch for his Head Crush to miss, use a standing short, standing roundhouse into a Final Justice combo to counter. Or you can just launch him into an air combo. Watch for him to use his Juggernaut Body Splash, if he does use either a Final Justice or an air combo to counter. If you do jump in, use your jumping fierce or block his launcher and quickly dash in and combo him as he recovers.

Magneto: This battle is pretty even through out, but the odds go to Captain America. Try not to jump in on him too often, otherwise he can just launch you and combo you. There is little you can do about his missed supers, unless of course you roll from his Magnetic Shockwave when he tries to OTG the super.

Counter his jumping attacks with your launcher or jab Stars n' Stripes and just combo him.

Psylocke: Its a pretty even match if you ask me, but once again Captain America should be the one prevailing in this match-up. Her supers will leave her vulnerable to attack basically everytime, besides the Kouchou Gakure. Her Psi-Thrust is easily countered with a Charging Star or Final Justice if she bounces off of you, her Psi Maelstorm gives the opponent a long time to think and attack. Jump in on her and combo her often, if she jumps in on you launch her and combo her, she just has too many moves the are easily punish and you should be able to win this battle.

Shuma Gorath: Definitely not a hard fight as at all, the only thing you have to watch out for is his Chaos Dimension. He will trhow out alot of Mystic Stares and Mystic Smashes at you and try to cheese you to death, but simply jump over them and combo him, if he tries to jump in on you, launch him into an air combo or use a Jab Stars n' Stripes.

Spider-Man: This guy can be pretty annoying since due to the fact that he has so much air priority and he's just so darn quick. Watch for alot of jumping attacks, use your Jab Stars n' Stripes to counter or your launcher. Avoid using your crouching fierce launcher too often because it comes out slow and by the time your fierce comes out Spidey will have already put you in a 10 hit combo! But watch for him to use his Maximum Spider, then when he misses he'll bounce off of you and you can counter with a Final Justice or quickly dash in, launch him, and follow up with an air combo.

Thanos: Watch for his cosmic cheapness. He will just constantly pester you with his attacks and cheap supers. Watch for his Mind Gem, its very confusing, but immediately if he uses it blast him with a Final Justice and he won't even expect it! Jump in on him and constantly attack him because he has poor defense and can't do much about it. But I must warn you when jumping in, he will occasionally use his Soul Gem and he might even catch you with it. But basically in this battle play offense and counter his missed supers with a Final Justice, mainly his Space Gem, which you can easily get around.

Wolverine: Not that much of a tough fight, but this is Wolverine! He will dash in often, use a standing fierce in advance to smack him back where he belongs. In this battle its mainly playing defensively and countering his missed attacks. If he misses with his Berserker Barrage X, use your standing roundhouse and into a Final Justice, if you do jump in on him use your jumping fierce and combo him. His attacks won't do that much damage against you, but your attacks will do alot even though he has a healing factor.

Combos: 93/100
Supers: 85/100
Overall: 91/100

Captain America has amazing air priority and ground priority. His attacks just do so much damage that even Juggernaut will fall to his attacks! His Final Justice is one of his main weapons to counter missed supers and attacks. His jab Stars n' Stripes is a main defense move that has huge priority, you can probably snuff Hulk out of his Gamma Crush while coming down! His combos are devastating and even old skool Ryu users shouldn't have much trouble picking this guy up. You can even say that he is a beginners' character.

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Dr.Doom

Not many people know the side of Doom. He is also known as Victor Von Doom and ruler of the country of Latveria. His mother was held in a demonic dimension for years and has given Victor alot of mental grief and suffering. He had built a communication device to communicate with his mother, but Reed Richards had foretold him about a miscalculation on the device, but Victor did not listen. When he tried to communicate with his mother the machine exploded in front of his face giving him facial scars. The scars were probably not much of a big deal or it probably covered most of his face, but its anyone's guess as to how minor or major his facial scars are. After the explosion he had worn an Iron Mask to hide his face from the accident. Since then is prime enemy has been the Fantastic Four(mainly Reed Richards for not thinking he can make the communication device a success) and the Avengers. His incredible genius is unmatched as he wears a suit the sends of fusion beams and Photon Arrays from his suit. He has created Doom Bots, but rarely anyone can tell the difference infact, even Storm of the X-Men has even shown affection with one of the Doom Bots! Silver Sable keeps her yearly dinner date with Dr.Doom and she doesn't even mind at all. But during his career he has shown alot of evil acts even trading in Franklin Richards to Mephisto for his mother, but I guess its not his fault since his life has been pretty miserable. He is also an absolute ruler of Latveria and that means he rules with an Iron Hand and he has always seeked for power. He also one time manipulated the Master of Magnetism, yep you got it, Magneto! But actually Dr.Doom beats Magneto is every category including intelligence(Magneto is no joke either, in a Marvel Series 4 card Magneto is considered at a level 5 intelligence, which would make him a Genius!) strength, and even in battle! After all he's been through its probably not his fault that he caused all these acts of crime, but now he's out for power and he's after the Infinity Gems! (If you ask me, his life has been a painful one, when all he wants to see is his own mother, pretty sad though.)

Plasma Beam: D,DF,F+P

A powerful beam attack that does alot of damage. I haven't found a way to put this in ground combos or using it as an AC Finisher. He can also use it in the air but it comes down at a 45 degree angle. It can be chained off of his jumping roundhouse and in a keep away battle. At first the beam doesn't look like it will come out fast, then it smacks the opponent, sorta like Chun-Li's Kikouken from the crossover series. the recovery time is fairly decent but he can still be countered if he misses with the move.

Molecular Shield: F,DF,D,DB,B+K

Dr. Doom exclaims "Molecular Shield" as shards of rocks fly around him. It doesn't have a start up delay per se, but that's only because it lacks horizontal range at the beginning. A close opponent will get hit by this move and the damage that it does is pretty good, but the really cheesy thing about this move is that it does a ton of block damage, just as much as the Proton Cannon! So it doesn't matter if the opponent blocks this! But projectiles have been shown to go through this shield and opponents can easily jump over and attack Dr.Doom from behind because it nearly takes forever for the rocks to let loose. You can OTG this or combo after it. You can also use it as an air defense against jumping opponents but I wouldn't recommend using it since most attacks can go through the rocks. The recovery time isn't all that good, but its hard to counter.

Photon Shot: F,DF,D,DB,B+P

A pretty good move that can be used in a keep away game or as an anti-air attack, but it must be started early. It does good damage, and even more damage if up close and it can be put in combos or OTG. The recovery time is pretty

bad, but it will hit opponents behind him incase they jump over it. the only area where it doesn't cover is the top of his head, any opponent directly above him can completely avoid the move or they can super jump away from it. The block damage that it does is insane if used up close and the start up time is pretty minimal.

Dive Kick: D+SK(air)

This move is similar to his jumping roundhouse, but you can combo after the hit connects. This move does good damage and has excellent priority and will beat out most attacks. If blocked or if you decide not to hit afterwards Dr.Doom will bounce off the opponent and be free to block.

Doom Jets: D,DB,B+3K

Yeah, corny name but so what! This enables him to use flight like Magneto or Iron Man. In the air he has an assortment of moves to use whether it be his Plasma Beam from above or his Photon Array. Also he cannot block, but he can move freely around. To land you can either, repeat the motion to land, use a Dive Kick, or Roundhouse kick.

Infinity Combo

Photon Array: D,DF,F+2P

Well his only super does an amazing amount of damage! It does more damage than even the Proton Cannon! It probably does more damage than even the Power Gem! The block damage that this move does is mind boggling and it has as much range as his Photon Shot. Once again it doesn't cover the area directly above him and super jumping opponents can escape any damage done, while this super does reach both the horizontal sides of him and goes into the second screen, it'll disipate after a certain height. But it is still a hard super to escape from and has alot of range. This can be used as an anti-air attack if used in advance, be used as an AC Finisher, or in an OTG combo. The recovery time is bad though and any opponent standing next to him will easily counter, but overall its still an excellent super and can be used for cheesy victories.

Infinity Counter

Dr.Doom: Plasma Beam

An excellent counter because it comes out immensely fast, has tremendous range, and does a chunk of damage. Use this even in the middle of a Proton Cannon and blast Iron Man out of it. Like all Infinity counters, they are invincible during start up and cannot be knocked out of until the character finishes the attack.

Best Gem

Dr.Doom: none!

Dr.Doom has no special gem that gives him enhanced abilities, but he is quite the agile character anyways and his combos are monstrous, he doesn't need one!

Combos

Special Game Notes: Dr.Doom

-- Dr.Doom's jumping roundhouse is a stomp kick that goes at a 60 degree angle, its very similar to his Dive Kick except he can't combo after it and it has a bit of a start up delay.

-- Also he is one of the few characters that can't combo after a throw, so remember that!

-- One more note about his jumping fierce, his jumping fierce makes him pull out a Plasma Gun and blast the opponent. The only way you can get it to connect as an AC Finisher is if you are a certain distance away from the opponent, if you are too close to your opponent the fierce won't connect.

-- His C.Fierce launcher is immensely dominating, it has excellent horizontal range also and you are more than likely to knock your opponent, trading hits or having your opponent over power your launcher is very rare, infact it even knocks out Captain America's J.Fierce and Spider-Man's J.Roundhouse!

Ground Magic Series: ZigZag

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

*Flying Magic Series: ZigZag

Launcher: C.Fierce, S.Forward

Knockdowns: C.Roundhouse

**Air Launcher: S.Strong

Small Launcher: none

**Strikes: S.Fierce, S.Strong

Infinity Counter: Plasma Beam

Best gem: none

Max Infinity Level: 4

AC Finisher: Fierce, Roundhouse, Photon Shot, Photon Array

*Well Dr.Doom, Iron Man, and Magneto are the only characters in the game that can fly, since flying is not super jumping, jumping, or ground based, I decided to include the Flying MAgic Series as a separate series.

**There is a really odd thing about his standing strong, its an air launcher and only works when your opponent is in the air, but it doesn't launch! In fact it strikes the opponent sending them across the screen like his S.Fierce. I'm not sure what you would call this, probably a Air Strike?

1. C.Roundhouse --> Photon Shot

2. C.Roundhouse --> Photon Array

3. C.Roundhouse --> Molecular Shield

4. J.Roundhouse --> Plasma Beam

Simple combo, before you bounce off your opponent cancel for best effect.

5. In corner: Molecular Shield, Molecular Shield

Easy combo, I wouldn't have found this out if the CPU hadn't had done this combo on me and he got 40 hits!

6. J.DN.Short, J.Forward \ / C.Short, C.Roundhouse --> Photon Array

7. D.S.Jab, S.Forward / \ SJ.Jab, SJ.Short, SJ.Forward --> AC Finisher

Basic air combo for Dr.Doom, practice this one often if you're a beginner.

8. J.DN.Short, J.Strong, J.Forward \ / D.C.Jab, C.Short, C.Strong, C.Forward, C.Roundhouse --> Molecular Shield

This combo just looks so cool! This combo works well against Hulk and Juggernaut, but you might have to skip a hit or two against the other characters.

9. Molecular Shield, C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong --> AC Finsihher(OTG)

Not that hard to do, just OTG as soon as you recover.

10. In corner: Photon Array, C.Short, S.Forward / \ SJ.Jab, SJ.Short, SJ.Forward --> Photon Array

This combo isn't hard, just make sure you have at least two levels of super.

11. J.DN.Short, J.Strong, J.Forward \ / D.S.Jab, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce

The SJ.Strong and SJ.Forward don't go together well, you'll need to slow down while performing the attacks in the air so that both the Strong and Forward connect and you will need to be just out of the reach of your attacks for the fierce to connect.

12. FL.Jab, FL.Short, FL.Forward, FL.Fierce --> Photon Array

Its a little cheap, but not over the edge cheap like Thanos!

13. In corner: Photon Array, C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce --> Photon Array, SJ.DN.Short, SJ.Fierce --> Photon Array \ / C.Short, S.Forward --> Photon Array(OTG)

Ouch! Master this and your opponent will sing "Your a bad mama jamma!" Well not actually, but its a pretty powerful combo and chances are your opponent won't survive this if they had been damaged earlier. Since the Plasma Gun(SJ.Fierce) stuns the opponent they'll drop and quickly be unable to block, make sure you cancel quickly after the first few hits of the Plasma Gun. Read number 11 if you can't get the SJ.Strong and SJ.Forward into the same combo. Also this violates the "One OTG per combo law" as well.

Strategies

Blackheart: Not much of a tough battle. Use your jumping attacks often and combo him until he's pulp. Not much coming from him anyways. If he misses with his Armageddon quickly use your Photon Shot or Photon Array to blast right through the rocks and it'll catch him. Watch for alot of Infernos and Dark Thunders, if he decides to come in on you launch him into an air combo.

Captain America: Well you have two options here, you can play defensively or dash in with your combos. If you do jump in use your Dive Kick and combo him. But mainly its better if you play defensively and launch him with your crochuing fierce if he decides to jump in on you. Dashing in on him is not a bad idea either. If you do decide to use your Photon Array, use it from a distance otherwise up close he can counter.

Dr.Doom: Well your double won't give you much trouble, unless your friend

decides to read this FAQ and play as him! Watch for him to throw out a Molecular Shield, use your Plasma Beam to blast through the rocks and hit him at the same time. Also watch for him to throw out a Photon Array whenever he has the chance, there's little you can do about it except if you are blocking it up close and if you do you can counter with a Photon Array or air combo. You should mainly let him come to you can use your crouching fierce to launch him into an air combo.

Hulk: Well basically let him come to you and launch him into an air combo. Watch for him to miss with his Gamma Crush, use your Photon Array or an air combo to counter. If your going to play offensively dash in often and combo him, that's if he constantly launches you. He will often go for his Gamma Charge, counter it with a Photon Array or an air combo. He really can't do much if he blocks your Photon Array, unless he has a charged Gamma Charge ready for action.

Iron Man: This fight is pretty even since both of you pack pretty heavy artillery. Watch for him to use his Uni-Beam, you can just fire back with a Plasma Shot if you want, but its better if you dash in and play offensively. Use your Photon Array to counter his missed Proton Cannon or dash in with an air combo. Watch for his standing roundhouse launcher, it has insane priority and will most likely knock you out. You can wait for him to attack and launch him into an air combo, that is if he doesn't decide to play a keep away game.

Juggernaut: A pretty tough battle for Dr.Doom. Watch for him to miss with his Juggernaut Body Splash, use your Photon Array or an air combo to counter his miss. He will also try to jump in on you, launch him into an air combo if you can and jump in on him often and combo him, but watch for his crouching fierce. He will occasionally use his Juggernaut Punch, counter that with either a Photon Array or an air combo as well.

Magneto: Well in the Marvel universe you teamed up with him remember? Well not its time to show who's really the boss, and all bets go to Dr.Doom. Watch for him to jump in alot, but that's no problem for you since your crochuing fierce has high priority. Also he will tend to use his supers being the MAGnetic Shockwave or Magnetic Tempest, there is very little you can do about that except block or try to avoid block damage. If you do jump in on him use your Dive Kick and combo him.

Psylocke: Well in my opinion, she is just a joke for Dr.Doom. Dr.Doom has so many weapons to counter her mistakes she barely stands a chance. Watch for her to miss with a Psi Thrust or Psi Maelstorm, use either an air combo or a Photon Array to counter. Jump in on her often and combo her, defense is not an option considering how easily Psylocke is defeated by Victor. If she does jump in then launch her into an air combo. Your Photon Array does massive damage on her and she has little chance of countering if you miss.

Shuma Gorath: Not much of a fight at all for Dr.Doom. Jump in on him often and just combo him. When he activates his Chaos Dimensionuse your Photon Array and keep him away, also you can do a little flying and run away from him while blasting away with a few Photon Shots. If he's running low on life or when his Chaos Dimension is about to wear down use your Molecular Shield and he can't do anything about it! If he does come in on you launch him into an air combo.

Spider-Man: Very annoying, but he is beatable. Watch for alot of jump ins, use your crouching fierce launcher into an air combo, if he blocks immediately cancel into a Molecular Shield to avoid being countered. Watch for him to miss with his Maximum Spider, use your Photon Array or dash in with an air combo to counter. Jump in on him often and combo him, his launchers just don't compare with your attacks, but watch for his Spider-Sting.

Thanos: Catastrophically very cheap, but he is one of the easier opponents for Dr.Doom. First off Dr.Doom has excellent jumping priority over his ground attacks. Whenever he goes for his Space Gem, use your Photon Array as soon as you can, that's if your out of the path. He will also use his Titanic Rush often, block it and launch him into an air combo. If he does jump in on you, use your crocuhing fierce and into an air combo.

Wolverine: A pretty even match throughout, but watch for his speed. Launch him into an air combo if he tries to jump in on you, or if he blocks your launcher, cancel into a Photon Shot or Photon Array to avoid being countered. Jump in on him often with your Dive Kick and combo him, counter his missed Berserker Barrage X with your Molecular Shield if your close to him or use your crouching fierce into an air combo.

Combos: 97/100
Supers: 89/100
Overall: 96/100

Well he is definitely not a beginners' character, but he's more of an intermediate type of player. At first it may not look like it when you use him, but he can do some amazing things in the air or on the ground. He has a very high sense of priority that dwarfs even Captain America's priority! The weak point that he has is his special attacks and Photon Array, if the opponent blocks they can counter, but rarely since due to the fact that he doesn't have as much recovery time like Juggernaut or Hulk. His Photon Array is dangerous when used up close even if the opponent blocks because you can take almost two bars of energy from your opponent when they are blocking! His combos do alot of damage and his keep away skills are top notch. After you've mastered Wolverine or Spider-Man(which won't take very long) you should try Dr.Doom and you'll see what I mean, and besides can you think of anyone else in the game who can use four Photon Arrays in the same combo?

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Hulk

During his career he has made his living by becoming a scientist and later he started testing military weapons during the 60's, mainly nuclear weapons at test sites. During one of his routine testings a kid had wandered into the testing site, there Bruce Banner immediately ran and pushed the boy out of danger, but he couldn't help himself and that's when the bomb had exploded and Bruce Banner had absorbed the radiation making him turn into a giant green monster. Why was he able to absorb the radiation? Well that's anyone's guess. His abilities lies in his rage, as he gets more angry he becomes stronger. During this life time as the jade giant he has seen a psychiatrist named Doc Samson(also a pretty powerful super hero) and had told Hulk about his multi-personality disorder whenever he became the Hulk, the jade version of him becomes a un-thinking giant where he gets angry easily and has trouble understanding things. Then there's his grey side a more intellectual but more violent side. While being constantly assaulted from everybody you can think of and constantly being harrassed about joining another bad guy, that hasn't stopped Hulk from attacking his psychiatrist Doc Samson, the all-powerful Thor, the Thing, or even Wolverine. His foreground doesn't look like its getting any better either, in an alternate future a nuclear holocaust had occured killing basically 90% of all super heroes and super villians, so yes there is a possibility that Captain America, Spider-Man, Punisher, or even Juggernaut went up in a mushroom cloud. However Hulk was not effected by it, but instead he absorbed the radiation making him stronger and more durable(as if he couldn't

get any stronger!). He is quite possibly 3 times stronger than Hulk and nearly 2 times as durable. In this future he has become the Maestro, a cruel and menacing ruler of Dystopia(which is a city he created and shields the city from remaining radiation). He has also went back and brought Hulk to his timeline telling him that it was Hulk's destiny to become the Maestro. Hulk however realized that time was put in many directions and he probably won't become the Maestro. After refusing to believe what he might become and ruling at Maestro's side, Maestro attacks Hulk and nearly paralyzing him. It was then later that Maestro had fell into "limited time center"(Temporal Nexus) there by dissappearing for good, well at least as for now. Despite his possible foreground, his goal now is to stop Thanos from obtaining all the gems, and to get to his Las Vegas vacation!

SMALL EDITOR'S NOTE: I just like to make a comment on the Marvel vs. DC crossover about 3 1/2 years ago, why did the fans vote for Superman to beat the Hulk?!!!!!! And why did the battle look so easy for Superman? Doesn't Clark Kent have any idea who he's dealing with here? How did Hulk lose to Superman with a single punch? I know Superman isn't a slouch himself, but at least the writers at DC and Marvel could've done something better with the battle, maybe have them both fight to their last ounce of energy. Also then later Superman saves Hulk from those little aliens!! Jeez! It was pretty nice to see Hulk and Superman give Metallo a good punch that knocked him out cold though!

Gamma Lift: D,D+3P, then P or K

Basically this move is like his Gamma Slam, it allows him to pick off a chunk of ground then throw it at the opponent. Depending on which button you use it will make him throw the chunk in three different directions like a Shield Slash or a Psi-Blast. You jump, super jump, move forward, or move backwards but you cannot block and you can be hit out of it rather easily. When you are close to the opponent it will knock them down without Hulk picking up a piece of Earth, but you can OTG afterwards! The damage that it does is pretty good and chips a few pixels, but other than that avoid using this useless and crappy move.

Gamma Slam: B,DB,D,DF,F+P

Well this isn't his ground wave from MSHSF and MvC, its more like the one above. It does good damage, but I don't see much use for this either. It will also knock the opponent down if up close and can be OTGed afterwards. The recovery time is very minimal, so if you do miss there's very little chance of being countered. Also you most definitely will not win many(if any) fireball fights with this move.

Gamma Tornado: F,DF,D,DB,B+P

A very powerful move has Hulk grabs the opponent's head and tosses them to the other side of the screen. It does alot of damage(actually does the same amount of damage as a regular throw) and can be put in combos. The recovery time is very bad and opponents will be able to counter it with basically anything. It can be tech hit out of and can be blocked.

Gamma Charge: B/DB/D, F/DF/UF/U+K, then Direction+K(optional)

Well you can charge for this move in any ground position besides going forward and you can aim another Gamma Charge simply by pressing kick or steer in another direction holding the directional pad plus kick. It does a ton of damage if it connects and can easily be put in combos, it comes out very quickly and can counter alot of attacks and even jump in attacks. The problem lies in recovery time, regardless where you steer this thing, if the opponent blocks it, you can basically kiss your victory good-bye if your opponent has a

super.

Infinity Combo

Gamma Crush: D,DF,F+2P

An immensely powerful super that does incredible damage. Basically Hulk will do a very fast Gamma Charge going upwards and then come down with a giant comet that comes crashing down on the opponent. The block damage that this thing does is phenomenal both on the way up and on the way down. It has high priority and nothing will beat it out, and can even go through projectiles at start up. If you miss with the first part you can aim the rock so that it will hit the opponent has you come down simply by using your directional pad. Just watch for the recovery time because you can get countered by a Maximum Spider or even a Proton Cannon! Note that if he misses with the first hit the second hit will do basically double the damage!

Infinity Counter

Hulk: Gamma Charge(horizontal)

An excellent counter to use, mainly because its quick and does alot of damage. You can even counter missed jabs with this move! Like all Infinity Counters its invincible during the duration of this move and has excellent priority.

Best Gem

Hulk: Time Gem

With this gem Hulk's speed is nearly doubled. His attacks will go into a multi-hit attack similar to Wolverine and they will do increased damage. This will serverely effect his combo abilities, and when your in the corner you can constantly hit a standing fierce for cataclysmic damage!

Combos

Special Game Notes: Hulk

-- Hulk's regular attacks do block damage! This will sway some battles in Hulk's favor because you can keep pecking your opponent with jabs and drain their life! You can't defeat an opponent while blocking an attack, but its very advantageous for Hulk.

-- Hulk's forward dash goes through opponents! This will allow him to go through most regular attacks and some special moves, possibly through the start up of the Proton Cannon!

Ground Magic Series: Weak Start

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: C.Fierce(2nd hit)

Air Launcher: S.Roundhouse

Small Launcher: none

Strikes: S.Fierce

Knockdowns: none

Infinity Counter: Gamma Charge(horizontal)

Best gem: Time Gem

Max Infinity Guage: 3

AC Finisher: Fierce, Roundhouse

1. Gamma Charge, Gamma Charge
Simple and powerful combo, just make sure your opponent doesn't block.
2. S.Jab, S.Fierce
Quick and painful and it keeps you in a safe distance. Even if blocked your opponent will suffer block damage.
3. S.Jab --> Gamma Crush
Very easy combo, but its also cheap, so watch out!
4. D.S.Jab, S.Strong --> Gamma Tornado
5. In corner: Time Gem Activation, S.Fierce, S.Fierce, S.Fierce
Powerful combo, don't expect your opponent to live long after this one!
6. J.Roundhouse \ / S.Jab, S.Strong --> Gamma Charge, Gamma Charge
7. J.Roundhouse \ / D.C.Short, C.Fierce --> Gamma Crush
8. J.Short, J.Forward \ / S.Short, S.Forward --> Gamma Charge, Gamma Charge
One of my all time favorites, this is basically the combo you should master, then you would already be an expert at Hulk!
9. J.Roundhouse \ / C.Fierce / \ SJ.Jab, SJ.Short, SJ.Forward --> AC Finisher
Basic air combo with Hulk, you will have to skip the SJ.Forward against smaller characters.
10. Strong/Fierce throw, C.Short, S.Roundhouse / \ SJ.JAb, SJ.Short, SJ.Forward --> AC Finisher(OTG)
Another variation to the combo above and once again skip the forward against smaller characters.
11. J.Roundhouse \ / C.Fierce --> Gamma Charge, Gamma Charge, C.Short, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher(OTG)
Basically with this combo is to charge ahead of time and aim the Gamma Charge upwards, then OTG and continue from there. The SJ.Strong and SJ.Forward will have to be taken out against smaller characters.
12. J.Short, J.Forward \ / C.Fierce --> Gamma Charge, Gamma Charge, C.Fierce --> Gamma Crush(OTG)
Watch for this combo because the 2nd hit of the Gamma Crush is blockable!
13. J.Short, J.Forward \ / D.C.Short, C.Fierce --> Gamma Charge, Gamma Charge, C.Short --> Gamma Charge, Gamma Charge(OTG)
Basically OTG the opponent and charge ahead of time.

14. J.Short, J.Forward \ / D.C.Short, C.Fierce --> Gamma Charge, Gamma Charge, C.Short, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse \ / S.Jab, S.Fierce(OTG)

With this combo its pretty much the same as the few above, OTG and against smaller characters skip either the SJ.Strong or SJ.Forward, or even both. After the fierce immediately hit the roundhouse button as soon as you recover, then the opponent will be balanced, the polish off the combo with a standing jab into a standing fierce. Biggest Hulk combo I can do.

15. Gamma Crush(2nd-hit), C.Short, S.Roundhouse --> Gamma Crush(OTG)

The key to this combo is to miss with the first hit intentionally, its usually hard to perform this combo, except when Iron Man misses with his Proton Cannon or Psylocke misses with her Psi-Maelstorm, after the second hit OTG afterwards and continue from there.

Strategies

Blackheart: Not much of a tough match here, the only thing you have to do in this battle is to dash in and combo him. You can also jump in on him often and combo him as well. Charge for your Gamma Charge at all times, if he misses with his Inferno snatch him with a Gamma Charge. If he jumps in on you launch him with your standing roundhouse and combo him. The only thing you have to worry about in this battle is missing with both your Gamma Charge and Gamma Crush, you can be easily countered with a Heart of Darkness or Inferno.

Captain America: Just watch for this guy. He is an offensive machine, but you should be the one playing offense in this battle. Jump in on him with your jumping roundhouse and combo him, watch for him to miss with his Final Justice or Charging Star, make sure you charge for a Gamma Charge in advance so that you can quickly counter his mistake. Make sure you don't miss with your fierce, if you do and he blocks it, he can counter with a Final Justice or a standing fierce of his own, to remedy this problem if he blocks either fierce cancel into the Gamma Slam.

Dr.Doom: Tough, tough match for Hulk. The problem with this match is that despite Dr.Doom being a big character, your combos won't fully connect on him and thus you'll have a hard time going into your offensive game. Jump in on him with your jumping roundhouse and combo him, make absolutely sure you do not miss with either your Gamma Charge or Gamma Crush, otherwise you will be eating a Photon Array or an air combo. If he jumps in on you launch him into an air combo or Gamma Crush.

Hulk: In this battle its sorta like a pecking game. Hulk will peck alot of jabs at you, so why not counter with your jabs? Jump in on him with your jumping roundhouse and combo him. If he misses with his Gamma charge counter that with either a Gamma Charge of your own, an air combo, or a Gamma Crush. If he misses with a Gamma Crush, chances are you won't have much chance of countering, so use a Gamma Charge or a standing fierce to counter his missed attack. If he jumps in on you launch him into an air combo.

Iron Man: Pretty tough match, but you should be able to win. Watch for him to use alot of his Uni-Beams to keep you away. Jump at him often with your jumping roundhouse and combo him. He will also tend to use his Proton Cannon, block it and if you are far away charge for a roundhouse Gamma charge while blocking the beam and go into a two hit combo with the Gamma Charge. If you are close to him use your Gamma Crush or dash in and launch him into an air combo. If he decides to jump in use your standing roundhouse to launch him into an air combo.

Juggernaut: A pretty tough battle once again. Watch for Juggernaut to miss with his Juggernaut Punch and Juggernaut Body Splash, in that case use your Gamma Charge to counter, your Gamma Crush, or launch him into an air combo. If he decides to jump in on you launch him into an air combo. Jump in on him often with your jumping roundhouse and combo him, watch for him to miss with his Juggernaut Head Crush, if he does that use your Gamma Charge to counter, Gamma Crush, or launch him into an air combo.

Magneto: Fairly tough match, but not that tough. Watch for him to use his EM Disruptor often. So if he does just stay in the air and jump in on him and combo him. There is very little you can do about his missed Magnetic Tempest and Magnetic shockwave except counter using your Infinity Counter, otherwise just block it. If he decides to jump in on you launch him with your standing roundhouse and combo him.

Psylocke: Not that much of a tough fight, but since the odds go to Psylocke you'll need to wait and play defensively. Watch for her to miss with her Psi-Maelstorm and Her Psi Thrust. If she misses with her Psi-Thrust counter with a Gamma Charge or a standing fierce, when she misses with her Psi-Maelstorm, then you have several options here. Use your Gamma Crush just as she falls down, or standing roundhouse launcher into an air combo, or a double Gamma Charge and OTG after that. Jump in on her with your jumping roundhouse and combo her, if she decides to jump in, launch her into an air combo.

Shuma Gorath: The only thing you will need to watch for in this battle is his Chaos Dimension. Stay away from him at all costs if he does activate it. Watch for him to throw out a lot of Mystic Stares and Mystic Smashes, jump at him often with your jumping roundhouse and combo him. If he decides to jump in on you launch him into an air combo. Avoid missing with your Gamma Crush if he has a level of super as well.

Spider-Man: Very pesky, but what do we do to spiders? We swat 'em! Jump in on him often with your jumping roundhouse and combo him. Watch for him to miss with his Maximum Spider, if he does use your Gamma Charge to counter or quickly dash in and launch him into an air combo. Avoid missing with your Gamma Charge and Gamma Crush because he will counter them rather easily. If he decides to jump in on you, launch him with your standing roundhouse, if he blocks the roundhouse cancel into a jab Gamma Slam to avoid being countered.

Thanos: Very cheap punk. Avoid missing with your Gamma Charge and Gamma Crush because he can counter them rather easily. Jump in on him often, simply because his defensive skills totally suck! Watch for his Titanic Rush, if he does use it counter with an air combo, double Gamma Charge, or Gamma Crush. If he decides to jump in on you launch him with your standing roundhouse and into an air combo. When he does go for his Space Gem, use your Gamma Crush immediately as the first set of rocks are far from you.

Wolverine: Watch for this guy he will combo you and jump in on you often. If he does just launch him into an air combo. Watch for him to miss with his Berserker Barrage X, counter that with either a standing fierce or a Gamma Charge. Jump in on him often and combo him to death, remember in the comics how Hulk whopped Wolverine during those early Marvel comics years? Well if you counter his mistakes and combo him often it's most likely to happen again!

Combos: 78/100

Supers: 73/100

Overall: 80/100

Hulk is definitely not a beginners' character and his attacks leave him open to

retaliation for the longest time. The main thing is that he has alot of speed for a guy his size(just imagine him like Frank Dukes in the X-Men Alpha series) and with his regular attacks doing block damage, it sways the opposition in his favor. The main thing you can do to avoid being countered his alot of pecking with those jabs, not only can he do them repeatedly, its extremely hard to counter and also by the time your done the opponent will have lost quite a bit of life! Sometimes if the opponent blocks your launcher you will have to cancel into a Gamma Slam to avoid being countered.

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Iron Man(Well if you don't know, then you didn't watch the T.V. show!) Multi-billionaire Tony Starks, founder of Stark Enterprises(hence the name Stark!), he is a technological genius with high expertise in mechanical and technological functions. Not only that but he also designs weapons built for defense of the U.S.(I guess?). During one of his secret weapon testings in Southeast Asia something had gone horribly wrong, the cordinates where he had set the detonation of the secret weapon was mis-calculated and thus he had to evacuate from his position immediately. However he did not escape from all of the explosion, the powerful blast had critically injured Tony Starks and he was left there. Later he was subsequently captured and was given an offer, probably one Stark could ill-afford to refuse. His captors had offered to treat his injuries in exchange for his weapon technological genius. Tony willingly agreed, but not knowing Tony Starks, he had already had another plan under his sleeve. He was asked to design a powerful armored suit capable of mass artillery, high durability, and automatic nervous system response mechanism. Tony Starks had designed the suit reluctantly, it didn't take him long to create the suit, but his captors would constantly check on him every hour to see if the suit was finished or working, apparently Tony said the suit had alot of bugs and could probably explode at any given time(but knowing Tony Starks he was just lying!), actually he was finished with the suit long before his captors had decided to give up checking on him. Later one night Tony Starks had broken into the room where he had designed the suit, he put on the suit and had escaped. Apparently his captors had failed to keep their end of the bargain and Stark's condition was getting worst. His suit is capable of sustaining life, but his technological genius wouldn't stop their, he had expanded the suits offensive and defensive capabilities. During his career he had formed the group the infamous Avengers(also known as the mightiest heroes on Earth!) and has also stopped a group of cyborg destructive robots without him even being in the armor and during that same issue(Iron Man 50th anniversary issue, you know the 48-page of all out Iron Action!) those Cyborgs had attacked James Rhodes(Stark's best friend and colleague) but since the suit was distantly connected to Tony's neural brainwaves Tony had stopped the cyborgs and had brought back James Rhodes to his headquarters. Tony had realized that he couldn't fight the battle alone and had secretly designed another suit for just that purpose. He decided to give the suit to James and thus he became the infamous War Machine! Now a greater task is at hand for Tony, Thanos has went on his diabolical quest to obtain the Infinity gems and to stop him he has taken up the battle in the Infinity War!!!!

SMALL EDITOR'S NOTE: Why wasn't Iron Man or War MACHine in the MARvel vs. DC crossover?!!!!!!! I would've enjoyed seeing either one of them go up against Steel!!!

Unibeam: B,DB,D,DF,F+P

An excellent projectile attack, while its one of the weaker projectiles in the game, it still does good damage and alot of block damage. It has a bit of a start up delay and cannot be comboed on the ground unless with the help of his

missile shot. It can be used as an AC Finisher and also to stop dashing opponents, however the recovery time is a little bad and he can be countered and also the projectile acts like a projectile in the Alpha series, meaning that the farther you are from your opponent the less hits and damage that it will do.

Repulsor Blast: F,DF,D,DB,B+P

An excellent defense move that does a lot of damage and can be juggled for more hits resulting in more damage. It can even OTG the opponent or stop oncoming attacks, but the only problem with it is that it has horrible recovery time, in fact even worse than the Gamma Charge! Even if you knock the opponent down with this move they still have a chance to retaliate! This move can be put in combos and to stop jumping in opponents.

Smart Bombs: P+K(same strength)

Depending on which strength of buttons you use the farther the bombs will drop. This move can be used as a jump in attack(or at least coupled with a jump-in attack) as he drops two bombs that spread out. This move has excellent horizontal range and can also be used in the air. It does good damage and can also be used to stop dashing opponents. The recovery time is very minimal and the start up delay is minimal as well.

NTU-150 Flight: D,DB,B+3K

Well don't worry about the name, this basically lets Iron Man fly around the room, but you can only fly around the screen where you can see your opponent(you'll see what I mean). During this flight he cannot block but can move pretty fast in the air and you can also play a pecking game by dropping out those smart bombs. To land simply repeat the motion or use your Rocket Dive.

Rocket Dive: D+FK(air)

This move is Iron Man's main jump in attack, it does good damage, and has somewhat high priority but I've seen some launchers knock him out of it. It can be used after his smart bombs. If Iron Man misses or decides not to attack afterwards he will bounce off the opponent and be free to block after a short while.

Missile Shot: D+FP

Well despite this move being extremely slow it can be used to set up his Proton Cannon! He won't win many projectile battles with this move, but it can add to his arsenal and can throw a Uni-Beam directly after it. The recovery time is very bad and that goes the same for his start up delay. Treat this missile like you would Cyclops' Optic Surge in XSF or MSHSF.

Infinity Combo

Proton Cannon: D,DF,F+2P

Incredible! A giant cannon forms up on the back of Iron Man's suit as it blasts out a giant thick beam that does incredible damage! It can take away half your life and the block damage that it does is simply insane! Even if blocked a block of unrecoverable life will be taken away from your opponent! If the opponent is hit with the cannon during start up they will be knocked into the beam of death! The few problems with this move is that it has a lot of start up delay(probably the most in the game) and massive recovery time, even allowing a

slow super such as a Maximum Spider or another Proton Cannon to connect. At average you'll only get 29 hits, and no you cannot ram the buttons to get any more hits. This move also OTGs! Well only on Juggernaut's clumsy self.

Infinity Counter

Iron Man: Repulsor Blast

An excellent Infinity counter since due to the fact that it has excellent range, both horizontal and vertical and it does alot of damage and will counter anything! Like all Infinity Counters, its invincible during start up so feel free to use it, but just make sure you have a level of super for it.

Best Gem

Iron Man: Soul Gem

The unique thing about this gem is that not only does it recover life to Tony, but also all his attacks have an electrical attribute which lets him drain his opponent's life guage and absorb it as his own! You can end up gaining twice as much as normal! Go all out offensive in this mode!

Combos

Special Game Notes: Iron Man

-- Iron Man has an air dash! The awkward thing about it is that it requires a special motion! Its F,F+2P, and no you cannot use the 3P button! Thanks to Kao Megura for clarifying this up!

Ground Magic Series: Stronger

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

Flying Magic Series: ZigZag

Launcher: C.Strong, S.Roundhouse

Strikes: S.Fierce, C.Roundhouse

Air Launcher: none

Small Launcher: none

Knockdowns: C.Forward

Infinity Counter: Repulsor Blast

Best Gem: Soul Gem

Max Infinity Guage: 2

AC Finisher: DN.Fierce, Roundhouse, Uni-Beam

1. C.Fierce --> Uni-Beam

2. C.Fierce --> Proton Cannon

Sucker Strategy. Be a full screen's distance away and blast your missile, wait until it reaches half screen distance then cancel, if you cancel too early the missile will disappear!

3. C.Forward, C.Roundhouse

Mainly wait for your opponent to drop until they are flat on the ground.

4. C.Forward --> Proton Cannon(OTG)

This only works on Juggernaut since he's such a big klutz, have fun!

5. C.Forward, C.Fierce --> Uni-Beam(OTG)
This doesn't work on all characters though, only on the bigger characters.
6. D.S.Jab, S.Forward --> Repulsor Blast
7. Fierce Throw, C.Short --> Repulsor Blast
Simple Combo, just OTG the opponent after the throw.
8. Smart Bombs, J.DN.Forward, J.DN.Fierce \ / C.Short, C.Forward, C.Fierce --> Repulsor Blast
The missile may not connect against smaller characters though.
9. J.DN.Forward, J.DN.Fierce \ / S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Forward, SJ.DN.Fierce
Basic air combo for Iron Man, master this and you'll already be a master at Iron Man!
10. Smart Bombs, Initiate NTU-150 Flight, FL.Jab, FL.Forward, FL.DN.Fierce --> Unibeam
11. D.C.Short, C.Forward, C.Forward, C.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Roundhouse(OTG)
After you knock your opponent down quickly hit that forward button to OTG, then continue from there.
12. Smart Bombs, J.DN.Forward, J.DN.Fierce \ / D.C.Short, C.Forward, C.Short, C.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Fierce --> Uni-Beam

Strategies

Blackheart: Not much of a tough battle here, all you can do is just constantly jump in on him and combo him. If he misses with his Armageddon use your Proton Cannon as soon as possible to blast through his rocks. Watch for a lot of demons to be dropped on you though, in that case pelt him with your Uni-Beams and if he tries to jump in on you, launch him with your standing roundhouse and into an air combo.

Captain America: This battle is pretty even throughout the way so it can go either way. Jumping in on him is a bit risky since your jumping attacks don't have much priority against Captain America's launchers. Also Captain America's jumping attacks don't have much priority against your launchers either, so it's probably best if you wait for him to come to you, but always use your standing roundhouse launcher since it has the most priority out of your two launchers. Just beware though, your standing roundhouse launcher has horrible recovery time, so if Captain America blocks your launcher and decides to dash in for a quick combo, cancel into your Jab Uni-Beam.

Dr.Doom: It's a fairly even battle throughout the match. If you do decide to jump in on him, start with your Smart Bombs and combo him from there, your other attacks just won't cut it against his crouching fierce launcher. Avoid

using your Proton Cannon unless you are sure it will connect, otherwise expect a painful counter, mainly the Photon Array! Use your standing roundhouse launcher if he decides to jump in on you and combo him. You may want to do a lot of flying and dropping those Smart Bombs if he's wearing you down.

Hulk: Tough battle. His standing roundhouse has a lot of air priority so it's basically no use jumping in on him. If you do decide to jump in on him always use start with your Smart Bombs then dive in with a Rocket Dive. If he decides to jump in on you use your standing roundhouse to counter, if he blocks cancel into a Jab Uni-Beam to at least take some life away from him. If you manage to block his Gamma Crush counter with either a Repulsor Blast, Fierce Uni-Beam or a Proton Cannon.

Iron Man: Well this battle is probably going either way, but there is only one Golden Avenger! Always start your jump in attacks with your Smart Bombs and then combo him. If he decides to jump in on you, use your standing roundhouse launcher, if he does start his combos with Smart Bombs, just block. If he misses with his Proton Cannon from a distance, use either a Fierce Uni-Beam or a Proton Cannon to counter.

Juggernaut: Ha! Despite this battle will be a hard one, you should easily win! That is if you can counter his mistakes. If he misses with a Juggernaut Headcrush counter with a Proton Cannon and the formation should knock him into the beam, that is if he is close to you when you block the Juggernaut Headcrush, otherwise use a Repulsor Blast or Fierce Uni-Beam to counter. Always use your Smart Bombs to jump in, that way you can nullify his Super Armor and you can use a Rocket Dive for an attack. Watch for him to miss with a Juggernaut Punch or a Juggernaut Body Splash, counter with either an air combo or a Repulsor Blast.

Magneto: This battle is pretty tough so watch for him. He will use his E-M Disruptor often, there is very little you can do about that except block or try to avoid block damage. Jump in on him often with your Rocket Dive and combo him to a crisp, if he decides to jump in on you use your standing roundhouse launcher and into an air combo, if he blocks that cancel into a Jab Uni-Beam. Avoid missing with your Proton Cannon, otherwise you will be eating a combo or super.

Psylocke: Well this fight is pretty even, but since she has greater speed than you, you'll need to find a way around that. Watch for her to miss with her Psi Maelstorm, counter that most definitely with a Proton Cannon, if you lack levels of super launch her into an air combo. She lacks defensive skills so use your Smart Bombs or Rocket Dive or both to jump in and combo her, if she misses with her Psi-Thrust then there is very little chance of countering with a Proton Cannon, you can settle for a Fierce Uni-Beam instead though. If she decides to try to jump in and combo you, launch her into an air combo, if she blocks your launcher cancel into a Jab Uni-Beam.

Shuma Gorath: Not much to worry about here though. It's pretty much a basic strategy against this one-eyed squid. Just watch for his Chaos Dimension, you might want to do a little flying and drop those Smart Bombs or use your Proton Cannon, but use your Proton Cannon when his Chaos Dimension mode is about to wear off, since the Proton Cannon runs on for so long his Chaos Dimension will most likely wear off! If he decides to jump in on you launch him into an air combo.

Spider-Man: Very tough match. Always use your standing roundhouse to launch him into an air combo, if he blocks IMMEDIATELY cancel into a Jab Uni-Beam otherwise he will be able to duck completely under the Uni-Beam. Jump in on him with a lot of Smart Bombs and combo him, if he misses with a Maximum Spider use

possessed the Ruby inherited the powers of the God of Cyttorak therefor gaining limitless strength and durability. With the Ruby and Kain as one there's no stopping him and he has been a constant foe of the X-Men simply because its his step brother Charles Xavier who runs the group. He has also encountered the Hulk and defeated him! Also Venom has stepped in his path several times, but Kain Marko had defeated Venom several times(during the three part series of Venom "The Madness") and also has also encountered our Spidey hero. But now he seeks the Infinity Gems, one that would make him the all-powerful Juggernaut. For some reason on Juggernaut's ending he obtains the gems but Warlock thanks him and takes the gems away!(oops! Did I spoil the ending for you?)

SMALL EDITOR'S NOTE: In the Marvel vs. DC crossover was the battle between Juggernaut and Superman so quick? I know Supes would have easily whopped Kain back to the Marvel universe but it just ended with Superman giving Kain a hard punch to the head.

Juggernaut Punch: B,DB,D,DF,F+P

A very powerful attack that does alot of damage and it can be used as a powerful counter attack and it has alot of range. It can be comboed and thanks to Juggernaut's super armor, its rather hard to knock him out of it. Just make sure this move connects, why? Simply because the recovery time is rediculous and opponent has loads of time to counter. Avoid using this move unless against a missed attack like a Proton Cannon, Pis-Thrust, or Maximum Spider.

Juggernaut Earthquake: F,DF,D+P

An excellent move to use overall, you can probably call this his projectile. This move does excellent damage and a ton of block damage and best of all if blocked it pushes your opponent away leaving them in a difficult position to counter. Use this after the opponent has blocked your launcher or after you have knocked down your opponent. The recovery time is bad, but its not nearly as bad as his other moves.

Juggernaut Body Splash: B,DB,D,DF,F+K

Well this is no longer a regular attack like it was in the previous X-COTA game. This move is an excellent attack if used properly and can also be used as an AC Finisher. This move is his anti-crouch counter and will do a ton of damage if it connects. The only problem with this move is that the recovery time is horrible, incredibly horrible! Even Spider-Man can counter with a Maximum Spider or Iron Man can counter with a Proton Cannon! Its sorta of a dead give away when Juggernaut launches himself in the air awkwardly so use at your own discretion. Also this move is worth a laugh or two and its just too funny to watch!

Cyttorak Power-Up: F,D,DF+2P, then P or K

Well this move can be used as many times as Juggernaut wishes. He'll go into a short pose and exclaim "Power-Up!" and then starts flashing red. Here's where he gets one crack at his opponent to deal some serious damage, if he misses with this move that mean the effects go away, if he connects it also goes away. But then again he can do this as much as he wants, try not to pull this off to often otherwise your opponent will counter while Juggernaut is in his pose.

Object Lift: D,D+3P(over object)

This is basically a pretty useless move. There are only certain objects he can lift up like the horses on the carousel in Hulk's stage. This move does good damage, but the start up delay is horrible since its a dead give away when he

picks up the object. The recovery time is almost non-existent but its pretty fun to use anyways!

Cyttorak Fist: F+FP

Well this move is his launcher and you can follow up while you are in the corner otherwise cancel immediately into his Juggernaut Body Splash. It has a ton of range, even more than Hulk's standing fierce! The recovery time is bad, but you can cancel into a Juggernaut Earthquake to avoid retaliation.

Infinity Combo

Juggernaut Headcrush: D,DF,F+2P

Ouch! This move does immense damage and combos just as easily as the Berserker Barrage X and can be used to counter missed supers or even jabs! It doesn't do much block damage and the recovery time is horrible. What you can do is OTG with this super and cancel into another one! And with his super armor its sure to counter any attack as he absorbs projectiles and even low attacks.

Infinity Counter

Juggernaut: Juggernaut Punch

An excellent counter mainly because it has alot of range and does alot of damage. Use this when you are blocking a Proton Cannon or mainly any attack, it counters anything. Like all Infinity Counters it's invincible during start up.

Best Gem

Juggernaut: Space Gem

Well this gem is very unique, it's sorta like a Mourning Star for Belmonts' Mystic Whip. What this gem will do is increase his super armor making him an unstoppable force to be reckoned with! He will absorb any attack and take absolutely no damage, even the Proton Cannon can't even stop him! Think of him as Mech-Juggernaut like Mech Zangief except for the fact that he takes absolutely no damage from his opponent's attacks! He can still be thrown, but still take no damage, basically go all out offensive in this mode!

Combos

Special Game Notes: Juggernaut

-- Juggernaut has a Super Armor. Meaning that he can absorb any first hits (with a couple of exceptions) and not become stunned. However the second hit will stun Juggernaut (unless its a jab or short, otherwise he can block after the first two jabs or first two shorts, or one of each) and therefor Juggernaut will feel the full effects of the attacks. Special moves like Web Ball will not work unless it was canceled after being previously hit.

-- Juggernaut's Super Armor will not work in the air nor when he is dizzy.

-- Also Juggernaut's super armor will not work against Infinity Combos, Infinity Counters and some special attacks like a Web Swing or Gamma Charge.

Ground Magic Series: Weak Start

Jumping Magic Series: Weak Start

Super Jumping Magic Series: ZigZag

Launchers: C.Fierce, S.FWD.Fierce

*Air Launcher: S.Fierce, S.Roundhouse, C.Roundhouse
Strikes: none
Small Launcher: none
Knockdowns: C.Forward
Infinity Counter: Juggernaut Punch
Best Gem: Space Gem
Max Infinity Level: 2
AC Finisher: Fierce, Roundhouse, Juggernaut Body Splash

*The S.Fierce is the normal air launcher but the other two are a little awkward. Its like Dr.Doom's S.Strong, you can't super jump after the air launcher but yet it strikes them across the screen, so technically its not an air launcher and more like a strike or is it both? I would call it an Air Strike.

1. S.Jab --> Juggernaut Headcrush
2. S.Strong --> Juggernaut Earthquake
3. C.Forward --> Juggernaut Headcrush(OTG)
4. C.Forward --> Juggernaut Earthquake(OTG)
5. S.FWD.Fierce --> Roundhouse Juggernaut Body Splash
6. Fierce/Strong throw, C.Short, S.FWD.Fierce --> Roundhouse Juggernaut Body Splash
7. Juggernaut Head Crush, D.C.Short, S.Fierce /\ SJ.Jab, SJ.Short, SJ.Forward --> AC Finisher
Nothing hard here, after the Juggernaut Headcrush quickly dash and continue from there.
8. J.Fierce \/ S.Jab, S.FWD.Fierce --> Fierce Juggernaut Punch
9. J.Fierce \/ C.Fierce /\ SJ.Jab, SJ.Short, SJ.Forward --> AC Finisher
Basic Juggernaut Air combo, master this and you'll already be a master at Juggernaut!
10. D.C.Short, C.Forward --> Juggernaut Headcrush, Juggernaut Headcrush(OTG)
Nothing to worry about here, just quickly cancel as soon as you recover.
12. C.Forward --> Juggernaut Headcrush, D.C.Short, S.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
Basically the same as above just incase you don't have a second level of super.
13. In corner: D.C.Jab, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward -->

Juggernaut Body Splash

Well the only way I found the Juggernaut Body Splash to be used as an AC Finisher is to stay in the corner and use either a Short or Forward version of the Body Splash, the roundhouse version just takes too long. When your opponent is knocked up a little by the forward quickly cancel and voila! you've got it!

14. J.Short, J.Forward \ / D.C.Short, C.Forward --> Juggernaut Headcrush,
D.C.Short, S.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce \ /
C.Short, S.FWD.Fierce

Not much to say here, just make sure you dash towards your opponent after the Headcrush, then after the SJ.Fierce you'll land before the opponent and be able to get a few more hits out.

Strategies

Blackheart: Well this battle isn't too tough. Watch for alot of demons to be dropped from above, so try to avoid him and make constant jump in attacks with your jumping fierce and combo him. Also there is very little you can do about countering his missed Heart of Darkness or Armageddon besides block or try to avoid them. If he decides to jump in on you launch him into an air combo, just be on a constant offensive surge in this battle and the fight shouldn't last long.

Captain America: This fight is pretty tough. Most definately avoid missing with your Juggernaut Headcrush, otherwise you can expect to be comboed or even worst, eat a Final Justice! Jump in on him often with your jumping fierce and combo him, if he decides to jump in on you launch him into an air combo, but if he blocks your launcher then quickly cancel into a Jab Juggernaut Earthquake. Counter his missed Final Justice with your Juggernaut Headcrush, air combo, or a Juggernaut Punch.

Dr.Doom: The thing you want to avoid is to miss with your Juggernaut Headcrush, otherwise you can expect a painful Photon Array counter. Jumping in on him is not a good idea since he has that dominating launcher and the fact that your super armor does not work in the air. But you should still make attempts with your jumping fierce, counter his missed Photon Array with either a Juggernaut Punch or a Juggernaut Headcrush. Launch him if he decides to jump in on you and air combo him, if he blocks quickly cancel into a Jab Earthquake to avoid retaliation.

Hulk: Tough match but you should have the upper hand thanks to your super armor. Avoid making constant jump-ins and let him come to you, then launch him into an air combo, if he blocks your launcher once again cancel into a Jab Juggernaut Earthquake. Watch for him to miss with his Gamma Crush or Gamma Charge, counter both of them with either a Juggernaut Headcrush, Juggernaut Punch, or an air combo. Always use your jumping fierce when jumping in on him so at least you can stand a chance against his air launcher.

Iron Man: Tough opponent. Watch for alot of Uni-Beams, Missile Shots and Smart Bombs. You don't need to worry about his Uni-Beam, you can completely absorb all the hits and still dish it out to Iron Man. Jump in on him often and alunch him into an air combo, watch for him to use alot of Smart Bombs before finally decided to jump in, block his attacks and wait for a good time to counter. Counter with missed Proton Cannon with either a Juggernaut Head Crush or Juggernaut Punch. Launch him into an air combo if he decides to jump in on you and cancel into a Jab Juggernaut Earthquake if he blocks.

Juggernaut: This battle is kinda hard unless he's using the same tactics you are. In this battle its important that you let him come to you so that you can

have the advantage of the super armor. Watch for him to miss with his Juggernaut Punch, Juggernaut Body Splash, Juggernaut Headcrush, standing roundhouse or stnading/crocuhing fierce, all of these are easily countered with a Juggernaut Punch or Juggernaut Headcrush. Launch him into an air combo if he decides to jump in on you and cancel into a strong Juggernaut Earthquake if he blocks your aluncher.

Magneto: Tough battle nonetheless. There is very little you can do about his missed Magnetic Tempest or Magnetic Shockwave, except try to avoid block damage or just block them. Jump in on him often and combo him starting with your jumping fierce, watch for him to jump in on you as well. If he does decide to jump in on you launch him into an air combo and if he blocks your launcher cancel into a jab Juggernaut Earthquake. Avoid missing with your attacks or you can expect a quick counter attack.

Psylocke: Tough battle nonetheless. Watch for her to miss with her Psi-Thrust or Psi-Maelstorm, counter both of them with either a Juggernaut Punch or Juggernaut Headcrush. Watch for her to jump in often, if she does launch her into an air combo or if she blocks cancel quickly into a Jab Juggernaut Earthquake. Jump in on her often with your jumping fierce and combo her. Its probably best if you stay on the ground so that you have the super armor to your advantage.

Shuma Gorath: A pretty easy battle if you ask me. Just constant jump in on him and combo him, watch for alot of Mystic Smashes and Mystic Stares, just try to avoid them at best. The only thing you need to worry about is his Chaos Dimension, stay away from him like heck if you have to. If he decides to jump in on you launch him into an air combo, if he blocks the launcher cancel into a Jab Juggernaut Earthquake. Use your Juggernaut Headcrush if he misses with his Mystic Smash, but mainly in this battle play offensively.

Spider-Man: This guy is a serious pain, since due to the fact that he can put up to four hits on you while jumping in making your super armor worthless. Probably your best bet is to jump in on him often and combo him with your jumping fierce. Launch him into an air combo if he decides to jump in and cancel into a strong Juggernaut Earthquake if he decides to block or dash in. Counter his missed Maximum Spider with your Juggernaut Headcrush or your Juggernaut Punch. Its best if you keep a pecking game on him while he's in the corner constantly throwing jabs to pester him.

Thanos: Watch for this cheap fellah. Avoid missing with your attacks otherwise he will use his Soul Gem and absorb all your life away. Watch for him to miss with his Power Gem and Space Gem, use your Juggernaut Headcrush to counter, once he uses his Mind Gem IMMEDIATELY use your Juggernaut Headcrush to catch him off guard(D,DB,B+2P) and remember the motion for the Infinity Combo is reversed! Jump in on him often and combo him, if he jumps in on you alunch him into an air combo or if he blocks your launcher cancel into a Jab Juggernaut Earthquake.

Wolverine: Very tough match. Avoid missing with your supers otherwise you will be eating his Weapon X. Counter both his missed Weapon X or Berserker Barrage X with a Juggernaut Punch or a Juggernaut Earthquake. Watch for him to jump in on you often as well, use your launcher and knock him into an air combo or if he blocks your launcher cancel IMMEDIATELY into a strong Juggernaut Earthquake. Jump in on him often and combo him rather than playing defensively.

Combos: 84/100

Supers: 85/100

Overall: 86/100

Well Juggernaut is definitely not a beginner's character. It takes alot of time to adapt to his fighting style and I also like to make one quick note: whoever at Capcom designed Juggernaut did one heck of a job! This guy is like a joke character in the game except he's no joke! A bunch of his throws and attacks makes me laugh and his winning poses where he picks up the character and laughs at them makes me laugh too! And its pretty darn funny seeing Juggernaut stomp over a fallen opponent. Well back to his overview. Juggernaut has alot of power and defense, but he is hurt with bad recovery and extremely slow speed. He has trouble with keep away opponent's like Captain America since he has to rely on his super for a quick counter. However once mastered he is the funnest character to play with in the game and your opponent will most definitely respect you!

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Magneto

Erik Magnus Lensherr, while living in the European countries as he was little his eyes were horrified to see his parents massacred by Nazis. At that time it was during the middle of World War II and as you can expect all jews were to be eliminated by Adolf Hitler, so being that his parents were murdered possibly makes Magnus a jew. He is stilled in disgrace and anguish by not realizing his mutant potential earlier in life and that he could've prevented the death of his parents. He has been given the name "The most powerful mutant on Earth" due to the fact that his control of the Earth's Magnetic Spectrum and the ability to control all that is metal makes him a force to be reckoned with. He is committed to his work that never will mutants suffer like his parents did and will stop at nothing to see that mutants are safe and protected, even if it means destroying an entire submarine crew. Over the years he has attacked humans and rescued mutants from sancutary camps. This created the X-Men, a mutant group that sees humans and mutants can live together in harmony and stopping those whose would see otherwise. As being a threat to the human race the Sentinels were immediatly sent to take out Magneto, but being the Master of Magnetism how could they stand a chance? Luckily the Sentinels are made of a highly durable synthetic plastic making them immune to Magneto's attacks, and reluctantly the Sentinels had an easy time with Magneto. But doesn't mean Magneto died, and he did manage to escape but later in his life he has had his mind erased by Professor Xavier and returned to another body having no recollection of his previous atrocities and stature. But now he seeks the legendary Infinity Gems to ruled out his mutant heritage and to beset all humans on Earth.

Hyper Gravitation: F,DF,D,DB,B+K

Well this move is no longer unblockable like it was in X-COTA, but it is still a very effective move to use. Once it connects it will bring the opponent closer to you and therefor let you combo the opponent. You can super jump or dash or whatever and your opponent will still follow you, sorta like a magnet. However the recovery time stinks and is easily countered and also it has very bad start up delay making it un-comboable. The stronger the kick button the farther distance that it goes.

E-M Disruptor: B,DB,D,DF,F+P

This move is similar to Dr.Doom's Plasma Beam as it does alot of damage and has a bit of a start up delay. However unlike the Plasma Beam this can be used as an AC Finisher. This move has alot of range and can be used in an effective keep-away pattern. Definitely treat this like you would Dr.Doom's Plasma Beam.

Magnetic Blast: U,UF,F+P(air)

Well despite the awkward motion this is a pretty effective move to use. Its a diagonal projectile going downwards, very similar to Akuma's Zankuu Gou Hadouken. This move has little recovery time and little start up delay and can be used as an AC Finisher. This is probably a better alternative in a keep-away battle than the E-M Disruptor.

Magnetic Flight: D,DB,B+3K

Exactly like Dr.Doom or Iron Man's flight capabilities, this allows Magneto to fly and he can no longer block during the duration of this move like he could in X-COTA. This allows him to move in any direction in the air he wants and also this can be used in an effective Keep away game throwing out E-M Disruptors, Hyper Gravitation, or Magnetic Blasts from the air and also using his MAgnetic Tempest. Just remember that he can't block in during the duration of this move!

Infinity Combos

Magnetic Shockwave: D,DF,F+2P

This is an excellent move overall and has been toned down from the last game, X-COTA. It still does excellent damage and can OTG or be comboed off of his launcher it does good block damage as pillars of Shockwaves rush towards the opponent. Its hard to counter(unless the opponent is in the corner) since due to the fact that there's no push blocking in this game the opponent will be carried along the Magnetic Shockwaves regardless if they are blocking or not. Treat this like you would Hulk's Gamma Wave in other games.

Magnetic Tempest: D,DF,F+2K

Well this is no longer just shards of cheap metal that flies at you like it was in X-COTA. The damage has been toned down and no longer does 60% of your life. The damage that this thing does isn't very much, but it has an easier time comboing in than the Magnetic Shockwave. It does decent block damage and will follow your opponent making it extremely hard to avoid. The recovery time on this move is very minimal and its immensely hard to counter and this move has little start up time, but it can only be comboed during an OTG or an air combo.

Infinity Counter

Magneto: E-M Shockwave

This is a pretty good counter since due to the fact that it has a ton of vertical range and good horizontal range. It will catch opponents up close and will sunff out basically any attack. Like all Infinity Counters, its invincible during start up.

Best Gem

Magneto: Space Gem

Very similar to his Magnetic Force Field in X-COTA. It will protect him from any attack besides Blackheart's standing/jumping/crouching Fierce/Roundhouse demons. Basically go all out offensive(and notice the extreme slow-down on the PSX!) as nothing will damage you, but watch for opponents to constantly peck away at your Force Field therefor limiting its time.

Combos

Special Game Notes: Magneto

-- Magneto's Fierce Throw will temporarily stun the opponent, allowing you to pull off any attack you want. But the throw is easier to escape from than his Hyper Gravitation.

-- Magneto cannot throw once his opponent is caught by the Hyper Gravitation.

Ground Magic Series: Weak Start

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

Flying Magic Series: ZigZag

Launchers: S.Roundhouse(2nd-hit), S.Strong, C.Fierce

Strikes: S.Fierce, C.Strong

Small Launcher: none

Air Launchers: none

Knockdowns: C.Roundhouse

Infinity Counter: E-M Shockwave

Best Gem: Space Gem

Max Infinity Guage: 3

AC Finisher: Fierce, Roundhouse, E-M Disruptor, Magnetic Blast, Magnetic Tempest

1. C.Fierce --> Magnetic Shockwave
2. C.Fierce --> Magnetic Tempest
3. C.Roundhouse --> Magnetic Tempest/ Magnetic Shockwave(OTG)
4. Fierce Throw, Hyper Gravitation, S.Jab, S.Fierce
5. J.Fierce --> Magnetic Blast
6. J.Roundhouse --> E-M Disruptor
7. D.C.Short, C.Fierce /\ SJ.Jab --> Magnetic Tempest
This is what I call the "Mozerella Effect" because its basically cheap!
8. D.C.Short, C.Roundhouse, C.Short, C.Fierce --> Magnetic Shockwave/Magnetic Tempest(OTG)
9. J.Jab, J.Short \/ C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
Basic air combo for Magneto, master it and you will already be the "Master of Magnetism!"
10. Fierce Throw, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC

Finisher

Another short variation of the combo above.

11. Hyper Gravitation, C.Fierce --> Magnetic Tempest, C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

12. In Corner: J.Jab, J.Fierce \/ D.S.Short, S.Fierce --> Magnetic Tempest

13. J.Jab, J.Short, J.Fierce \/ D.S.Short, S.Roundhouse(1st hit) --> E-M Disruptor

14. D.C.Short, C.Roundhouse, C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

15. J.Jab, J.Short, J.Strong, J.Forward \/ D.C.Short, C.Roundhouse, C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse(OTG)

This combo consists only of chain combos, to get all 6 hits out of the air hesitate for a short while after the Jab, then continue on from there. Also you may have to skip the a few jumping attacks against smaller characters.

16. In corner: Hyper Gravitation, C.Fierce --> Magnetic Tempest, C.Short, C.Fierce /\ SJ.Jab --> Magnetic Tempest, SJ.Jab --> Magnetic Tempest(OTG)

Nothing much here, after the launcher cancel as soon as possible, otherwise the opponent won't bounce as high from the Magnetic Tempest, afterwards the opponent will fall back unable to block, quickly hit the opponent with a Jab and cancel. Also the Hyper Gravitation is only optional. See, nothing to worry about!

Strategies

Blackheart: This guy is pretty easy. Watch for him to pelt you with alot of demons, don't worry about those, its a sure bet that you'll win if you jump in on him often and combo him. If he misses with his Armageddon quickly use either a E-M Disruptor or Magnetic Tempest before he recovers. If he jumps in on you launch him into an air combo, he will basically play a keep away game with you and its probably best if you match projectiles with him if he does so.

Captain America: This fight is very tough, but not impossible. When you are about 1/3 of a screen's distance away use your standing fierce if you anticipate a Shield Slash, that way you'll knock his Shield back at him and hit him as well. Jumping in on him is risky at times since he has so much defense tactics to knock you back, but its basically a sure bet that you'll win if he decides to jump in since his jumping attacks have little priority against your launcher. Just make sure he doesn't block your launcher otherwise your toast!

Dr.Doom: Well this is the guy that manipulated you in the comics remember? Well its time for some payback. Dr.Doom has serious priority with his crouching fierce launcher so its a good bet that you'll lose to him everytime you jump in. Its probably best if you let him jump into you, but watch for his Dive Kick. There is very little you can do about his missed Photon Array, except block or try to avoid it all together. Sometimes it wouldn't hurt if you jump

in with a Magnetic Blast to fool him into trying to launch you.

Hulk: Tough battle here. Watch for him to miss with his Gamma Charge, obviously counter with either an air combo, crouching roundhouse into a Magnetic Shockwave or Magnetic Tempest. Watch for a lot of jump ins, if he jumps in with a roundhouse its best that you block and try to counter his missed attacks. Jumping in on him is a risk as well because he has a lot of priority over your jump in attacks. Its best if you wait for him to miss with a Gamma Charge or Gamma Crush, then counter with an air combo or super.

Iron Man: Tough match. He will jump in on you often, but your launcher does have decent priority over his Rocket Dive, but watch for him to start combos with Smart Bombs. Jump in on him is a risk because his standing roundhouse has a ton of priority, so its best that you come in blocking and during the recovery of his standing roundhouse dash in and combo him. If he uses his crouching strong just jump in on him. Once he misses with his Proton Cannon its probably best if you dash in and combo him or use a Magnetic Tempest, don't bother with a Magnetic Shockwave simply because its just too slow!

Juggernaut: Tough battle once again, but these battles are pretty much even. Watch for him to miss with his Juggernaut Body splash, Juggernaut Punch, or Juggernaut Headcrush, counter these with either a standing jab, crouching fierce --> Magnetic Shockwave/Air combo or just use a Magnetic Tempest all together. His jump in attacks are fairly dominating against your crouching fierce launcher, his weakness is jumping into you, since due to the fact that his super armor does not work in the air. Jumping in on him can be quite a problem since his attacks are dominating and also the fact that he has a super armor, its best that you let him come to you, play a keep away game to force him to jump in at you if possible.

Magneto: Pretty even match, but show him that his alternate universe is nothing more than a pile of scraps. Its probably best if you let him come to you since his jump in attacks have little priority. Its pretty much a losing match if you decide to jump in on him because your jumping attacks have little priority as well. So basically counter his missed attacks and let him come to you, play a keep away game to force him to come to you if you have to and also roll immediately once your knocked down, cause you can most likely expect a Magnetic Shockwave.

Psylocke: A pretty tough match here. Her weakness is her missed attacks, mainly her supers. Its probably best if you let her fill up her own supers then wait for her to use a Psi-Thrust, then you can counter with either an E-M Disruptor or a Magnetic Tempest. Once she starts her Kochou Gakure use your Magnetic Tempest immediately if you are out of range of her super, this way it'll knock her out of the super and hit her at the same time. Jumping in on her and comboing her is pretty much safe, but always watch for the Psi-Blade or Psi-Maelstorm. If she decides to jump in on you then launch her into an air combo or any super, since her attacks have little priority over your launchers.

Shuma Gorath: This battle is fairly easy. Just watch for his Chaos Dimension, if he does activate it use your E-M Disruptor to keep him away or use your Magnetic Shockwave to keep him backed away, the Magnetic Shockwave will have him blocking long enough for most of his Chaos Dimension mode to wear down. Its best if you jump in on him and combo him often, if he decides to jump in on you launch him into an air combo and that would be the end of it.

Spider-Man: Tough, tough match. There isn't a battle tougher than this one so watch out. Jump in on Spider-Man often and combo him, that's against human opponents, since human opponents rarely use the Spider-Sting, but the CPU opponent will use it often so watch for that. He will often dash in as well,

little did she know that he was a fake until he tried to attack her. Soon she later joined the X-Men, a mutant liberation group devoted to help mankind and mutants live in harmony and peace. She had battle in an armor (courtesy of Wolverine) and had even encountered Sabertooth (at that time she blasted him with a telekenesis attack). Later on Betsy had her eyes scratched out by a mysterious cat (I think it was Slaymaster's cat) and Spiral had given her artificial eyes to Betsy, but there was a catch that Betsy did not know of, those eyes would allow Mojo to collect and information or data she would find along the way. Later Spiral an ally or minion (?) to Mojo had seen the relationship between Kwannon and Matsuo falter wanted to mix the minds of Betsy and Kwannon, or switch the minds to each other's body after Kwannon was found unconscious at the shores of sea. This switched the minds of the two and now Kwannon's mind would be in Betsy's body and Betsy's mind is now in Kwannon's body, Kwannon having the more oriental look thus makes the mystery of why Psylocke is asian instead of English disappear. During her new era as Psylocke (the Ninja version) she has a new fighting ability called Ninjitsu thus making her more of a lethal threat than ever, and has helped her create a so called "Psihch Knife." She had also encountered Sabertooth yet again, but when she tried a "Psihch Knife" attack it failed and Sabertooth had nearly killed her. She was later revived by the powers of the Crimson Dawn, but it changed her personality and also left a mysterious red mark on her face. With the exception of Wolverine no X-Men even comes close to her overall fighting ability and she has now gone on a battle with other heroes to stop Thanos from obtaining the Infinity Gems.

Small Editor's Note: Psylocke also made a minor appearance in Marvel vs. DC crossover, although she didn't fight anyone, I just thought that you would like to know.

Psi-Blast: D,DF,F+P

Okay let's see, think of this move like Captain America's Shield Slash or Blackheart's Dark Thunder:

Jab-- Diagonally downwards

Strong-- Head height

Fierce-- Diagonally upwards

The projectile can be used in an effective keep-away game, but this is possibly the slowest projectile in the game and opponents can easily jump over it. If it does connect it does alot of damage, the jab can OTG, and the fierce version can be used as an anti-air attack if it is timed early. Small recovery time and start up delay goes with this move.

Psi-Blade: D,DF,F+K, then stronger K

In X-COTA she was a pretty much sappy defensive player, having alot of trouble against jump in attacks. So what did Capcom do to remedy this problem? They gave her a new anti-air attack. While this move has good priority over jump in attacks, it doesn't do as much damage as other anti-air attacks, but it still does good damage. This move has good horizontal range and can be easily put in combos. Once you start this move with a kick that's weaker than the RK you can go into a another version of the Psi-Blade simply by pressing K for example:

D,DF,F+SK, then FK, then RK

This would make her go into her stronger Psi-Blade without repeating the motion unlike Fei Long's Rekka Ken where you would have to repeat the motion 3 times.

Ninjitsu: F,DF,D,DB,B+P

Well think of your standard 6-button arcade to tell you where she will teleport, if you can't then read this:

Jab-- Top left corner(mirror images)

Strong-- Top Middle(no mirror images)

Fierce-- Top Right corner(mirror images)

Short-- Bottom left corner(mirror images)

Forward-- Bottom Middle(no mirror images)

Roundhouse-- Bottom right corner(mirror images)

This her basic teleport. The Strong and Forward version will leave no mirror images, making her easy to spot and to attack. There is very little start up delay, and just a small amount of recovery time on this move, but she can't be countered, but to help remedy this problem you can use a Psi-Drill after your teleport.

Psi-Drill: Hold Direction+P(immediately after teleport)

She can only use this move after her Ninjitsu teleport. Its a quick attack that does good damage. Use this to avoid being attacked as you recover from your teleport, but if she misses there is a possibility to counter.

Flipping Kyaku Geri: F+FK

Okay so I made the name up, but I hated calling it just a flip kick. Well this kick has its advantages, but I don't see much or any disadvantages. This attack will go over low attacks, but its no overhead counter(nor are their any overhead counters in this game, besides Juggernaut's Body splash). It comes out pretty quick and has excellent recovery time making it near impossible for it to counter.

Frontstep Geri Slide: F+RK,F

This move is a little awkward as she kicks the opponent with her regular standing roundhouse and then slides behind the opponent. this is similar to Spider-Man's Web Swing except for the fact that its less risky. this won't knock the opponent down though, but its a good opportunity to cross your opponent up.

Frontstep Geri: F+RK

Like the one above except she doesn't cross the opponent up, its basically the same kick doing the same damage. This can be used in combos and used to set up some supers possibly.

Backstep Geri: B+RK

This move is more of a confusion tactic than anything else. She will hop back and then prepare for a kick and launch the kick towards your opponent. It does good damage and cannot be comboed. Avoid using this while your in corner traps otherwise you'll only make the situation worst.

Backstep Geri Slide: B+RK,F

Like the move above except she can cross the opponent up with this move. It still does good damage and should be used as a surprise or confusion attack and nothing else.

Moonsault Kick: U+RK(air)

Thanks to Kao Megura for the official name of this move. This move is also her launcher believe it or not and it does good damage and hits up to two times. This single attack is vital for Psylocke to tack on any more hits in a combo. Use this whenever your in the air as it has excellent air priority.

Infinity Combos

Psi-Thrust: D,DF,F+2P, then Hold Direction+P or K(optional)

This move has been taken from X-COTA and put in this game! It has the same properties like it did in X-COTA, but this time she has serious recovery time as she will bounce off the opponent unable to block, unlike in the previous game where she would immediately block after the super. This move does good damage and chips pretty well. She can go into a second Psi-Thrust like the previous game just by hitting another direction plus punch or kick to get more hits and more damage out. She can OTG after the first one, but not after the second one. She can also use this move in the air and aim it in any of the 8 directions like Wolverine's Drill Claw, but as far as I've seen, you can't use it as an AC Finisher. The start up delay on this move makes it completely uncomboable, except during OTG or off of her launcher.

Psi-Maelstorm: D,DF,F+2K

Treat this like you would Ryu's Shin Shoryuken in the crossover series, it has alot of priority and it does good damage. This can be used up close to an opponent and also in a combo or off of her launcher. This can also be used as an anti-air attack, but the recovery time is horrendous! I mean this is worst than the Proton Cannon! Make absolutely sure this connects, this will do good block damage and its probably her strongest super. Just watch while using this move though because it has almost no horizontal range whatsoever, but a ton of vertical range.

Kochou Gakure: D,DB,B+2K

This super has alot of range and does excellent damage, as numerous groups of "Psyhic Butterflies" swarm around her creating alot of block damage towards your opponent. This can be used as an AC Finisher and also as an air defense. This move is similar to the Photon Array covering a ton of ground and very difficult to avoid any damage at all, except it doesn't do as much damage as the Photon Array. The start up time is very minimal and the recovery time is minimal as well. Use this super for a cheesy victory.

Infinity Counter

Psylocke: Psi-Blade

Well this move is rather risky, it has good vertical range, but lacks alot of horizontal range. Making this move a risk against counter a Proton Cannon or another Gakure Kouchou. If the opponent blocks this move that means they can easily counter back. Although like every other Infinity Counter, this move will beat out any other attack in the game because its invincible during start up.

Best Gem

Psylocke: Power Gem

Like her Ninjitsu Split from X-COTA except there will only be 2 extra images instead of four that will appear at either side. Her images are invincible and they can do damage while Psylocke herself must still be attacked as normal if the opponent wishes to cause any damage. You can play a keep away game in this mode and even perform a full air combo without having the real Psylocke being near the opponent!

Combos

Special Game Notes: Psylocke

-- Psylocke has a triple jump, just hit U/UB/UF after a normal or triple jump, and repeat for the third jump. If she double jumps after the super jump that means you will have to wait awhile before she can execute the third jump.

-- Psylocke can jump off the walls, jump towards a wall and hit the opposite direction.

-- Also a small note, during the combos section I do not need to remind you about the Psi-Blade right? Since due to the fact that if you connect with a Short Psi-Blade you can just cancel into a stronger one. So all combos involving a Psi-Blade will go like this --> Psi-Blade(x3)
I don't see a disadvantage to using the "Triple Psi-Blade" at all (that's what John Culbert calls it).

Ground Magic Series: ZigZag

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

*Launchers: C.Fierce, J.UP.Roundhouse(2nd hit)

Small Launchers: C.Forward

Air Launcher: none

Strikes: none

Knockdowns: C.Roundhouse

Infinity Counter: Psi-Blade

Best Gem: Power Gem

Max Infinity Gauge: 3

AC Finishers: Fierce, Roundhouse, Psi-Blast, Psi-Blade, Kochou Gakure

*Believe it or not her J.UP.Roundhouse is her launcher. Its a little awkward and you can even super jump after it and still combo the opponent!

1. C.Roundhouse --> Jab Psi-Blast

2. C.Roundhouse --> Psi-Thrust(OTG)

3. J.Roundhouse --> Jab Psi-Blast

4. D.S.Short, S.Forward --> Psi-Blade(x3)

5. D.S.Jab, S.Short, S.Forward, S.Fierce

This is a safe combo, it will strike the opponent and away from Psylocke so that you can have time to set up for any other attacks.

6. D.S.Jab, S.Short, S.Strong, S.Forward --> Psi-Blade(x3)

7. J.Fierce \ / C.Forward, C.Fierce --> Psi-Thrust/Psi-Maelstorm

8. Strong/Fierce Throw, C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

I don't know why people have difficulty with the SJ.Strong, it connects just fine with me, but the reason why the SJ.Strong won't connect is that people cancel into the SJ.Forward too quickly, you must perform the ZigZag series slowly like Captain America.

9. J.Jab, J.Forward \/ D.S.Jab, S.Short, S.Strong, C.Roundhouse --> Psi-Thrust(OTG)

10. J.Jab, J.Fierce \/ C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

Basic Air combo for Psylocke, master this and your on your way to mastering her fighting style!

11. D.C.Strong, C.Forward, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Kochou Gakure

12. Psi-Thrust(1st half), C.Short, C.Fierce --> Psi Thrust(OTG)

Pretty basic here, nothing much except avoid using the 2nd Psi Thrust the first time, otherwise you'll mess up the combo. Also note that you can replace the Psi-Thrust with a Psi-Maelstorm if you like.

13. Psi-Thrust(1st half), C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

14. J.Jab, J.Short, J.Forward \/ D.S.Jab, S.Short, S.Forward, C.Fierce --> Forward Psi-Blade(x2)

This combo is pretty linear, the Short version of the Psi-Blade won't reach the opponent, but the forward version will.

15. Kochou Gakure, C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Kochou Gakure

16. In corner: D.C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Roundhouse /\ SJ.UP.Roundhouse(2 hits) \/ /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Roundhouse /\ SJ.UP.Roundhouse, etc.

Unbelievable! How cheap can you get? This is her infinite and there's no escape once you get it to connect. Basically double jump and perform a SJ.UP.Roundhouse, then the triple jump with another SJ.UP.Roundhouse. Afterwards you'll land long before your opponent, IMMEDIATELY super jump(I can't stress that enough, that's the main key in pulling this off). If your super jump was late the opponent will be close to the ground and therefor your Infinite is messed up. The only thing you need to repeat is this:

SJ.Jab, SJ.Short, SJ.UP.Roundhouse /\ SJ.UP.Roundhouse /\ SJ.UP.Roundhouse, etc.

Its really easier than it looks, the moment you land super jump IMMEDIATELY and continue from there.

17. J.Jab, J.Short, J.Forward \ / D.S.Jab, S.Short, S.Strong, S.Forward, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Roundhouse / \ SJ.UP.Roundhouse \ / / \ SJ.Jab, SJ.Short, SJ.Forward, SJ.UP.Roundhouse / \ SJ.UP.Roundhouse \ / / \ J.Jab, J.Short, J.UP.Roundhouse \ / S.Fierce

This combo is pretty much self-explanatory. After the first SJ.UP.Roundhouse super jump and perform the Moonsault Kick again, then you'll land before your opponent. Super jump again and continue the combo and double jump afterwards with a SJ.UP.Roundhouse. Here you will only need to jump to attack not super jump since the opponent will be close to the ground, after the SJ.UP.Roundhouse they'll be barely hitting the floor and you'll still land before them, hit a S.Fierce to tack on the last hit if you want. Its similar to her infinite but the timing is much more bearable.

Strategies

Blackheart: Nothing much here. Make a constant effort to jump in on him and combo him. Watch for him to miss with his Inferno, the minute the Inferno stops hitting you go into a Psi-Thrust and you'll catch him as he's recovering. If he jumps in at you launch him into an air combo or super. If he misses with his Armageddon use your Kochou Gakure while being close to him, this way the "Psyhic Butterflies" should break through the rocks and still hit him. Avoid using too much Psi-Blasts on him since he can nullify them with his demons and still manage to pull an Inferno before you recover.

Captain America: Watch out for Mr.Priority. His weakness is jumping in for an attack, he has less priority in the air. The thing is he will do is wait for you to make a mistake and counter. Jumping in on him is a bad chance since due to the fact that Psylocke has little priority in the air and Captain America has excellent priority with his launchers. If you do decide to be on the offensive dash in on him and perform your entire ZigZag series ending with a strong Psi-Blast. Even if he blocks he'll still incur little damage and it pushes you away, or you can dash in and repeat the trap again. Also teleporting is pretty much safe, if you teleport away from him. Avoid using your teleport too often because he will try to use a Final Justice as you snap out of it.

Dr.Doom: Tough opponent. Playing defense is pretty hard in this battle since he will try to chip you to death. Your launcher is a risk as well since there's a good chance he will use his Dive Kick, its best if you use a Short Psi-Blade to counter his jumping attacks and avoid cancelling into her stronger Psi-Blades because he might block them and counter. Dashing in on him is practically safe, but watch for his Plasma Beam. Jumping in on him is a risk since due to the fact his crouching fierce launcher can dominate. If he misses with a Photon Array counter with a Psi-Thrust if your far away or use a Psi-Maelstorm when you are close.

Hulk: Pretty tough match, but speed is your advantage. The main weapon he will use is a Gamma Charge basically, so block often and counter it with eithe ran air combo or super. Use a Short Psi-Blade to counter his jumping attacks, it doesn't matter if he blocks since he's just too slow to counter your attacks anyways. Your main super you should use through out the battle is your Kochou Gakure, since he has very little chance of countering and it does tremendous block damage. Dash in on him offensively and if you do get the chance launch him into an air combo, mainly if he misses with his Gamma Crush.

Iron Man: Pretty tough match and he will play a keep away game with you. Watch for him to use a Rocket Dive to jump in, its easily countered with a Psi-Blade, all his other jumping attacks are easily countered with your launcher into an air combo or super. Jump in on him often but watch for his standing roundhouse

and Repulsor Blast, block them then dash in and counter. Once he misses with his Proton Cannon counter with a super or dash in with an air combo.

Magneto: Well this guy isn't too hard. His priority while jumping in isn't all that high and also you can easily counter his attacks with your launcher. There is very little you can do if he misses with his supers besides try to avoid any block damage. Using your supers besides the Kochou Gakure will leave you open to attack or counters, so avoid them unless you are sure it will connect. Dashing in on him is pretty much safe, but watch for his standing fierce to counter your dash ins.

Psylocke: What? Another Psylocke? Well you better have that chat with Spiral soon. This battle isn't too hard. Your best bet at winning is to let her come to you then launch her into an air combo or super. Its a risk if you try to counter her Psi-Thrust with your Psi-Thrust since she will most likely block and dash in for a combo. She will tend to use her Psi-Blade when you are jumping in though so jump in blocking occasionally and dash in and counter. Her Psi-Maelstorm is easily countered with any super you have or an air combo. Do alot of dashing in and comboing her.

Shuma Gorath: This battle is pretty easy. Watch for Shuma Gorath to use his Chaos Dimension, use alot of teleporting to avoid him or super jump and triple jump afterwards. Watch for alot of Mystic Smashes and Mystic Stares. You pretty much can't do anything about them except avoid block damage, jump in on him often and combo him. Also if he decides to jump in on you launch him into an air combo or a super. Dashing in on him is also a pretty safe bet that you'll win as well.

Spider-Man: This battle is pretty tough. Watch for him to jump in and dash in alot. Launch him if he tries to jump into you, and if he blocks the launcher counter into a strong Psi-Blast. Make constant jump in attacks and launch him into an air combo, but watch for his Spider Sting, you might want to block while jumping in on him then dash in and counter. He will also try to use his Fierce Web Ball into a Maximum Spider, avoid that and if you block his Maximum Spider dash in and counter or use a super.

Thanos: This guy is very cheap, so what for him to cheese you to death with his cosmic powers. He will also use the occasional Mind Gem to try to fool you, there's little you can do about that except try to block or surprsie him with a Psi-Thrust. Jump in on him often and combo him, there's very little he can do about that except block. Watch for him to use his Power Gem and Space Gem often, use your triple jump to avoid his supers then counter. Use a Short Psi-Blade to counter his Infinity Drop.

Wolverine: Well your other X-Men teammate wants to stop Thanos by himself, but you want bragging rights don't you? Watch for him to do alot of dashing in, use a standing fierce in advance to defend against that. Wait for him to jump into you and launch him into a super or air combo. Avoid jumping in on him since your jumping priority won't match his launcher. Avoid missing with your supers unless you are sure it will connect otherwise expect a painful counter.

Combos: 92/100

Supers: 84/100

Overall: 85/100

Psylocke is an excellent all around character, with superior speed and quickness. She has alot of combo possibilities and she can easily match up with the best of them and her supers are very effective and do alot of damage. Her supers don't only combo, but they can be used as counters against mistakes. Her new move the Psi-Blade is an excellent addition since she had to play complete

Mystic Drop: D+FK(air)

Well I wouldn't actually call this a good move to use since due to the fact that he has very horrible recovery time after the move. Its basically petrifying himself then drops on the opponent at quick speeds. Its also his AC Finisher and it does good damage and has good priority, but I've seen alot of launchers take him out of this move. While this petrifies himself it does not petrify the opponent, well not unless of course you have the Time Gem.

Chaos Drain: F+FK/RK(close)

Well this isn't exactly a special move, but it has special properties so I'll consider it a special move. You must perform this move at throw range, while it does alot of damage on its own, it takes away the Vitality of your opponent! Thus adding it to your guage, its a really annoying move that all Shuma Gorath players must use. You can drain as much life away from your opponent as you want until you reach a full guage! You cane easily turn the tides in your favor with this move and it can also be used as an AC Finisher!

Infinity Combo

Chaos Dimension: D,DF,F+2P, then SP/FP/FK/RK(close)

With the Chaos Dimension you can easily win practically any battle. It does a TON of damage and you can even OTG afterwards as well. Once activated Shuma Gorath will glow and for about 10 seconds you can grab your opponent into the "Chaos Dimension!"(boy I love saying that!). The first half of the damage comes from the vortex Shuma Gorath creates then the opponent drops back to the floor hard. Only his jabs and shorts will not be effected by the Chaos Dimension, all of his other moves will result in him going into a grab pose, jumping or crouching or standing. If you are close to the opponent they will be hit by the activation of this move that pops them up, but for me I have trouble following up with a grab after that. Both the start up and the duration of the Chaos Dimension are both unblockable. Use this whenever you can!

Infinity Counter

Shuma Gorath: Mystic Smash

This move overall is an excellent counter, mainly because it does excellent damage and even if the opponent does manage to block, they will suffer alot of block damage as well! This has good horizontal range and can be used to counter practically any jumping attack and even the Gamma Crush! Like all Infinity Counters its invincible during start up and through the duration of this move making it safe to use.

Best Gem

Shuma Gorath: Time Gem

This gem will allow him to petrify his opponent with every hit he connects with. If you hit the opponent again while they are petrified that means they will become un-pretrified. This is very useful in putting alot of infinites against your opponent, and you basically can go all out offensive in this mode.

Combos

Special Game Notes: Shuma Gorath

-- While Shuma Gorath's back dash lets him avoid attacks(similar to Vega's Backflip in the Alpha series) he can still be attacked by most supers,

especially the the Weapon X!

Ground Magic Series: Punch to Kick

Jumping Magic Series: Punch to Kick

Super Jumping Magic Series: ZigZag

Launcher: S.Forward

Strikes: C.Forward, S.Fierce, C.Fierce, S.Roundhouse, C.Roundhouse

Air Launcher: none

Small Launcher: none

Knockdowns: none

Infinity Counter: Mystic Smash

Best Gem: Time Gem

Max Infinity Guage: 1

*AC Finisher: UP.Fierce, Roundhouse, DN.Forward

*If you want the Roundhouse AC Finisher that means you'll have to use it after the SJ.Strong or earlier in a combo, otherwise it won't connect, that goes the same for his SJ.DN.Forward.

1. C.Strong --> Mystic Stare

2. C.Forward --> Forward Mystic Smash

3. D.S.Jab, S.Short --> Devitilization

This combo works very similar to Zangief's J.DN.Forward --> Siberian Bear Crusher combo in the old Street Fighter days. Why? Well even if blocked the Devitilization will catch them! Really cheesy!

4. C.Roundhouse --> Roundhouse Mystic Smash

5. J.Roundhouse \/ S.Strong, S.Forward /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Fierce

This is the basic air combo with Shuma Gorath, master it and you'll already be a master at him!

6. Mystic Smash, C.Short, S.Forward /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Fierce(OTG)

You might have to dash in towards your opponent if he's too far way from you, and yes a C.Short can go into a S.Forward as long as it is OTGed.

7. Chaos Dimension, C.Short, S.Forward /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Fierce(OTG)

Its as simple as that, quickly go into a crouching short and continue from there.

8. J.Strong, J.Forward \/ D.S.Strong, S.Short --> Devitilization

9. J.Strong, J.Forward \/ S.Forward /\ SJ.Jab, SJ.Forward, SJ.Forward --> Chaos Drain

This was the first combo I had ever pulled off with Shuma Gorath, it gains

Shuma Gorath alot of life as well. Have fun!

10. In corner: J.Strong, J.Forward \ / S.Strong, S.Forward / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.UP.Fierce \ / SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Jab, SJ.UP.Fierce \ / C.Strong, S.Roundhouse(OTG)

This is the biggest combo I can do with Shuma Gorath, basically after the first SJ.UP.Fierce you will start to fall down slowly, and thanks to his ability to drift in the air he will have another chance to tack on another combo! Once the opponent is just barely under you quickly complete the combo and you can even throw in an extra jab aftet the SJ.Forward! Don't use the jab after the first SJ.Forward though, since that would mess up the combo. then once again you'll land before the opponent, giving you a chance to OTG them, then continue from there! I got 19 hits from this! Also one more note, when you super jump after his launcher jump straight up, don't jump UF otherwise he will end on the other side of the opponent after the first combo.

Strategies

Blackheart: You really shouldn't have to worry about this guy, make constant jump ins with your jumping roundhouse and combo him. If he tries to jump in on you launch him into an air combo. He will often throw alot of demons at you as well as Dark Thunders and Infernos, so match his game with constant Mystic Stares and Mystic Smashes. Its better if you play offensively in this battle since due to the fact that your launcher won't do much against his jumping forward.

Captain America: Tough, tough match. What you basically want to do in this battle is play defensively. Since his ground priority is a little better than your jumping roundhouse. Launch him if he tries to jump in on you, and if he blocks cancel into a Mystic Stare, that way even if you don't do any damage with your launcher you can at least do block damage. He will often use his Stars n' Stripes to counter your jump in attacks, and there's very little you can do about it unless he uses either the strong or fierce version, and if he does counter. And use that Chaos Dimension!

Dr.Doom: Watch for this guy, its best if you don't activate your Chaos Dimension when he has at least two levels of super. Otherwise he will keep you away with his Photon Array and after that your Chaos Dimension will wear off! But you should use it when he has one level of super, then he can't keep you away for long. Jump in on him with your jumping roundhouse, and probably you can over power his crouching fierce launcher. There's very little you can do if he misses with his Photon Array, unless you are close when blocking the Photon Array then counter.

Hulk: This battle is tough but not impossible. Watch for him to use alot of Gamma Charges, counter with an air combo obviously. Its good that you activate your Chaos Dimension whenever you can this way win the battle more easily and he has alot of trouble getting away from you. Its best if you play defensively, but if he comes in with a jumping roundhouse its best that you block, then counter whatever he misses. Use alot of Mystic Smashes to keep him away if you have to and counter his Gamma Crush with an air combo if he misses it.

Iron Man: This battle is pretty tough. Watch for alot of Uni-Beams and Repulsor Blasts. There's very little you can do if he misses with his Uni-Beam except try to avoid block damage. You can counter his Repulsor Blast since it has alot of recovery time, and expect him to use his Proton Cannon when you activate your Chaos Dimension, what I do is super jump immediately and onto his position

then snatch him! You will most likely catch him if he tries to use his Proton Cannon as an air counter. Use your jumping roundhouse when jumping and combo him, avoid letting him jump in on you with his Rocket Dive and Smart Bombs.

Juggernaut: This battle is pretty tough on its own. Watch for him to do alot of Juggernaut Punches and Juggernaut Body Splashes. They are easily countered with an air combo, let Juggernaut jump into you and launch him into an air combo. If you do jump in on him he will try to launch you, so block his launcher then quickly jump at him again and combo him. This way if you were quick enough you can avoid his Juggernaut Earthquake if he decides to cancel into it. Use your Chaos Dimension whenever you can since he does have alot of trouble trying to avoid it.

Magneto: This is a pretty tough match throughout the battle. Watch for him to use alot of E-M Disruptors and Hyper Gravitations, there's very little you can do about it except try to counter by jumping in on him with your jumping roundhouse and comboing him. His jumping attacks have low priority so launch him into an air combo if he decides to jump in on you and cancel into a Mystic Stare if he blocks your launcher. And use your Chaos Dimension when you have it, but watch for him to push you back with his Magnetic Shockwave or Magnetic Tempest, so once you start immediately super jump to his location and snatch him!

Psylocke: This battle is pretty tough once again. Watch for her to dash in often, you can counter in advance by using a stading fierce or standing roundhouse. Use your Chaos Dimension whenever you can, but its best that you use it when she doesn't have a level of super otherwise she will keep you away with her Kochou Gakure. Counter all of her other missed supers with an air combo. Remember dash in on her and use that Devitilization combo!

Shuma Gorath: This battle is pretty even since you are fighting yourself, but like Shuma Gorath says "When you fight yourself, you are always victorious!" Always make a constant jump in on him with your jumping roundhouse sense his standing forward lacks priority over your jumping roundhouse. Also its good that you can use your Mystic Stare so even if he blocks your level can build up pretty quickly. Also whoever has the chance to use the Chaos Dimension first in this battle will most likely win the battle!

Spider-Man: Boy is this guy tough! Jump in on him with your kumping roundhouse and combo him, watch for alot of Web Balls as well. Also its not a bad idea to block while jumping in so you can fool him into his Spider Sting, then when he misses dash in for an air combo. Watch for him to his alot of Fierce Web Balls into a Maximum Spider, I've seen this happen so many times. But by a chance he does miss with his Maximum Spider dash in on him and combo him. Launch him if he tries to jump in on you and cancel into a Mystic Stare if he blocks your launcher.

Thanos: Your main weapon here is the Chaos Dimension. You should often pelt him with constant Mystic Stares and jump in on him often with your jumping roundhouse and combo him. Avoid letting him jump in on you since you have nothing to stop his Infinity Drop. When he activates his Mind Gem its best that you block, but you can take the chance and actiavte your Chaos Dimension and try to catch him. He will constantly use his Reality and Power Gem, try to avoid them if you can otherwise expect serious damage, even if you do block.

Wolverine: The overall strategy is basically the same against Spider-Man. Except avoid the jump ins, unless you jump in with your roundhouse then you can at least trade hits. Launch him if he tries to jump in at you and if he blocks your launcher cancel into a Mystic Stare, also watch for him if he uses his Heel Stomp, block it if he uses that since you have no defense against it. Use

Spidey whenever she was near him? But Dr.Strange later cured all of that. Well like he always remembered with great blah, blah, blah, comes great blah, blah, blah(although the quote is very catchy) he has willed himself to stop the likes of Thanos and to prevent him from collecting the Infinity Gems.

Small Editor's Note: It was pretty neat to see Spider-Man off against Superboy, and I'm glad he won! That's all I ahve to say!

Web ball: D,DF,F+P

This isn't a very good projectile for many reasons. First its got a little lag time and recovery time, second its weak, and third you won't suceed in playing keep away with it. What it does it keeps the enemy in place so you can pull off a combo, its also best that you use Fierce cause its the only one that will allow you to start combos. Use the Jab alot because its the most safest because of its start-up and recovery lag. When done in the air its really useful because it'll push Spidey back a little and it'll come down at a 60 degree arc. It's basically a useless chipper, but still chips for one measely pixel.

Spider Sting F,D,DF+P, then P(Optional)

Well often expert Spidey Players don't use it often. It's very versatile because you can use it like a set-up launcher and you can choose if you want it to hit once or twice if you hit the punch button again. This is also a nice keep away move and its quite strong too. Often opponents will come after you if you miss because they forget that this thing hits twice so you'll end up hitting them as you come down!

Web Swing D,DB,B+K

A great move, it has a start up delay but still comboable and has alot of priority and is a very powerful kick. Spidey can use this in the air to get out of nasty situations and can easily combo it. If Spidey connects on a blocking enemy he will land on the other side of the opponent to a relative safety except quick counters or supers. Also this can be used sorta like an air dash, use this to escape ground based supers like a Proton Cannon, and it even OTGs!

Web Throw: F,DF,D,DB,B+P

Well the:

Jab-goes straight across the screen

Strong- 60 degrees upward

Fierce- Right above your head

Well This is an extremely strong throw that will chip but if the web is out of his hands and you get hit by the web you'll take minor damage and Spidey won't throw you. This can be used as an air counter and Spidey is left safe if the opponent is blocking, if you miss and they jump in for a combo, your gone. Don't use this against other Spidey Players because they can knock you out in the middle of it with a Maximum Spider!

Infinity Combo

Maximum Spider: D,DF,F+2P (also useable in the air)

Its not the best super but it does quite a bit of damage. This super cannot be comboed however even if your back is to the wall. Basically Spidey will bounce off the wall with a fast kick and juggle the opponent for five hits that does heavy damage. The problem is is that its too easily seen and has huge start-up and recovery delay. Even Iron Man can counter with the Proton Cannon!!! But

there are advantages, Spidey can control the movement by pointing the direction he wishes to go by using the directional pad and can be done in the air. This super does chip but barely. You can counter:

Iron Man's Proton Cannon
Spider-Man's Maximum Spider
Hulk's Gamma Crush
Psylocke's Kochou Gakure
Psylocke's Psionic Maelstrom

That's about it. There is one thing you must look out for and that is is that sometimes it'll only connect twice instead of the full five. This super is unpredictable and can connect once or twice or trice and you still won't get the other two hits. This super will go through basically anything, I mean Magnetic Shockwave or even through the beam of a Proton Cannon! It has very high priority probably even more than a Gamma Crush! Just watch for the recovery time though cause it stinks.

Infinity Counter

Spider-Man: Spider Sting(one hit)

This is an excellent counter overall, and it has more horizontal range than it appears as well and its an excellent counter against jump in attacks as well. It does good damage and if the first hit misses, the second hit will automatically hit as well, but this counter does not hit twice. But like all Infinity Counters it's invincible throughout the duration of this move making it safe to counter, except countering a Proton Cannon from afar.

Best Gem

Spider-Man: Power Gem

An excellent gem and you should basically go all out offensive with this gem. Once activated Peter Parker will have a double image appear on the opposite side of the opponent allowing you to do double the hits and basically double the damage. Basically go all out on this mode and nothing will stop you!

Combos

Special Game Notes: Spider-Man

-- Spider-Man can stick to the walls, jump towards a wall and quickly hit the opposite direction.

Ground Magic Series: Stronger
Jumping Magic Series: ZigZag
Super Jumping Magic Series: ZigZag
Launchers: S.Strong
Air Launcher: S.Roundhouse
Small Launcher: C.Forward
Strikes: S.Fierce
Knockdowns: C.Roundhouse
Infinity Counter: Spider Sting
Best Gem: Power Gem
Max Infinity Guage: 3
AC Finisher: Fierce, Roundhouse, Web Swing, Web Ball

1. C.Roundhouse --> Roundhouse Web Swing(OTG)

2. Fierce Web Ball --> Maximum Spider

Its best that you use the Web Ball in the air, that way you can immediately go into a Maximum Spider when you land instead of having to recover while on the ground.

3. J.Roundhouse \ / D.S.Jab, S.Forward --> Jab Web Ball

4. D.S.Short, S.Roundhouse --> Jab web Throw

5. Fierce Throw in corner, C.Short, S.Strong --> Fierce web Throw

Seems possible, I've only got it to connect against Hulk though.

6. J.Roundhouse \ / C.Short, C.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

Basic Spider-Man combo, master it and you'll already be a master at Spider-Man!

7. J.Jab, J.Short, J.Strong \ / C.Short, C.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

Basically here its just more hits coming in.

8. D.C.Short, C.Forward, S.Roundhouse --> Strong Spider-Sting, S.Strong --> Fierce Spider Sting(two-hit)

This combo is pretty basic, and its just to fun to do!

9. S.Strong --> Jab Spider-Sting, C.Short, S.roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher(OTG)

Basically this involves a little OTGing, after that continue from there.

10. D.C.Short, C.Forward, S.Roundhouse --> Strong Spider-Sting, S.Roundhouse --> Strong Spider Sting, S.Roundhouse --> Strong Spider-Sting, etc.

Boy would you believe this is his infinite? I've got a total of 10 hits with this! You have to be very quick with this otherwise your opponent will fall. For me I found that it works best against smaller characters, but your opponent is likely to get dizzy during the infinite, practice the timing to get it down infinitely.

11. J.Jab, J.Short, J.Strong \ / D.C.Short, C.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Web Swing \ / SJ.Jab, SJ.Short \ / S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher(OTG)

This combo doesn't require much, after the Web Swing come down and hit Jab and go into a short, then you should land, throw a standing strong and continue from there, nothing hard see?!

12. J.Jab, J.Short, J.Strong, J.Forward \ / D.S.Jab, S.Jab, C.Forward, S.Roundhouse --> Strong Spider Sting, S.Strong --> Fierce Spider Sting, S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Web Swing \ / SJ.Jab,

SJ.Short \ / S.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward
--> Jab Web Ball, SJ.Jab, SJ.Short, SJ.Strong, SJ.Fierce

This is 100% guaranteed to work! I've only gotten this to work once, but if you've done it once your bound to do it again right? Well this combo is pretty complex and takes alot of practice for this 30 hit Master Blaster of Disaster Rock n' Roll oozy douzy combo. The second Spider-Sting in this combo is EXTREMELY crucial, you can always skip that since its optional. After that go into the air magic series and end with a Web Swing as you start to fall hit a SJ.Jab into a SJ.Short, then continue from there. In the air after the forward IMMEDIATELY cancel into the Jab Web Ball(this part of the combo was used from James Chen's Jab Web Ball combo) then continue from there.

Strategies

Blackheart: Not much here. Constantly jump in on him and combo him watch for alot of demons to be pelted from above. If he misses with an Armageddon quickly go into a Maximum Spider, it will go through the rocks and still hit him, but this doesn't happen all the time because after the first hit of the Maximum Spider Spidey is vulnerable to the rocks so he can be hit out of it, but there is a good chance that it will connect all the way. Also note that there is a possibility that the Maximum Spider will bounce off one of the falling rocks as well. Launch him into an air combo if he tries to jump in on you or use a jab Spider Sting.

Captain America: This battle is pretty hard, but the odds tip in your favor. Jump in on him often with your fast attacks and combo him to death. Launch him if he tries to jump in on you or use a Jab Spider Sting, watch for him to use his Final Justice block and counter with an air combo. Use a constant flurry of Jab Web Balls from full screen's distance, this way you can make him come to you and launch him into an air combo when he tries to attack, and his Shield Slash is no match for your Jab Web Ball.

Dr.Doom: Tough opponent, watch for him to pester you with constant Plasma Beams and Photon Shots, if you can predict when he will use them quickly use a Maximum Spider to snatch him. Watch for him to use alot of jump in attacks as well, if he uses a Dive Kick counter that with a Jab Spider Sting, any other of his attacks you can just launch him regularly. Jump in on him often and combo him, use your jumping roundhouse when jumping in so that you can at most trade hits with his crouching fierce launcher. There is very little you can do if he misses with his Photon Array besides dash in and combo him.

Hulk: This match is pretty easy. Make constant jump in attacks and combo him, watch for him to use his standing roundhouse launcher and block it and dash in and counter. Counter his missed Gamma Crush with a Maximum Spider or an air combo. If he tries to jump in on you with a jumping roundhouse use a Jab Spider Sting, and he is susceptible to a Strong Web Throw, so you can use that as an air counter as well. He will most likely use a Gamma charge block it and counter with an air combo.

Iron Man: This battle is pretty tough all the way through, but you are more than likely to win. Dash in on him often and combo him and also make constant jump in attacks as well. He is more than likely to use his Repulsor blast to counter your attacks, so block them and counter with an air combo. As always counter his missed Proton Cannon with a Maximum Spider or dash in with an air combo. Watch for him to jump in and attack as well, counter that with a Jab Spider Sting or if he decides to use any other attack besides his Rocket Dive counter with your launcher and into an air combo.

Juggernaut: This battle should be pretty easy. Make constant jump in attacks and launch him into an air combo. Or you can wait until he jumps into you can you can launch him into an air combo. He will use his Juggernaut Punch and Juggernaut Body Splash often, so counter those with an air combo. He will also try to combo in his Juggernaut Headcrush by OTG, so when he knocks you down quickly roll and counter. Also note that when you block his launcher he can cancel into a Juggernaut Earthquake so block and quickly jump at him again to avoid the Juggernaut Earthquake.

Magneto: This battle is fairly easy, but Magneto can take full advantage of your mistakes. He will often try to launch you or OTG you into a Magnetic Shockwave so roll and counter. Make constant jump in attacks at him and keep a constant pounding on him with your combos. If he does jump in its the same old same old, launch him into an air combo or use a Jab Spider-Sting. When he does use his Magnetic Shockwave use your Maximum Spider quickly if you are out of range and your Maximum Spider will go through his Magnetic Shockwave and still connect.

Psylocke: This battle isn't too hard. Watch for her to use her Psi-Thrust often. If you are quick enough counter with a Maximum Spider or you can dash in with an air combo. Make constant jump ins with your attacks and combo her until she's pulp. Watch for her to miss with a Psi-Maelstorm and counter that with a Maximum Spider, also when she does her Kochou Gakure quickly use a Maximum Spider and it should go through the butterflies. If she tries to jump in on you launch her into an air combo, if she blocks your launcher she is quick enough to dash in and counter so cancel into a Jab Web Ball.

Shuma Gorath: This battle is pretty easy throughout the way. Watch for him to use his Chaos Dimension. Once he activates it super jump and use constant Web Swings like they were air dashes, I found this method to be very effective at times. Jump in on him constantly and launch him into an air combo, using your Maximum Spider is practically safe in this battle since all he can counter with is an air combo, unless of course he has a Chaos Dimension ready. Launch him if he tries to jump in on you or use a Jab Spider Sting.

Spider-Man: What? Another Clone? Spider-Man doesn't need this! Dash in on him often and perform a crocuhing short, crouching forward, standing roundhouse and into an air combo, if the Spidey clone blocks the first three hits cancel into a Jab Web Throw or Strong Web Throw, I use this on my brother all the time and it works so well, no matter how many times I use this tactic he always fall for it! Counter his missed Maximum Spider with your Maximum Spider or dash in with a combo. Jump in with a jumping roundhouse then combo him, he can't do anything about that except with a Spider Sting. Always use a standing roundhouse launcher so at least you'll trade hits with his attacks doing more or equal damage.

Thanos: This guy is cheap! What for him to use his crouching fierce and crouching roundhouse alot, jump over that and combo him. Don't block and of his attacks even if they do no block damage because it will build his Infinity guage insanely! Watch for him to use his Mind Gem, there's very little you can do about that except block. Watch for his Space Gem, if you are out of range or rolled from his Space Gem than quickly use a Maximum Spider, this way you'll not only go through his Space Gem but also you'll still connect fully with your Maximum Spider. Jump in on him often and combo him.

Wolverine: This battle is pretty tough but you should be able to win. Jump in on often and combo him, watch for alot of dash ins as well, there's litte that Spidey can do about that except block. And also launch him if he tries to jump in on you or use a Jab spider Sting. Watch for him to use his Berserker Barrage or Berserker Barrage X, counter those with an air combo. And most definitely

avoid the Maximum Spider, its pretty rare if he will get caught by it anyways. Basically make constant dash ins and use that Web Throw tactic like the one against Spider-Man.

Combos: 99/100
Supers: 69/100
Overall: 98/100

Spider-Man has got to be the most dominating character in the game, possibly even in the entire Marvel series (with the exception of Ryu of course)! He has blazing fast attacks and his combos come so naturally. He is literally a combo machine with a lot of different variety of attacks and pulls those big time combos so easily. He has excellent air priority and can jump extremely high and probably higher than any other character in the game. His Web Swing is not only a powerful and versatile weapon, it's an escape tactic as well and can be treated like an air dash. His defensive skills are top notch, he can easily dismantle an opponent's defense with his constant attacks and tactics. He has quick speed and he's even hard to combo, especially by Hulk. Hulk will have a lot of trouble going into his offensive game against Spider-Man making Hulk one of Spidey's easiest opponents. His super on the other hand is at a disadvantage, even more so than the Proton Cannon. He has such start up time and recovery delay that it's unbelievable. If he has a weakness then it would be his Maximum Spider. Also another weakness is that his launchers tend to have little priority when he goes up against other jumping attacks. But overall he is extremely versatile, both offensively and defensively. His quick speeds and enormous combo ability coupled with a powerful super makes him a marvelous force to be reckoned with. Beginners should have little trouble picking this guy up and in the hands of a master, I just don't even want to speak about it!

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Thanos

He is a member of the Eternal of Titans (no he does not have eternal life, he is a mortal like Hulk). He is vastly superior to his own race and his strength is far more powerful than his own race, while not as strong as Thor or Hulk he can still pack a pretty mean punch. Not only that but Cosmic energy flows through him like water on a river, meaning that he is cosmically powerful and has sought many items of power like the Cosmic Cube or possibly the Heart of Darkness (not to be confused with Blackheart's super!). He has twice nearly brought the universe to its downfall just to get a single word of approval from his Mistress Death. Mistress Death has chosen Thanos to be her mate, but don't ever mistake her. Even gods like Galactus or heroes like Captain America refer to her as "Mistress Death" because quite frankly she is quite powerful in her own way as you can tell by the name. She even once cursed Deadly Earnest because he refused her, but that's another story. Thanos wants to collect the Infinity Gems so that he can get a word of approval from Mistress Death. Oddly enough Warlock (the protector of the Infinity Gems, and stopper of Thanos' evil acts) has even been forced to team up with Thanos and once put Thanos as guardian of the Reality Gem, but that's another story, so I'll stop boring you. In the comics he actually did obtain the Infinity gems and even tried to take death's power and demanded that he be treated as her equal. Also in the comics Thanos once brought the Earth to its knees for Mistress Death, but was later averted. Even though he had already acquired the Infinity Gems, in this game he still searches for the gems and wishes to acquire them for not only universal power but to get a single word of approval from Death.

Small Editor's note: Kudos to both Marvel and DC for having, well relatively the most equal and balanced fight of the century, even more so than Superman vs. Hulk (well at least in my opinion). What I'm talking about is the the first

confrontation with the powerful Darkseid! Yes they both look similar, but you couldn't ask for a better match up, nope, not even the Silver Surfer vs. Green Lantern. Kudos to the two of the most popular and best comic companies to come in years.

Titanic Rush: B,DB,D,DF,F+P

A very powerful move, that even does more damage than Hulk's Gamma Charge! Its easily comboed and no it doesn't quite suffice to the recovery time like the Gamma Charge, but it still has horrible recovery time. Its used in similar fashion but he can't go into two of them in a row. This can be used in combos and also as a deadly AC Finisher. This is an excellent counter against any missed attack and does almost as much damage as some supers.

Death Sphere: D,DF,F+K

This move is very similar to Spider Man's Fierce Web Ball except for the fact that it has even more start up delay than the Fierce Web Ball and more recovery time. However it will hold the opponent still unable to block for a time even longer than a Fierce Web Ball! While you can't do any Infinity Combos while the opponent is stuck you can combo your opponent while they are stun. The opponent can shake out of this move like they would a Web Ball though, but you have to be literally an idiot if you were to be caught by this move.

Infinity Drop: D+RK(air)

An excellent move to use overall, mainly because it has alot of priority and can be put in combos or used as an AC Finisher. The recovery time on this move is very minimal and Thanos can immediately follow up after this move, it comes down fast, probably at the same speed as Akuma's Tenma Kujin Kyaku. Use this to start off your combos often.

Fire Skean: D+RK

Well since alot of Thanos's regular attacks are special attacks, I thought I could descibe them a little. This is similar to MAGneto's Magnetic Shockwave except for the fact that it doesn't have the vertical height nor is it as damaging. This move will still do good damage and can OTG, it can be used as a projectile and it moves pretty fast.

Cosmic Wave: D+FP

This move is similar to Hulk's Gamma Wave from future games, except for the fact that the opponent can still be in the corner and still be inflicted with normal damage. This move does alot of damage and there's also one special note that I'll happen to mention serveral times, if the opponent blocks this move or if they get hit by it, that means that Thanos will gain about one full level of Infinity Guage!!!!!!!!!!!!!!!!!!!!!! That's another reason why not to block against Thanos! The recovery time isn't all that bad, and it can be OTGed.

Silent Fist: RK

Well basically this move is like a projectile, but its much more useful as an anti-air attack, it can be used like Blackheart's standing forward countering practically anything your opponent tries to jump in with. But alot of characters can still over power this move, like Iron Man's Smart Bombs or Hulk's jumping roundhouse. Overall the usefulness is drastically over looked and people fail to use this as an anti-air attack and thus end up having poor defensive skills. Watch when opponent's jump over the stone that's been thrown, because they can quickly counter with a combo.

Infinity Combos

-- Thanos does not need the proper gem to perform the proper Infinity Combo, as long as he has a level of Infinity Gauge he can perform an Infinity Combo that he wishes.

Reality Gem: B,D,DB+JP

Well Thanos carries a load of Infinity Combos, even more than his special attacks. This Infinity Combo will do major damage and is similar to the one found on MSH:WOTG(SNES). It can be used in OTG combos and does a lot of block damage, possibly just as much as the Proton Cannon! The recovery time is pretty bad, but it's hard to counter since the opponent will get pushed back by the wall. This move has excellent range and can be used often.

Time Gem: B,D,DB+SK

Well this gem is a little awkward. The strangest part is that it is blockable, as a red pillar of light comes towards your opponent and if it connects the opponent's time will be slowed down drastically. As far as I can tell you can't OTG this or even combo it in. This infinity combo is often overlooked, once it connects the opponent will feel like they're controlling the Juggernaut, even if they are Spider-Man or Wolverine! It's even worse for Juggernaut, and Juggernaut can barely move! It completely throws off the timing of their combos, thus making it easier for you to connect and even some of their moves have tacked on significantly more recovery time, thus allowing you to counter more easily. It's best if you use this against dash in attackers mainly Wolverine or Spider-Man.

Space Gem: B,D,DB+SP

Ouch! A very painful Infinity combo, it does massive damage and the hits easily rack up over 40+!!! This can be OTGed and does incredible block damage, even more than the Reality gem!!! This Infinity Combo goes on very long as a portal opens up in front of Thanos and a ton of rocks become vortexed in another portal, the second part will follow the opponent if they are in front of Thanos and proceed to drop the rest of the rocks. The recovery time is pretty bad and if the opponent manages to get around Thanos during the duration of this Infinity Combo that means they literally have almost an eternity to counter, that's because the first part of the Infinity Combo will only begin directly in front of Thanos. You can also use this as an anti-air attack as well.

Soul Gem: B,D,DB+FK

This Infinity combo is like the super version of the Chaos Drain. This allows Thanos to gain back a lot of life and taken out of his opponent (this also varies depending on how your damage gauge is set). It has pretty good range and will automatically track the opponent within range. It can be comboed and the advantage can be put in your side heavily. The recovery time is decent but still liable to counter attacks. Also this will drain your opponent's Infinity Gauge but it drains very little.

Power Gem: B,D,DB+FP

An immensely powerful Infinity Combo that does even more damage than his Space Gem! This can be OTGed and can be put in combos easily. Even if it doesn't connect any opponent hanging on the wall (mainly Spider-Man) will probably get caught because this super climbs walls! Basically it's a giant orange(?) and it's about double the size of Thanos and 50% larger than Juggernaut. The first two hits will do pretty good damage but the final hit will put out a tremendous

pounding on your opponent. This Infinity Combo will also do a load of block damage just as much as the Proton Cannon if not more. It comes out fairly fast, but is easily super jumped over.

Mind Gem: B,D,DB+RK

Ah! I hate this gem! Once activated your opponent's motions will be reversed including special moves and infinity combos. Except for the jumping and crouching commands, if your opponent moves forward they will block, if they try to block they will move forward. Also super motions like D,DF,F+2P will have to be performed by D,DB,B+2P. Its really difficult for human opponents to get adapted to, think of this sorta like the poison mushroom found in Earthbound. However its basically useless against CPU opponents and if its done in Thanos stage his stage will change completely into another dimension. Also note that this Infinity combo is unblockable and will effect the opponent everytime its activated and will last for about 10 seconds as your opponent glows.

Infinity Counter

Thanos: Titanic Rush

An overall excellent and powerful counter attack that has alot of range and will counter basically anything. Its also useful against jumping attacks if the opponent is close to you. And like all Infinity counters, its invincible during start up and during the duration of the counter.

Best Gem

Thanos: none

Like Dr.Doom Thanos has no special infinity gem, but its not like he needs one anyways! He's already cosmically cheap as it is!

Combos

-- Thanos' C.Fierce, blocked or not blocked, will gain Thanos almost a level of Infinity Combo!

-- Thanos' S.Strong will double hit, but it can be canceled out of either by a regular attack or a special attack.

-- Thanos' front dash can be made longer, after you dash hold F on your controller and he will continue to run for a long period of time, or of course you decide to let go. Its pretty useful in the long stages like Captain America's or Juggernaut's when the opponent keeps jumping or dashing back.

Ground Magic Series: ZigZag

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

Launchers: C.Strong

Air Launchers: none

Small Launcher: none

Strikes: S.Fierce

Knockdown: C.Forward

Infinity Counter: Titanic Rush

Best Gem: none

Max Infinity Guage: 4

AC Finisher: Fierce, Roundhouse, DN.Roundhouse, Titanic Rush

1. C.Strong --> Soul Gem
Cheap but effective.

2. C.Forward --> Space Gem

This one is very risky since after the first part the opponent can roll to safety, but in the corner this is pretty much safe even if the opponent can block the second part.

3. D.S.Jab, S.Strong --> Titanic Rush

4. D.S.Forward --> Titanic Rush, S.Jab --> Titanic Rush(OTG)

5. J.DN.Roundhouse \ / C.Jab, C.Short, C.Forward, C.Fierce/C.Roundhouse(OTG)

For the C.Roundhouse to connect wait until the opponent hits flat on the ground.

6. D.S.Jab, S.Short, S.Strong, S.Forward, S.Roundhouse(1st hit) --> Titanic Rush

7. J.DN.Roundhouse \ / C.Short, C.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

Basic air combo for Thanos, master this and your on your way!

8. Titanic Rush, C.Short, C.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce \ / S.Jab, S.Strong, S.Fierce(OTG)

Nothing to say much here except that you will land before the opponent does, then continue from there.

9. In corner: D.C.Short, C.Strong --> Soul Gem, C.Short, C.Strong --> Soul Gem, D.C.Short, C.Strong --> Soul Gem, C.Short, C.Strong --> Soul Gem, D.C.Short, C.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher(OTG)

Well trust me! Thanos can do this even though it violates the "One OTG per combo law" Its incredible how cheap you can be if you happen to be a Cosmic Energy conduit!

10. J.DN.Roundhouse \ / S.Jab, S.Short, S.Forward --> Reality Gem, D.C.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

You can choose to OTG here if you want, but you can juggle them and then follow up with an air combo instead.

11. J.Jab, J.Short, J.Strong \ / D.S.Jab, S.Short, C.Forward --> Power Gem(OTG)

You can only get three hits jumping in on Blackheart, the other characters you will have to use two hits jumping in instead.

12. Fierce Throw, C.Short, C.Strong --> Soul Gem, C.Short, C.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher(OTG)

Once again he violates the OTG law, but I'm only here to help.

13. In Corner: J.Jab, J.Short, J.Strong \ / D.S.Jab, S.Short, S.Strong(2 hits), C.Forward, D.S.Jab, S.Short, C.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Titanic Rush, SJ.Short, SJ.Fierce(OTG)

Well this is the biggest combo Thanos can do without being cheap basically in this combo you OTG after the C.Forward and continue from there. In the air go into a Titanic Rush, you'll recover and have time for more hits and your opponent will be behind Thanos, go into a SJ.Short to a SJ.Fierce.

14. In Corner: S.Roundhouse(2 hits) --> Death Sphere, D.S.Roundhouse(2 hits) --> Death Sphere, D.S.Roundhouse(2 hits) --> Death Sphere, etc.

Cheap!!! Yet its unbelievable how cheap you can get, and Mistress Death won't stop him! This infinite is as easy as it gets! Most likely your opponent will be dizzy after about 20 hits, but that's okay, you can do it all over again! Basically you must cancel pretty quick after the second hit, if you cancel after the first hit, it won't connect. This is even cheaper than Ryu's Infinite!!!

Strategies

Blackheart: Nothing much here. When he misses with his Armageddon quickly use your Power Gem, it'll plow through the rocks and still catch him. Use your crouching fierce against him to not only do alot of damage but to gain your Infinity guage quickly. Make constant jump in efforts and combo him use a standing roundhouse if he tries to jump in on you, or if you can launch him into an air combo. Use your crouching roundhouse against his demons and just keep pounding on him in this battle.

Captain America: Pretty tough battle here, but remember your cheap! Use your crouching fierce often against him to gain that Infinity Guage. Make constant jump ins with your Infinity Drop and combo him. Use a standing roundhouse against his jumping attacks, and there's very little chance that you launch him since he has excellent air priority over your ground based attacks. If he misses with his Final Justice, catch him with a S.Forward and into either a Reality Gem or Soul Gem, its cheap but this is Thanos! Its good to use your Power Gem when he tries to dash in on you, but its better that you play offensively throughout the battle.

Dr.Doom: This battle will be very difficult so watch for him. His Dive Kick is one of the few jumping attacks that can over power your standing roundhouse from time to time, but its basically your only defense against his attack besides the Soul Gem and Space Gem. Definitely watch for his Photon Array, make constant jump ins with your Infinity Drop and you will either get over powered by his crouching fierce launcher, trade hits, or over power his launcher. If you are close counter his missed Photon Array with your Soul Gem or quickly dash in and combo him. Watch for alot of Photon Shots and Plasma Beams.

Hulk: This guy is pretty hard, so jump in on him constanty with your Infinity Drop and combo him, watch for him to miss with alot of Gamma Charges and Gamma Crushes, counter them with either a Reality Gem or Soul Gem. Use your standing roundhouse to counter his jump in attacks. Avoid using the Space Gem unless you are sure it will connect, otherwise expect a painful counter. Also your Time Gem is very effective here, it will make Hulk slower than he already is! You should use the Time Gem after blocking his Gamma Crush or Gamma Charge, then this battle is practically yours!

Iron Man: This battle is pretty tough. If you miss with the first part of your Space Gem expect to be eating a Proton Cannon or Uni-Beam. Jump in on him often with your Infinity Drop and just combo him, but watch for the Repulsor Blast and his standing roundhouse, block if necessary. Watch for him to jump in on you often with his Rocket Dive, counter with a standing roundhouse. If he uses the Smart Bombs its best if you block and wait for him to make a mistake. Counter his missed Proton Cannon with either a Reality or Power Gem. Watch for alot of Uni-Beams, your Power Gem should be able to plow through them.

Juggernaut: This battle will be pretty tough, but the odds go to you since your so cheap remember? Jump in on him constantly using your Infinity Drop and combo him to death. Watch for alot of Juggernaut Punches and Juggernaut Body Splashes, counter them with either a Infinity Combo or an air combo. Using your Time Gem in this battle is tremendous since it makes Juggernaut alot slower than he already is and with the PSX's slowdown, I can't imagine! Use your standing Roundhouse to counter his jumping attacks. Watch for him to use his Juggernaut Headcrush after his knockdown, so roll whenever he knocks you down.

Magneto: This battle is pretty tough, watch for him to use his supers. There's very little you can do about that besides block or use your counter. Jump in on him constantly with your Infinity Drop and combo him, if he jumps in on you launch him into an air combo or use a Soul Gem. Use your Power Gem often when he tries to dash in and it can also be used as an anti-air attack. Watch for alot of E-M Disruptors and MAgnetic Blasts, try to avoid them and counter his attacks.

Psylocke: Well this battle is fairly tough, but is easily won. Watch for her to miss with her Psi-Maelstorm, counter that with basically anything you have. Watch for her to miss with her Psi-Thrust, depending on where she lands countering with your Reality Gem works best. Jump in on her often with your Infinity Drop and combo her, launch her into an air combo if she jumps in or use a standing roundhouse to counter her attacks. You can use your Soul Gem when she uses her Kochou Gakure it should go through the psychic butterflies.

Shuma Gorath: Watch for his Chaos Dimension, when he does activate your Mind Gem, this way it'll confuse him, if your playing against a human opponent that is, otherwise don't waste it. Jump in on him often with basically any attack and combo him, launch him if he tries to jump into you and combo him. Use your Reality Gem often against him since he does tend to dash alot and expect alot of Mystic Stares and Mystic Smashes.

Spider-Man: This battle will be pretty tough. Watch for him to use his Maximum Spider, block it and counter with a super or dash in with an air combo. Jump in on him often with your Infinity Drop and combo him, if he jumps in on you use your standing roundhouse or Soul Gem, your launcher won't do much against his jumping attacks though. Try to use your Time Gem when you get the chance since it would slow down his speed and make him much less of a threat.

Thanos: Well since your suppose to be the clone, than let's make sure we take out the cosmic trash! Watch for him to use his Mind Gem often, the CPU loves to do this and they will use it often. So if they do use your Soul Gem immediately to catch him off guard. That goes the same for human opponents as well. Jump in on him constantly with your Infinity Drop and launch him into an air combo. Use your Soul Gem if he uses his Infinity Drop and use your standing roundhouse against any other of his attacks. Use your Power Gem when he misses with the Space Gem and use that Mind Gem against human opponents to really tick them off!

Wolverine: This battle is extremely tough. Missing with your Infinity Combos can result in a Weapon X flurry. Jump in on him often with your Infinity Drop

King. He soon saves a young girl named Akiko, he adopts her for a short while then sends her to foster parents realizing it wouldn't be fair for her to live the life he's living. Later he made many friends and enemies along the way, one of them is Victor Creed, none other than Sabertooth himself. Sabertooth is his arch-rival and has threatened the people most closest to Logan, Sabertooth even tells Wolverine that he was his father, but a blood test by S.H.I.E.L.D. showed otherwise. Another one of Wolverine's foes involves Omega Red, somehow being linked to Wolverine's past but he can't remember thanks to his implants, but what he does know is that he fought Omega Red before the Weapon X project ever started. Quite possibly Wolverine's most dangerous opponent would be Cyber, his skin being augmented with Adamantium made it nearly impossible for Wolverine to damage him as Wolverine considers him as the only opponent who has ever defeated him since it was Cyber who left Wolverine for dead. Later in Wolverine's life he has a near death experience at the hands of Magneto. When Magneto had threatened the Earth's power with his Magnetic Field the X-Men had to stop him. It was at this time that Magneto had literally magnetized and ripped the metal out of Wolverine's skin. He was critically injured and it was a struggle for his own healing factor, he did managed to save Jean Grey in his injured state. When the group made it back to the mansion Wolverine recovered quickly, but he felt as though he was of no more use to the X-Men after realizing his claws are now just bone. During his brief absence he has had his own side trecks and quests and later returned to the mansion and battled Sabertooth Wolverine had him he was just one claw away from killing Sabertooth, Sabertooth said he wouldn't do it, but Wolverine decided to... Well now the time has come to stop Thanos from aquiring the Infinity Gems, Wolverine is arguably the most skilled fighter of the entire X-Men, no other teammate even comes half as close to his overall fighting ability. He has only lost 2 battles in his 100+ battles and will stop Thanos anyway he can.

Small Editor's Note: It was pretty nice to see Wolverine go up against Lobo, but how did Wolverine defeat Lobo? The comic wasn't quite clear of that, did he use his claw and gutted him? But Wolverine wouldn't do that, but Lobo has a superhuman durability. How did he defeat him?!!!! I mean after the battle Wolverine just smoked a Cigar!

Berserker Barrage: D,DF,F+P, then P(rapidly)

This has been a very effective move throughout the Marvel series and it still is. This move will do alot of damage and depending on which strength of button you use will determine how many hits you get afterwards. It has good recovery time and extremely hard to counter, that is if you don't use the Fierce version after rapidly hitting that punch button. This move will do alot of block damage and even if the opponent does block it will gain his Infinity Guage pretty quickly. This can be used in combos or OTG. Only the fierce version can be OTGed afterwards.

Tornado Claw: F,D,DF+P

An excellent anti-air attack that does alot of damage and is just as easily comboed as his Berserker Barrage. The recovery time is pretty decent for an anti-air attack. This move has good horizontal range and chips good damage, the jab version should be used the most since it has the least amount of recovery time and its pretty hard to counter.

Drill Claw: Hold Direction+P+K(same strength)

An excellent move to use overall, mainly because it does alot of damage and can be used as an AC Finisher. Watch if Wolverine misses with his move though because he will sorta coil back and be left open to attack. This move comes out very quickly and can easily be put in combos like his other moves. It can also

be used as a surprise attack and Wolverine can use this in the air in any 8 directions.

Heel Stomp: D+FK(air)

This is an excellent move to use overall, mainly because it comes out quick and it does good damage and has good priority. This can be used in air combos or use to set up ground combos, if Wolverine misses he will bounce off of the opponent and be able to block. A prime weapon he should use often.

Infinity Combos

Berserker Barrage X: D,DF,F+2P

A very lethal super mainly because it comes out so fast and does alot of damage. It combos just as easily as his other special attacks and has good range and should be used to counter missed supers or even missed Jabs! It does decent block damage and hits 12 times and can be OTGed after if in the corner. You should mainly use this in combos rather than to wait and counter. The recovery time is pretty bad and he can be countered. The priority of this move at start up is pretty high, but during the latter part he can be knocked out of it and he is still vulnerable to projectiles.

Weapon X: F,D,DF+2P

An immensely painful super that does a TON of damage, even more so than the Final Justice! It ranks up there with being one of the most powerful supers in the game as Wolverine engages in an auto 12 hit combo that ends with a Weapon X slash. This is visually impressive and like the Final Justice you just want to mimick the motions to insult your opponent even more. But being an auto super it will only work if it connects and Wolverine will stop if the opponent blocks leaving him open to attack. It moves extremely quick and will go full screen's distance, not only that it has high priority and will go through any projectile, it even catches Blackheart out of his Armageddon! It has a bit of a start up delay and cannot be comboed, unless if you OTG with this move, but for one measely hit though. This is the prime counter against missed attacks and supers.

Infinity Counter

Wolverine: Drill Claw

An excellent counter to use overall, mainly because it has excellent horizontal range and can counter jump in attacks. It comes out quick and often hard to block isnce it is a counter, like all Infinity counters this move is invincible during the duration of this move coutering any attacks.

Best Gem

Wolverine: Power Gem

A powerful gem that gives Wolverine all the advantages, treat this like you would Rose's Soul Illusion from the Alpha series. Go all out because your speed is boosted and all your attacks will do multiple hits with mirror images trailing behind him. However its basic use is for ground combos, its pretty much hard to start an air combo after his ground combos with this gem activated. Basically go all out offensively in this mode.

Combos

Special Game Notes: Wolverine

-- Wolverine can jump off walls, once you jump towards a wall hit the opposite direction.

-- Everytime Wolverine becomes damaged his healing factor comes in to work, it will cut basically any attack down by 50% making it appear that he has more vitality then shown.

-- Wolverine's S.Forward can and only double hit when he is close to the opponent, that is if you hit the forward button twice.

Ground Magic Series: ZigZag

Jumping Magic Series: ZigZag

Super Jumping Magic Series: ZigZag

Launchers: S.Roundhouse

Small Launchers: C.Strong

Air Launchers: none

Strikes: S.Fierce, C.Roundhouse

Knockdowns: DF.Fierce, C.Forward

Infinity Counter: Drill Claw

Best Gem: Power Gem

Max Infinity Guage: 3

AC Finishers: Fierce, Roundhouse, Drill Claw

1. S.Jab --> Berserker Barrage

2. C.Forward --> Berserker Barrage X

3. D.S.Jab, S.Strong --> Drill Claw

4. J.DN.Forward --> Drill Claw

Simple, just aim the Drill Claw towards your opponent as soon as the forward connects.

5. J.DN.Forward, J.Fierce \ / S.Strong --> Berserker Barrage X

6. D.S.Jab, S.Short, S.Forward, S.Roundhouse --> Fierce Tornado Claw

7. In Corner: D.S.Jab, S.Short --> Berserker Barrage X, S.Short, S.Forward, S.Forward --> S.Fierce (OTG)

8. In Corner: D.S.Jab, S.Short, S.Forward, C.Fierce --> Fierce Berserker Barrage, C.Short, S.Strong, S.Fierce (OTG)

Basically here make sure you use the fierce version and all of the 8 hits comes out of the Berserker Barrage, then OTG afterwards.

9. J.DN.Forward, J.Roundhouse \ / D.S.Jab, S.Short, S.Forward, C.Fierce --> Berserker Barrage X

The classic combo that works so well, master it and you'll be whopping

competition!

10. J.DN.Forward, J.Fierce \ / C.Jab, C.Strong, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

Basic Air combo with Wolverine, master it and you're on your way!

11. In Corner: S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.DN.Forward, SJ.Fierce SJ.Roundhouse \ / S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.DN.Forward, SJ.Fierce, SJ.Roundhouse, etc.

"Knock! Knock!"

"Who's there?"

"Bub"

"Bub who?"

"Bub have I got an infinite for you!"

Sorry for the corny line, but wow! An Infinite? There really isn't much to this combo. In the air pause a little bit before the SJ.DN.Forward, then hit a SJ.Fierce into a SJ.Roundhouse. Here you'll land before the opponent and then as you land immediately launch them into an air combo. Each time you repeat this combo you will need to hesitate a little longer before the SJ.DN.Forward until you no longer need to hesitate as long. Basically you must hesitate before each SJ.DN.Forward, and has usual you'll land before the opponent, then launch and repeat. Timing and practice is the key here folks!

12. In Corner: J.DN.Forward, J.Fierce \ / D.S.Jab, S.Forward, S.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Strong, SJ.Jab, SJ.Short, SJ.Fierce

This combo is a little awkward, but effective. In the air after the two SJ.Strong's hesitate and continue from there. If you throw out another SJ.Strong(it becomes a habit sometimes) the combo completely messes up so practice and get the timing down and get it right.

13. J.DN.Forward, J.Fierce, J.Roundhouse \ / D.S.Jab, S.Jab, S.Short, S.Strong, S.Strong, C.Forward, D.S.Short, S.Forward, S.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Strong, SJ.DN.Forward, SJ.Fierce, SJ.Roundhouse --> Drill Claw(OTG)

Ouch! 3 AC Finishers in one combo, that's amazing! This 21 hitter involves that you OTG after the C.Forward, you will recover quick enough to dash and attack at the same time. In the air skip a strong against smaller characters and hesitate before pulling off the SJ.DN.Forward, then continue from there.

Strategies

Blackheart: This battle is pretty easy. Constantly jump in at him with your Heel Stomp and combo him until he's pulp. You can use your Weapon X to plow through his Armageddon if you want, but there is a good chance that it can catch you during your Weapon X so you might not want to take that chance unless you can spare the damage. If he jumps in on you launch him into an air combo, using your Weapon X is a little risky since you can't pass through his demons and they can latch on to you taking you out of your Weapon X and you can be stunned long enough for a Heart of Darkness to connect.

Captain America: This battle is pretty tough so watch for him. Let him come to you in this battle and launch him if he tries to jump in at you. He will occasionally use the standing fierce or standing roundhouse to stop your

dashing attacks so watch for that. Try not to jump in on him too often unless you use your Heel Stomp, but then again his crouching fierce will probably overpower you. Counter his missed charging Star or Final Justice with your Berserker Barrage X or an air combo.

Dr.Doom: This fight here is pretty tough, watch for alot of Plasma Beams and Photon Shots. Jump in on him from time to time with your Heel Stomp and combo him. Mix in a little dashing with your combos or let him jump in on you and launch him into an air combo. Counter his missed Photon Array with either a Berserker Barrage X if you blocked close or dash in for an air combo if you blocked from far away. Also he will tend to do alot of flying, so try to match his level and use a Drill Claw to knock him back down.

Hulk: This battle is pretty tough. Watch for alot of Gamma Charges and Gamma Crush. Counter both of them with either an air combo or a Berserker Barrage X. He will tend to use his standing fierce often, try to predict when he will use that standing fierce and use a Weapon X before hand to catch him napping. Jump in on him from time to time with your Heel Stomp and combo him, but more often dash in on him with your combos and launch him or use a Jab Tornado Claw to counter his jumping attacks.

Iron Man: This battle will be pretty tough. Watch for him to use alot of Smart Bombs while jumping in, and the best you can do is block or use a counter. If he does use his Rocket Dive, then however you can launch him into an air combo. Make constant jump in attacks with your Heel Stomp and mix them up with alot of your dashing in combos to sorta confuse him. Use your Weapon X to counter his missed Proton Cannon and also his Repulsor Blast if you start it early enough during the duration of his Repulsor Blast. He will tend to use alot of Uni-Beams, but Wolverine and duck under them and avoid any block damage.

Juggernaut: This battle is pretty easy, and he's a pretty big target for Wolverine to put his combos on. When you play offensively its best that you dash in, use a standing jab into a standing strong and it should stun him and would let you continue your combo from there. Jumping in not a bad idea either, but on the ground dashing in combos work best since Juggernaut has alot of trouble countering it. Counter his missed special attacks and Juggernaut Headcrush with your Berserker Barrage X or your Weapon X. Launch him into an air combo if he tries to jump in on you or use a Jab Tornado Claw.

Magneto: This battle is pretty easy. Jump in on him often with your Heel Stomp and launch him into an air combo. If he jumps in at you launch him into an air combo, watch for alot of Hyper Gravitations in this battle and also E-M Disruptors, jump around them and counter. There is very little you can do if he misses with his supers besides try to avoid block damage, but watch for him to fly alot. Use air Drill Claws to bring him down. Use alot of dash in combos in this match, and if possible use your Weapon X to pass through his Magnetic Shockwave if you are far away from him.

Psylocke: Well this battle isn't all that tough, but you have the odds tipped in your favor thanks to your more effective special attacks and infinity combos. Jump in on her often with your Heel Stomp and launch her into an air combo. If she tries to jump in on you launch her into an air combo. She will often try to dash in often and combo you, and you should do the same and block as she dashes in or use your Berserker Barrage to catch her by surprise if she does dash in.

Shuma Gorath: This battle is pretty easy. The thing you have to worry about is his Chaos Dimension. When he does this use a Heel Stomp against him, if he doesn't block continue with a combo of your choice, if he does block don't persist to attack any further, instead you will bounce off of him. When you do bounce off you can aim your Drill Claw in another direction to escape! Also

when he jumps in at you launch him into an air combo. Make constant offensive attacks with your Heel Stomp and dash in combos and it should be a quick fight.

Spider-Man: This battle will be extremely tough, possibly Wolverine's toughest opponent. Watch for him to jump in often, launch him into an air combo watch for him to miss with his Maximum Spider. That's easily countered with a dash in combo into a Berserker Barrage X or use a Weapon X, or just plain ol launch them into an air combo. Also from time to time jump in on him with your Heel Stomp and combo him and mix them up with a little dash in combos.

Thanos: This battle isn't too tough despite the fact that Thanos is too cheap. Watch for him to use his Infinity Drop often, counter that with a Jab Tornado Claw. Jump in on him often with your Heel Stomp and launch him into an air combo. He will occasionally use the Mind Gem, and if you are close to him immediately use your Berserker Barrage X to catch him off guard or use a Weapon X from a distance. If he misses with his Space Gem, there's a 50/50 chance you can catch him with your Weapon X, deciding if the rocks don't drop on you. Make constant offensive surges with your air combos and dashing ground combos and use your supers to make this a quick fight.

Wolverine: Hey, he has the face, but definitely not the moves. Well he still has the same moves you do, but he shouldn't be hard to defeat, unless you are playing against a human opponent. Make alot of dash in combos mixed with your jumping combos that start with a Heel Stomp. Counter his missed Berserker Barrage X with either your Berserker Barrage or your own Berserker Barrage X. Launch him into an air combo if he tries to jump in on you and into an air combo. Basically its best if you play offensively in this battle and don't be afraid to pull off the infinite, and remember this is Wolverine you're playing against!

Combos: 97/100

Supers: 92/100

Overall: 96/100

Wolverine is just an amazing combo character. He also plays pretty well on the defensive side. The recovery on his special attacks isn't really all that bad and even when I'm Spider-Man I have trouble countering his missed special attacks. Wolverine has amazing combo possibilities(well basically everybody in the game has there own possibilities) and his magic series provides that boost. Basically any of the larger characters like Juggernaut or Hulk or Thanos will have alot of trouble defending against him. He has very effective Infinity Combos that have high combo possibilities and they do alot of damage. He can counter his opponent's attacks with such speed and versatality its just amazing! Well I'm not sure if he has any weaknesses, but there are a few. His Drill Claw is a potent weapon, but if blocked the opponent literally has a ton of time to counter. Also opponents can easily jump over his Berserker Barrage X and counter from behind. Also his attacks are a bit weak and will take a while for him to do some real damage. His defense however makes up for that like I said earlier and his launcher has excellent priority over most jumping attacks, his healing factor gives him a boost in the battle as well, its like he has a hidden Soul Gem, since each time the opponent attacks Wolverine and cause damage about 50% of that life is recovered making it tougher for the opponent to defeat him. His speed is also another bonus that can be added to arsenal, with it his attacks come out fast and have little recovery time. His ground and OTG combos are just as amazing as his air combos. Beginners can easily pick this guy up and goes along with Spider-Man as being one of the most dominating characters in the game, just make sure he stays away from Iron Man or Captain America since they can take advantage of his mistakes more easily.

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Hidden Characters

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Dr.Doom

- Beat game on any difficulty
- At character selection screen(with Short Cut off) go to Spider-Man
- Hold Select, move down to Captain America, then hit Down again and hold it
- Now very quickly press Short, Forward, Roundhouse in less than a second
- Dr.Doom's face should replace Captain America's

Note: You must be extremely quick while executing the Short, Forward Roundhouse, don't hit the 3K button. They must be executed in that order in a smooth motion otherwise the code won't work.

Thanos

- Beat Game on any difficulty
- At character select screen(with Short Cut off) go to Captain America
- Hold Select, move up to Spider-Man, then hit up again and hold it
- Now very quickly press Fierce, Strong, Jab in less than a second
- Thanos' face should replace Spider-Man's

Note: You must be extremely quick while executing the Fierce, Strong, Jab, don't hit the 3P button. They must be executed in that order in a smooth motion otherwise the code won't work.

NOTE: Once you have the code activated you can exit during the middle of your battle and save it to a memory card. Then go to the options screen with the Shortcut on, this way Thanos and Dr.Doom will be selectable without inputting the code again. If you use the Shortcut off you will have to repeat the code again, but the Shortcut On trick still works.

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Dis-enable Gems

At versus mode pick any two characters, then at the battle screen hold select on either controller a message will appear "No gems?" then on the opposite controller hold select and the "No gems" message will be displayed throughout the battle.

NOTE: If the opposite player does not comply that means you cannot turn off the gems, and this trick will not work in Battle Mode because simply the computer won't reply and the gems have something to do with the storyline itself anyways.

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-----Credits-----

- Capcom(www.capcom.com)
For making an excellent game and for their hard work in all of their other games, for that I salut you! (^_^)

- Marvel(www.marvel.com)
Possibly the best comic company of all time! There unique stories, plots, artwork, and characters have made me a huge fan of enjoying comics. (^_^)

- Captain Commando(spidey_5@hotmail.com)
For his help on the Shuma Gorath background, and also his help on my previous FAQs. (^_^)

- Jeanne Burch(<http://www.sigma.net/burch/faq.html#awards>)
For helping me out on the Thanos bio and Maestro's bio. (^_^)

- GameFAQs(www.gamefaqs.com)
To CJay for his hard work and dedication to the popular site! Thumbs up soldier! (^_^)

- James Chen(jchensor@ucla.edu)
For his fabulous combo system that we've all come to know. (^_^)

- Migs Rustia(www.miggy.net/msf)
For his clarification on the combo system and also his excellent web site, I suggest you check it out! (^_^)

- Kao Megura(kmegura@yahoo.com)
Thanks to Chris MacDonald for his the official names of Thanos and Dr.Doom's special attacks.

- Dingo Jellybean(bellybutton21@hotmail.com)
For typing up this FAQ. (^_^)

Time of Completion: 19 hours, 17 minutes

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