

Marvel Super Heroes vs. Street Fighter FAQ/Move List

by DJellybean

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Marvel Super Heroes vs. Street Fighter(Saturn/PSX/Arcade)

6/27/99

bellybutton21@hotmail.com

Alright, I have recieved about 4 or 5 emails concerning the order and wackiness of this FAQ, so I have tried my best to rearrange them to benefit everybody. Also there is one thing that was updated and that's the GAMESHARK CODES!!! I highly urge you to check them out even though there are only 4 codes, they might interest alot of scrubs!!!!

NOTE: If this FAQ looks a little disoriented, email me, tell me the version of your browser, and MAYBE I can make it look neater. AND CAN SOMEONE HELP WITH THE CHARACTER QUOTES!!!

Editor's note:

I decided to put the credits at both the top and bottom of my FAQs now. Most FAQs put the credits at the bottom, and I feel that's insulting to those people who have helped, and seen their names put all the way at the bottom, I mean put a border around it or something so it doesn't look like its trashy! These are the people that have helped composed this FAQ, without even one of them this FAQ would not be possible, well it would be possible it just wuldn't be nearly as good. So if you are reading this(Thank You!) and you do decide to type an FAQ in the future, please don't misdiscrete(this is not a real word, only discrete is a real word) any credits out, even if it's minor. Well thanks to Vesther Fauransy(vesther@verasnaship.net) for his advice on the copyright notice and to the infamous Kao Megura for their help in establishing, which would now be my official copy right notice.

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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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*****Credits*****

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*
* +-+ Capcom {www.capcom.com}
* For making an excellent translation to the PSX and Saturn as well as
* the excellent arcade blockbuster! Keep up the fantastic job ^_^
*
* +-+ GameFAQs.com {www.gamefaqs.com}
* For posting up this FAQ, and for his hard work at the website ^_^
*
* +-+ Jeanne Burch {http://www.sigma.net/burch/faq.html#awards}
* She is a brillaint editor of many numerous comicbook sites and has
* helped me with the Mephisto and Blackheart bios. Thanks alot, and we
* do need more women comic fans out there like you Jeanne! ^_^
*
* +-+ Robert Iu(RobertsMac@aol.com)
* For his hard work on the quotes, check his FAQ out now! (^_^)
*
* +-+ Rolento {www.gpow.com}
* For the arcade codes and Norimaro Gameshark Codes
*
* +-+ MechGouki8 (MechGouki8@aol.com)
* For correcting me on my Akuma story and offering to help on the
* character quotes. (^_^)
*
* +-+ James Chen {jchensor@ucla.edu}
* For creating the complex yet simplistic combo system.
*
* +-+ Migs Rustia {www.miggy.net/msf}
* For his help in my MVC FAQ, and my inspiration! And for clarification
* of James Chen's combo system and his brilliant web site!
*
* +-+ John Culbert {tigeraid@geocities.com}
* Brilliant FAQ. My 2nd Inspiration. Please cut out the foul language!
*
* +-+ Captain Commando {spidey_5@hotmail.com}
* For the Carbnadium Smasher Combo, and help in previous FAQs
*
* +-+ Edward Cheson Sy {cheson_sy@hotmail.com}
* For giving me some pointers in the Norimaro section.
*
* +-+ Dingo Jellybean {bellybutton21@hotmail.com}
* For typing up this FAQ
*
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First off I have read serveral arcade FAQs on this game and let me just say that they were all exceptionally well done. The reason why I am typing up this FAQ is because I think I can honestly say that I am a master and expert at the game and I have discovered combos that weren't in other people's FAQs like the double jump combos for Captain America, Cyclops, and Chun-Li. Frankly I wasn't as good in Marvel vs. Capcom as I am in this game, and that's why my MvC FAQ has alot of bugs. Also I have recently saw John Culbert's FAQ and thought that he could ease out the foul language, but his FAQ is probably the best I have seen out there. There are also alot of BS combos that are cleary uncomboable and if you so happen to find them on this FAQ they will be noted as *possible*. This FAQ has combos that will completely work except for the combos that I will put as *possible.*

Well basically we all know this game had exceeded expectations, and the people who still put this game out are really ignorant. Well I'm not going to talk much about how good this game is, but I am going to give you everything you need to know about this game including combos which will take the format of James Chen's fabulous combo system. I think people should stick to this system because alot of combo FAQs I've read are hard to understand, but I'm not going to name any names. Well onto the FAQ!

NOTE: Captain America and U.S. Agent are exactly the same, and that includes the move list. The same goes for Mephisto and Blackheart, Armored Spider-Man and Spider Man, and Mech Zangief and Zangief.

Game functions

Game Modes

Control Modes

Magic Series

Combo Legend

Best partners/duos

Characters

-Akuma

-Background

-Moves

-Combos

-Strategy

-Apocalypse (Real name: En Sabah Nur)

-Background

-Moves

-Strategy

-Armored Spider-Man

-Background

-Moves

-Combos

-Strategy

-Blackheart

-Background

-Moves

-Combos

-Strategy

-Captain America

-Background

-Moves

-Combos

-Strategy

-Chun-Li

-Background

-Moves

-Combos

-Strategy

-Cyber Akuma

-Background

-Moves

-Combos

-Strategy

-Cyclops

-Background

-Moves

-Combos

-Strategy

-Dan

- Background
- Moves
- Combos
- Strategy
- Dark Sakura
 - Background
 - Moves
 - Combos
 - Strategy
- Dhalsim
 - Background
 - Moves
 - Combos
 - Strategy
- Hulk
 - Background
 - Moves
 - Combos
 - Strategy
- Ken
 - Background
 - Moves
 - Combos
 - Strategy
- M.Bison
 - Background
 - Moves
 - Combos
 - Strategy
- Mechanized Zangief
 - Background
 - Moves
 - Combos
 - Strategy
- Mephisto
 - Background
 - Moves
 - Combos
 - Strategy
- Norimaro
 - Background
 - Moves
 - Combos
 - Strategy
- Omega Red
 - Background
 - Moves
 - Combos
 - Strategy
- Ryu
 - Background
 - Moves
 - Combos
 - Strategy
- Sakura
 - Background
 - Moves
 - Combos
 - Strategy
- Shadow

- Background
- Moves
- Combos
- Strategy
- Shuma Gorath
 - Background
 - Moves
 - Combos
 - Strategy
- Spider-Man
 - Background
 - Moves
 - Combos
 - Strategy
- U.S.Agent
 - Background
 - Moves
 - Combos
 - Strategy
- Wolverine
 - Background
 - Moves
 - Combos
 - Strategy
- Zangief
 - Background
 - Moves
 - Combos
 - Strategy

Miscellaneous
Credits

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Character by character analysis chart

Character	Strength	Defense	Speed
Akuma	6	4	7
Apocalypse	8	10	2
Armored Spider-Man	4	9	9
Blackheart	4	5	4
Captain America	8	7	5
Without Shield	5	6	6
Chun-Li	6	5	9
Cyber Akuma	10	10	8
Cyclops	5	6	7
Dan	7	4	5
Dark Sakura	5	5	6
Dhalsim	4	5	6
Hulk	9	9	4
Ken	5	5	7
M.Bison	6	5	6
Mechanized Zangief	9	7	3
Mephisto	4	5	4
Norimaro	4	6	5
Omega Red	6	6	5

Ryu	6	6	6
Sakura	5	4	6
Shadow	7	5	8
Shuma Gorath	5	5	6
Chaos Split Mode	6	5	6
Spider-Man	7	4	9
U.S.Agent	8	7	5
Without Shield	5	6	6
Wolverine	4	5	9
Berserker Mode:	4	5	10
Zangief	8	7	4

Strength-- Strength is measured at how fast the character takes down the Red Bar not the life meter, the Red Bar is the Bar behind the life meter that often shows how much recoverable life the opponent has left.

Defense-- Defense is measured at how fast the character's Red Bar does down, not by the Life meter. The quicker the drop of the Red Bar the lower the defense of the character.

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 helf of the screen.

You can measure the defense and strength parts for yourself, not by training mode because in training mode they only show how much damage you do and you will notice that Spider Man does the same amount of damage to Ryu as to Zangief. Play versus mode and have both characters put their strength down to 1 star, pick any two characters you like and combo the crap out of each character, you should see who still has the most and least amount of red bar.

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Game functions

This is what the game revolves around on, not only combos but blocking and other things alike.

Blocking: B(while blocking an attack)

Basically without this, you are pretty much dead meat(ala Mech Zangief).

Whenever you see an attack immediately block, or you can block in advance if you anticipate an oncoming jumping attack. When you block a special move you will take a little bit of the normal damage, however it is recoverable by the red bar.

Air blocking: B(while blocking an attack)

When your in the air you should block incase you are fighting an opponent with a high priority launcher, you might want to consider air blocking. In the Alpha series you can easily air block but you couldn't air block regular stading attacks or supers. However in the crossover series air blocking means you can block anything besides Zangief's Aerial Russian Slam.

Supers: Special motion+ 2P or 2K

In this game supers are the prime key to to winning, next to cheapness and combos of course. Super combos do an absurd amount of damage and some of them can be comboed and some of them are just plain weak. Supers often tend to do alot of block damage sometimes and the way you can tell if you can perform a super or not is by looking at the bar on the bottom of the screen, if it is completely highlighted with a level 1 sign, that means you can do a super. Save these when you can chip your opponent to death.

Variable Assist: SP+FK

In this game your partner can perform an attack that are very similar to helpers in Marvel vs. Capcom. Unless you are in versus mode, I wouldn't reccommend calling your partner out too often. Here certain attack varies depending on the character, some might even help you set up supers that are uncomboable like Shadow's Cross Shadow Blitz. However when you call out your character they do not come out in an instant, rather the character that is calling out the helper taunts a little like Wolverine shaving his claws. This can be extremely hazardous to both your characters in Crossover mode because you never know when an opponent can pull off an unexpected super.

Variable Counter: B,DB,D+P or K(B,DB,D+RK+FP in Crossover mode)

Whenever an opponent is on the constant verge of winning and you don't want to switch out because he can pull a super, then this might be your answer to "safety switching." This is only safe when you are blocking regular attacks, but if you are blocking supers and you decide to call your partner out, that means your partner will be eating the super. You should use this whenever you can in versus and Team Battle mode because your assist character can never die. You should use this after you have blocked some supers like Final Justice or Weapon X, because the opponent cannot block the counter in time.

Team Super: D,DF,F+P+K(of same strength) (D,DF,F+FP+RK in Crossover mode)

Ouch! Hopefully a medic is near by after you have eaten one of these. When you perfrom this motion you must need at least two levels of super, then your partner will come out and perform his or her super along with your super. In crossover mode the partner that had started the team super goes out and the partner that was previously resting comes in and takes a crack at the opponent. Supers that were often not comboable can now be comboed with the help of your character. For example:

-- Omega Red cannot combo his Omega Destroyer alone. Then lets say Ryu was his partner. Ryu dashes in with a S.Jab, S.Strong, S.Fierce --> Team Super

-- Since Ryu's Shinkuu Hadouken can be comboed more easily than Omega Red's that means that while Ryu's Shinkuu Hadouken is stunning the opponent it gives Omgea Red enough time to start his super and connect with it at the same time.

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

Often is the crossover series the opponent likes to OTG you. That means even though the opponent has knocked you down, you can still be hit and into another combo sometimes. To avoid the opponent's additional attacks simply perform the motion as described above and you will roll to safety and get up quicker than normal. Also you can even catch opponents in their recovery stance and start attacking them even though the opponent connected with their attack.

Super Jumping: D,U(quickly) or 3K (Launcher, U)

Super jumping is essential for keeping yourself from eating chipping damage and also for air combos. When opponents see you on the run about to get demolished they will often try to use supers to chip you to death, you can avoid practically all supers (except for Cyclops' Super Optic Blast) by supering jumping and thus avoid chipping damage. Also immediately when you launch your opponent simply press U on the directional pad so that you can follow up with an air combo.

Jumping: U/UF/UB

You might not always want to super jump your way out because otherwise you won't recover in time to counter your opponents' missed supers. Also you can jump in with attacks as well and sometimes special moves. However while you are jumping you can only perform a special move once.

Dashing: F,F or B,B(quickly) or 3P or B+3P

Dashing is essential for most characters to fully perform their combos and also moving in on an opponent quicker to counter. You can dash back as well and escape any ground combos your opponent is trying to pull on you. Zangief and Mech Zangief are the only players in the game without a dash, when you perform this motion they will come in and grab the opponent.

Advancing Guard(Push Blocking): 3P(while blocking an attack)

Sometimes you can avoid your opponent's supers by push blocking, key examples are Ryu's Shinkuu Tatsumaki Senpoo Kyaku or Ken's Shinryuken. When the opponent is close to you press all three punches at the same time and you will push the opponent back. This way you have more time to set up to counter the opponents' missed supers. Also you can push block a normal attack as well and also you can push block in the air. Push blocking during beam supers are basically useless and you cannot nullify any block damage while push blocking.

Throws: F or B+P or K

Certain characters might not have a Kick throw or a punch throw but all characters have at least one. Throws are unblockable and cause a fair amount of damage. You must always be up close to your opponent to throw them and also its useful for people who block alot.

Tech hits: F or B+P or K(immediately after throw)

Often when you are thrown you suffer a good amount of damage that you don't want to suffer. You can either completely nullify the throw damage or at least cut it in half, depending on how early you do it. When you expect a throw always preform this motion.

Quick Dizzy Recovery: Go crazy on controller(or joystick)

When you are dizzy after a couple of attacks you can make your dizzy recovery go much quicker by shaking on the control pad and ramming the buttons. Very useful when your opponent tries to pull a super or a lengthy combo.

Variable Attack: FP+RK(Crossover Mode only)

During this mode you can switch out at any time by hitting the hard punch and kick buttons at the same time. Your partner will come in and perform a quick attack and stay in battle and get a crack at defeating your opponents. Meanwhile the character you were previously using goes out and their life meter gradually recovers.

Recovery: Avoid attacks(character must be resting in Crossover mode)
Basically when you avoid attacks for awhile your character will slowly regain their red lifebar, depending on which speed you set the recovery guage at(EX Options menu) your guage will recovery slowly, normally, or quickly. In Crossover Mode only the resting character will recover their red guage and re guage only. All chipping damage incurred is recoverable.

EX CANCEL: Special attack --> Super, Super--> Another Super
You can only do this when you are in Versus Mode, Training Mode, Battle Mode, and Hero Battle Mode. Normally in Crossover Mode you can do a normal move but you try to combo a super afterwards you will notice that the opponent can block it. With the help of the EX Cancel you can cancel a special move into any super(or supers that can be used after the EX CANCEL). One thing to remember is that each time you cancel a super the background changes color and also the super gets weaker and does less damage than it normally does.

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Game Modes

Battle Mode: In this mode you fight the normal arcade battles against all the bosses and random battles except you cannot switch out. Beat the game with the character and see the ending. You cannot set the damage level though. You choose a character and also a support character that comes out when your perform a Team Super, a Team Counter, or a Variable Assist. A second character can always join in by selecting start.

Versus Mode: In this mode its just like the Battle mode, except you do not fight bosses(unless you select them of course) and you fight against a friend until you two decide to stop. You select a character and a support character, this time you can set the damage guage and also select the stage.

Training Mode: In this mode you select a character and a support character while selecting a dummy you wish to to make a new face for. Here both the dummy and you are given endless life and endless and effortless to build super meters. In this mode you can select many options like if the opponent should jump, super, jump, crouch, or stand. Also you can decide whether they block all the time, block only when combos don't connect, or they don't block at all. Also you can make the dummy fight back at you and set the difficulty level of the dummy(which really doesn't matter since they hardly fight back anyways) and also you can replay the combo you did. There are many more options in here as well.

Hero Battle Mode: In this mode you select a team of Marvel Super Heroes or the Infamous Street Fighter agressors. Here you cannot set the damage guage or select a stage. The rounds and time varies depending on how your options are set up. Here you select two fights from each universe one of them being your support character. You will fight battles against the other team and each loss you take is permanent meaning that your losses continue to the next round or match. The first group to lose all their characters loses and the group that wins gets a nice picture. When you lose your characters you pick another set of characters until all are gone.

Crossover Mode: Here you cannot select the stage or the damage guage, but you can switch out during the middle of your battles at any given time. Here you will select one character and the computer will select another character(or your friend if he or she decides to join in). Here you will face a true tag team match battling the reverse order of your team, also you can be two Spider-Man's

and your friend can be two Spider-Man's as well or have four of any character, that's why there are 4 colors for every character.

Option Mode: You know, select your number of rounds in versus mode, crank the volume up, etc.

Gallery: Here once you beat the game with a certain character the picture for that character will open up and also you can view his or her ending again if you like. You must save your game to a memory card then your endings and illustrations can be saved.

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Control Modes

Basically these are the modes within the game's battle modes. Each one of them is specifically designed for the use of everybody depending on their experiences of the game.

Manual Mode: Perform all special moves by special motions given in the manual. Primarily where experts and masters play at.

Easy Mode: Special moves and supers are very easy to do, just keep pressing a button rapidly and a special moves comes out automatically. Continuously hit Jab+Short together to launch the opponent and rapidly press those two buttons to automatically do an air combo! Ideal for beginners. Do chain combos simply pressing on one button!

Beginner Mode: Special moves and supers are done by holding down a button. It just doesn't get any easy than this. Air combos and ground chain combos are automatically in place for you, all you have to do is hold Short+Jab for an air combo, or keep pressing punch or kick for a ground chain combo! Ideal for people new to the game.

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Combo System

This is the main element of the entire game. Combos. The entire crossover series revolves around this system which is called the "Magic Series" given by many people out there. I'm not sure what Capcom calls it, but that's what 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

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

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

Small Launcher: These 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 initiate 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 and also it leaves you safe from attacks.

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 in X-Men vs. Street Fighter 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 there. In Marvel Super Heroes vs. Street Fighter OTG combos are often hard to pull off.

Air Combos (Aerial Raves): Every character can pull these off in the game. They usually start with a launcher 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.

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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 and Mephisto. 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: DO NOT BE SURPRISED WHEN YOU SEE 5 HIT COMBOS EQUAL THE DAMAGE OF 12 HIT COMBOS. IN COMBOS THE MORE HITS YOU TACK ON THE WEAKER THEY GET, BESIDES IF SPIDER-MAN'S WEB SWING WERE TO DO AS MUCH DAMAGE IN COMBOS AS IT DOES ALONE, THEN THE OPPONENT WOULD BE FINISHED RATHER QUICKLY.

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Combos Legend

This combo legend is taken from James Chen, the genius behind all of the easy combo system reading ability. This is completely his idea, and I had no part in making this up, all of this legend is credited to him.

, is used to indicate normal move chaining

--> indicates Special Move cancellation

/\ indicates that you cancel the current move with a Super Jump

\/ indicates that you land after the last move and continue on the ground

S. stands for standing

C. stands for crouching

DN. stands for holding down on the controller while attacking during a jump

UP. stands for holding up on the controller while attacking during a jump

T. stands for holding towards on the controller (direction you are facing)

J. stands for jumping

SJ. stands for Super Jumping

D. stands for Dashing before performing the move

AD. stands for Air Dashing

F. stands for Flying

(OTG) means this will hit opponent off the ground

(FS) means that the move you just did initiated the Flying Screen

AC - Air Combo

AC Finisher - A move that will end an air combo by initiating the FS

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Best Partners

Here in this section I recommend the best partners (in a matter of opinion of course) depending on how they are similar, how well they can defend, how effective their super is in a team super, and others. NOTE: THESE DUOS WERE ONLY MEANT TO BE PLAYED IN CROSSOVER MODE OR AT THE ARCADE, OR ON THE SATURN.

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Ryu and Cyclops: Possibly the best team super in the game if you combine them, you often saw this duo fighting against you in X-Men vs. Street Fighter way too often. Ryu can easily chain a Shin Shoryuken after Cyclops' Variable Assist Attack which is a Gene Splice.

Ryu: Ryu's projectile is one of the best in the game, it comes out quick and can easily be used as an AC Finisher. His beam super is one of the best in the game because of its versatility and the damage that it does. Ryu's moves can benefit practically anyone's game because he is balanced and most old school Ryu's players know exactly how to play him.

Cyclops: Cyclops has a dominating projectile because his Optic Blast eats other projectiles in the game! He can aim it high, head height, and low. Also most of his standing attacks (besides the standing Strong and standing Fierce) can go into a two hit combo making him an excellent all around ground combo character. His Mega Optic Blast is the perfect complement to any team super because of its range and damage potential.

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Ryu and Ken: Was there even a doubt? Ken can only do his Shinkuu Hadouken if Ryu is his partner. That means double the hurt, double the damage, and almost double the hits.

Ryu: Ryu's projectile is one of the best in the game, it comes out quick and can easily be used as an AC Finisher. His beam super is one of the best in the game because of its versatility and the damage that it does. Ryu's moves can benefit practically anyone's game because he is balanced and most old school Ryu's players know exactly how to play him.

Ken: Although Ken has changed a bit from X-Men vs. Street Fighter he is still one of the better characters in the game. His Shoryuu Reppa is so easily comboed that it rivals Wolverine's Berserker Barrage X as being the fastest super in the game. Also his Shippu Jinra Kyaku also does good damage and can counter many supers, but still not quite as fast as his Shoryuu Reppa. Ken is one of the few characters that can Cancel a super after his launcher which is his Shinryuken. Ken also possess quick speed and excellent combo ability, which would back up Ryu's slower speed and moderate combo ability.

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Akuma and Ken: Well pairing up any of the Shatokens (besides Dan of course) is an easy adaptation. Akuma plays extremely similar to Ken in terms of combos. Also Akuma does not take that long to adapt to, and with a friendly unblockable Shun Goku Satsu at your side who can go wrong? Also since Ken doesn't have a beam super Akuma can back that up with his!

Ken: Although Ken has changed a bit from X-Men vs. Street Fighter he is still one of the better characters in the game. His Shoryuu Reppa is so easily comboed that it rivals Wolverine's Berserker Barrage X as being the fastest super in the game. Also his Shippu Jinra Kyaku also does good damage and can counter many supers, but still not quite as fast as his Shoryuu Reppa. Ken is one of the few characters that can Cancel a super after his launcher which is his Shinryuken. Ken also possesses quick speed and excellent combo ability, which would back up Ryu's slower speed and moderate combo ability.

Akuma: Akuma's Messatsu Gou Shoryuu can easily be among the ranks of the Shoryuu Reppa and Berserker Barrage X as being the fastest super in the game, simply because it chains off anything he has. With Akuma's Tenma Gou Zankuu he can easily counter opponents from the air, if the opponent by mistake pulls off a beam super, mainly Ryu and Dark Sakura. Akuma's Zankuu Hadouken hits ground opponents from the air at screen distances which would back up Ken's poor range projectile. Also Akuma can quite possibly be the best Variable Assist in the game, when you use the Variable Assist Akuma comes out and does his Tatsumki Zankuu Kyaku, which still stuns the opponent for the longest time allowing you to connect with quite possibly any super.

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Akuma and Ryu: Basically their team super just kills! Akuma and Ryu play very similar and their air combos are somewhat similar. Akuma can provide quickness and power, while Ryu provides durability and strength. A real nasty duo for anybody to mess around with.

Ryu: Ryu's projectile is one of the best in the game, it comes out quick and can easily be used as an AC Finisher. His beam super is one of the best in the game because of its versatility and the damage that it does. Ryu's moves can benefit practically anyone's game because he is balanced and most old school Ryu's players know exactly how to play him.

Akuma: Akuma's Messatsu Gou Shoryuu can easily be among the ranks of the Shoryuu Reppa and Berserker Barrage X as being the fastest super in the game, simply because it chains off anything he has. With Akuma's Tenma Gou Zankuu he can easily counter opponents from the air, if the opponent by mistake pulls off a beam super, mainly Ryu and Dark Sakura. Akuma's Zankuu Hadouken hits ground opponents from the air at screen distances which would back up Ken's poor range projectile. Also Akuma can quite possibly be the best Variable Assist in the game, when you use the Variable Assist Akuma comes out and does his Tatsumki Zankuu Kyaku, which still stuns the opponent for the longest time allowing you to connect with quite possibly any super.

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Sakura and Dark Sakura: Easily one of the better teams if you know how to play as Sakura that is. Although Dark Sakura differs differently from Sakura in terms

of special moves, she can combo exactly like Sakura. Don't rely on their team super though because its practically a waste simply because while Dark Sakura provides a beam super, Sakura's Shinkuu Hadouken only aims diagonally up.

Sakura: Sakura is one of the smaller characters in the games ranking with Wolverine and Spider-Man, but she has a serious speed problem for someone her size. Her attacks really don't come out fast, but her combos do quite a bit of damage. Her Shouken is her prime weapon and combos like bread and butter, also she can absorb fireballs with it as well. Also her Variable Assist can tag opponents from screen distance.

Dark Sakura: While unlike her counterpart Dark Sakura has a beam super and a Shun Goku Satsu. Also she has the strongest projectile in the game, and her Shouken is what it used to be in the Alpha series, but this time its a Dragon Punch motion. Her projectile range is better than Ken's but worst than Ryu's. Also her Variable Assist can tag opponents from screen distance.

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Wolverine and Spider-Man: Well if you want to win with combos, this is your duo. Not only are they both quick, but they are also dominating. These are the two most dominating characters in the game in a matter of opinion. You can make quick work of your opponents with these two, but then again in crossover mode you will have to fight against these two,

Wolverine: Quickness and cheapness. Wolverine has immense speed when he is in Berserker Mode and he can just hit the super jumping strong button all day, that even beginners can find themselves getting at least 5 hits out of it. He has many combo possibilities to combo his supers with such ease you will be amazed. Also his special moves can chip alot of damage as well, and his EX Cancel abilities are too damaging.

Spider-Man: Strength and combos. Spider-Man is known for his quick speed and his talkative mouth. He is a relentless combo character that has an annoying corner trap. His combos do alot of damage, which probably makes up for his inability to combo in his supers fully. Also his jumping Jab has alot of priority believe it or not and the fact that he can perform almost any combo you ask him to, its basically a sure victory when you use him.

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Blackheart and Mephisto: They draw powers from the dark world, but even though they do tend to carry alot of power in the comics, they can take quite a while to perfect. Their team super, Armageddon Armageddon is a totally painful team super, so watch out for that launcher.

Blackheart: While he doesn't possess much combo ability he can be quite annoying when you know how to play as him. Also take fact that he is the only character in the game that has a super jumping Forward AC Finisher. His standing Strong must be start early so that he can make up for his start up delay, so that he can counter jump in opponents because it has good priority. Blackheart can escape supers sometimes while he is in the air because he can air dash.

Mephisto: While he doesn't possess much combo ability he can be quite annoying when you know how to play as him. Also take fact that he is the only character in the game that has a super jumping Forward AC Finisher. His standing Strong must be start early so that he can make up for his start up delay, so that he can counter jump in opponents because it has good priority. Mephisto can escape

supers sometimes while he is in the air because he can air dash and also the fact that his attacks do more damage and they light the opponent on fire.

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Zangief and Hulk: Power and Power. With these two you can easily mop the floor with opponents with a few hits. Hulk tends to be underrated and Zangief tends to be too underrated. Infact these two personally, are one of the better characters in the game. With these two I can easily and honestly say that Wolverine and Spider-Man players stand little chance of defeating. There are some underrated characters in the game and these two and the two above are a few of them.

Zangief: The majority of his special moves are unblockable and do major damage. Zangief is by far the most lethal character in the game in the hands of an expert(I think I can honestly say I qualify) because Zangief does have good priority. While being far from the quickest in the game, its absolutely deadly to stay near him. His Double Final Atomic Buster has alot of priority and I can manage to connect with it about 70% of the time. Think of it as Cyber Akuma's Shining Gou Shock, when up close. He even has an unblockable anti-air attack! That's power!

Hulk: Man! Where would I go without this guy? His combos are one of the sweetest in the game, and even though his combos might look like they do alot of damage, they only do damage like everybody else, its only his single attacks that put up alot of heat. With his super armor he can take a hit before feeling the effects of it, making it hard to just launch him straight up. Also his super armor does not work against jumping Fierces or Roundhouses, against strikes, or when he is in the air. He also has a high sense of priority.

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Mech-Zangief and Zangief: Well what can I say? Many people tend to think that Mech-Zangier is a horrible character, but actually I find myself winning more battles with this guy than with Wolverine! Mech-Zangief cannot block, but he makes it up with the inability to feel pain! That's right you can throw a Shinkuu Hadouken at him and he can still come after you with a Final Atomic Buster!

Zangief: The majority of his special moves are unblockable and do major damage. Zangief is by far the most lethal character in the game in the hands of an expert(I think I can honestly say I qualify) because Zangief does have good priority. While being far from the quickest in the game, its absolutely deadly to stay near him. His Double Final Atomic Buster has alot of priority and I can manage to connect with it about 70% of the time. Think of it as Cyber Akuma's Shining Gou Shock, when up close. He even has an unblockable anti-air attack! That's power!

Mech-Zangief: With a new super and a new special move along with the inability to feel pain, he can really tear up the competition just as long as he doesn't play against Omega Red of course. Always be on the offensive with this guy, and always stay in the air, and that means constant super jumping.

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Captain America and Ryu: This is one of the best duos in the game. I mean Captain America's moves are similar to Ryu's and also the fact that these two can be considered beginner characters.

Captain America: With a sense of pride and "Justice" this fellow American native serves out his country with a little Final Justice, two dash Stars n' Stripes, a cup of Charging Star, a couple of combos, with a hint of Shield Slash. I know he was faster in Marvel Super Heroes, but Captain America really doesn't seem that slow in this game, except for when he is trying to turn around when he gets crossed up. His jumping Fierce is slow and also his crouching Fierce, but his strength can more than make up for his speed. Captain America is an all around excellent and superb combo character with high decency and very effective supers.

Ryu: Ryu's projectile is one of the best in the game, it comes out quick and can easily be used as an AC Finisher. His beam super is one of the best in the game because of its versatality and the damage that it does. Ryu's moves can benefit practically anyone's game because he is balanced and most old school Ryu's players know exactly how to play him.

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Captain America and U.S. Agent: Ouch! Two serving thier country makes it twice the pain for opponents. Basically any Captain America expert can pick U.S. Agent as well. Also if you like the name of their Team Super, Star Star, then I suggest you pick this duo up.

U.S. Agent: To me he really isn't much faster than Captain America or even a bit faster. I think all he is here for is so that you can play as two Captain America's. Besides U.S. Agent's shield doesn't have a star on it remember?

Captain America: With a sense of pride and "Justice" this fellow American native serves out his country with a little Final Justice, two dash Stars n' Stripes, a cup of Charging Star, a couple of combos, with a hint of Shield Slash. I know he was faster in Marvel Super Heroes, but Captain America really doesn't seem that slow in this game, except for when he is trying to turn around when he gets crossed up. His jumping Fierce is slow and also his crouching Fierce, but his strength can more than make up for his speed. Captain America is an all around excellent and superb combo character with high decency and very effective supers.

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Chun-Li and Ryu: These two are basically for beginners. Chun-Li provides speed and vast combo abilities while Ryu provides durability and strength. Old school Ryu and old school Chun-Li players can quickly get adapted to using them.

Chun-Li: With excellent speed and excellent combo ability its a perfect match that gives her the name "Combo Queen." Although it would be unfair to call her that since she is just one of three female characters in the game. Her supers take off alot of damage and they are all comboable without the aid of a Variable Assist Attack. She also has alot of air defense and can easily win any air battle. Her ability to air dash and triple jump makes it extremely hard for her opponents to successfully combo her completely.

Ryu: Ryu's projectile is one of the best in the game, it comes out quick and can easily be used as an AC Finisher. His beam super is one of the best in the game because of its versatality and the damage that it does. Ryu's moves can benefit practically anyone's game because he is balanced and most old school Ryu's players know exactly how to play him.

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Dhalsim and Dan: Believe it or not, this team can pose quite a hazzard for anybody. Old school Dhalsim players and Alpha series Dan players can easily become adapted because they are both probably completely unchanged from their previous idenities.

Dhalsim: Although he lacks alot of skill in combo ability his supers take off alot of damage and has an overall excellent defense against jumping characters with a little Yoga Strike that is, but the opponent can still knock Dhalsim out of it. Also with his long limbs he can attack from a distance without having to resort to projectiles and his Yoga Fire, standing Roundhouse corner tactic is pretty annoying and dates back to the original street fighter 2.

Dan: Well what can I say? First off, he is not the scrub everybody thought he was, and also his supers do a tremendous amount of damage and they combo with a blink of an eye. Dan has one of the fastest supers in the entire game, and his attacks have good range plus the fact that he has alot of strength and can pound away at opponents. Also with the help of his new found infinite he can surely even up the odds against cheapness, ala Wolverine.

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Shuma-Gorath and Wolverine: Basically Wolverine provides the levels and Shuma Gorath provides the pain with his unblockable "Chaos Dimension!" This is a cheap duo, since Wolverine can provide the levels with his constant barrage of strongs, then Shuma Gorath comes in and activates his Chaos Dimension mode, then catch the opponent to take away an absurd amount of life.

Shuma Gorath: While he may not look like it, he can easily combo any opponent. Shuma Gorath possess overall exceptional combo ability and his regular moves chip alot of damage. Once he activates his Chaos Dimension, just run. The opponent will literally be at Shuma Gorath's mercy because Shuma Gorath will have ten seconds to grab his opponent into the...Chaos Dimension!(boy I love saying that). The Chaos Dimension is probably the strongest super in the game, even just a bit stronger than Akuma's Shun Goku Satsu.

Wolverine: Quickness and cheapness. Wolverine has immense speed when he is in Berserker Mode and he can just hit the super jumping strong button all day, that even beginners can find themselves getting at least 5 hits out of it. He has many combo possibilities to combo his supers with such ease you will be amazed. Also his special moves can chip alot of damage as well, and his EX Cancel abilites are too damaging.

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Omega Red and Ryu: With Omega Red's Omega Destroyer, it couldn't be more easier keeping an opponent away. Also Ryu can provide alot of combo power in terms of comboing his Shinkuu Hadouken. The one thing that really should be talked about between the two is their team super. Just never use it, unless you start it with Ryu. Simply because Omega Red's Omega Destroyer will juggle the opponent into the air and away from the Shinkuu Hadouken.

Omega Red: Omega Red is a superb combo character, but his priority is somewhere else. It takes timing to launch his opponent because his launcher is somewhat curved and the opponent has to be a certain distance away from Omega Red if you wish for it to be used as an anti-air attack. Also players who have had

experience with Sabertooth in X-Men vs. Street Fighter and with Venom in Marvel vs. Capcom should have little trouble adapting to Omega Red.

Ryu: Ryu's projectile is one of the best in the game, it comes out quick and can easily be used as an AC Finisher. His beam super is one of the best in the game because of its versatility and the damage that it does. Ryu's moves can benefit practically anyone's game because he is balanced and most old school Ryu's players know exactly how to play him.

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Shadow and Ken: With a team super that complements each other so well, its an obvious bet that anybody with experience with either Ken or Charlie should have no trouble adapting to these two. The combos for each of them are practically identical, well basically because they have the same Magic series and also they both present an equal amount of range.

Shadow: X-Men vs. Street Fighter Charlie players should have absolutely no trouble adapting to Shadow in terms of combos, but if they are looking for supers comboability, then look elsewhere or look back. Shadow has alot of priority and alot of range on his attacks for a medium sized character. Also the fact that he has alot of power on his attacks, and also he has gained some speed from Charlie makes him an excellent character to begin with.

Ken: Although Ken has changed a bit from X-Men vs. Street Fighter he is still one of the better characters in the game. His Shoryuu Reppa is so easily comboed that it rivals Wolverine's Berserker Barrage X as being the fastest super in the game. Also his Shippu Jinra Kyaku also does good damage and can counter amny supers, but still not quite as fast as his Shoryuu Reppa. Ken is one of the few characters that can Cancel a super after his launcher which is his Shinryuken. Ken also possess quick speed and excellent combo ability, which would back up Ryu's slower speed and moderate combo ability.

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Norimaro and Spider-Man: Norimaro is sometimes an overlooked character. His team super which is the Hyper Strong Miracle Treasure is an excellent back up for any super. Also Norimaro plays alot like Spider-Man believe it or not, but he does lack the range and power though. Surprisingly Norimaro has better defense than Spider-Man and can take more hits than he can.

Norimaro: Norimaro should come as an ease when it comes to veteran Spider-Man users, because alot of his combos are like Spider-Man's. Also Norimaro is the smallest character in the game, and that means combos will be harder to put on him than on others. Also make note that his Hyper Strong Miracle Treasure has alot of range, and it chips alot of damage as well, think of it as the Omega Destroyer.

Spider-Man: Strength and combos. Spider-Man is known for his quick speed and his talkative mouth. He is a relentless combo character that has an annoying corner trap. His combos do alot of damage, which probably makes up for his inability to combo in his supers fully. Also his jumping Jab has alot of priority believe it or not and the fact that he can perform almost any combo you ask him to, its basically a sure victory when you use him.

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M.Bison and Dhalsim: Basically old school(skool) players who wants to get adapted to the new school. These two have been basically remained unchanged from Super Street Fighter 2 in terms of how they play.

M.Bison: M.Bison players from X-Men vs. Street Fighter should have no trouble adapting to him because like Cyclops from X-Men vs. Street Fighter, he remains unchanged for the most part except for some minor altercations. Also his moves were set so that you don't have to charge any more except for his Head Stomp and his Flying Psycho Fist. In this game he doesn't possess alot of speed but he does have a powerful Psycho Crusher, it does so much damage you would think that it was ported over from Shin Bison in Street Fighter Alpha 3!!!

Dhalsim: Although he lacks alot of skill in combo ability his supers take off alot of damage and has an overall excellent defense against jumping characters with a little Yoga Strike that is, but the opponent can still knock Dhalsim out of it. Also with his long limbs he can attack from a distance without having to resort to projectiles and his Yoga Fire, standing Roundhouse corner tactic is pretty annoying and dates back to the original street fighter 2.

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Armored Spider-Man and Spider-Man: With this duo you can basically mop the floor with anybody! Expert Spider-Man players should easily pick up his armored counterpart, also take note that their team super does alot of damage, while Spider-Man provides the strength and stronger supers, Armored Spider-Man possesses the Durability and Super Armor.

Armored Spider-Man: Basically any Spider-Man veteran can play as Armored Spider-Man because his combos are exactly the same for the most part, but Spider-Man has been given stronger defense and a weak Super Armor. He can still be launched normally but he can take Jabs and Shorts like they weren't even hitting him! Or at least for the first hit, the second hits he will start to reel back.

Spider-Man: Strength and combos. Spider-Man is known for his quick speed and his talkative mouth. He is a relentless combo character that has an annoying corner trap. His combos do alot of damage, which probably makes up for his inability to combo in his supers fully. Also his jumping Jab has alot of priority believe it or not and the fact that he can perform almost any combo you ask him to, its basically a sure victory when you use him.

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Cyber Akuma!: What can I say? This guy is like three fighters, I even have trouble beating this guy myself sometimes. His level 1 supers do more damage than other level 3 supers, its just amazing that he is this strong.

Cyber Akuma: Cyber Akuma has alot of power and strength. He can easily dismantle and opponent with his Scramble Gou Punch. Also with his blink of an eye quick Shining Gou Shock, it should come as no surprise as to why is the strongest character in the game. Also with his powerful attacks and special moves that hurt just as much as most characters supers, its practically an easy victory if you select him.

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Characters in this game all have different variety of attacks each with their own attributes and disadvantages. But if you know how to use each character effectively you can be on your way to becoming a master. Each of the characters below will include background information, a moves list, a combo list, and strategies against every individual character in the game.

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Akuma

His mysterious origin is unknown to people and his deadly fighting skills, widely known. While training with master Gouken he perfected every Shatoken move in a matter of a few years, but he was so power hungry that he wanted to learn more, but Master Goutetsu could not teach him anymore. Soon Akuma had searched the dojo to see if anybody would challenge him, but no one was daring enough. After several days Akuma had uncovered a book full of ancient deadly Shatoken techniques but could not understand it. The next day Akuma revealed the book to Master Goutetsu, but Goutetsu refused to teach the deadly style to Akuma, and Akuma thought him and his ancestors were fools for not teaching the deadly art, Shun Goku Satsu. Akuma would study the book endlessly until he finally revealed the killing secret, but it was also told that it would kill the person who used it. Akuma did not believe the fact and the next day Goutetsu had already knew what Akuma had discovered and told Akuma would become pure again if he can cleanse his mind, but Akuma's power hungry ignorances was tired of babble and he decided to test it on Goutetsu. But Gouken had already dodged the attack and a long fight was about to start. Later after a long a battle Akuma's strength overpowered his sensai and thus performing the move he did not connect with earlier, the Shun Goku Satsu. With that Akuma sealed his own evil destiny and his own fate by releasing the Shun Goku Satsu.

Character Quotes

"Fight for what you believe. Now die for it!"
"I have nothing to say to you."
"If you cannot learn to live, learn to kill."
"Return when "evil intent" drives your soul."
"There is no good or evil, only Akuma."
"This world is starting to lose it's appeal."
"You are unfit to survive."
"Your lack of power disgusts me."

Gou Hadouken: D,DF,F+P

The fireball that rivals Ryu's. Going at good speed it burns the opponent with purple flames but like all Shatoken's it has a recovery delay and opponents can easily jump over it, also the fact that it combos off of anything he has it.

Gou Shoryuken: F,D,DF+P

This is an overall excellent and very damaging move. Its Akuma's basic anti-air attack with high priority and has good range for an anti-air attack. Also this chains off his launcher very easily and can be used in ground combos as well. But like most anti-air attack moves he will fall back unable to block.

Zankuu Hadouken: D,DF,F+P(air)

Unlike his Alpha counterpart he will float in the air after he does this move instead of just dropping straight down. This can be used in effective air combos and when Akuma super jumps he can pelt away many of these in the air.

Tatsumaki Zankuu Kyaku: D,DB,B+K

An excellent move overall because it has good priority and it chips good damage as well as do excellent regular damage. Think of this as Ryu's Tatsumaki Zankuu Kyaku except it hits multiple times and Akuma can OTG the opponent afterwards! Also practically no recovery time after he does this move!

Tenma Kujinkyakuu: D,DF,F+K(air)

This move was ported from X-Men vs. Street Fighter and the Alpha series and it still has alot of priority. This move can only be done in the air and as Akuma comes down he dives with a kick going at a 60 degree angle, while it doesn't do much damage on its own, it can do alot of chipping damage and it has excellent recovery time, but Akuma cannot combo afterwards, but this move can be used in an effective air combo.

Ashura Senkuu: B,D,DB or F,D,DF+3P or 3K

This is Akuma's teleport. He can only travel along the ground as mirror images appear behind him but he is invincible during the duration of the move, but when he comes out of it he has fair recovery time, but he is countered basically most of the time. Consider using this when your in corner traps or escaping supers, or teleporting beind the opponent into the Shun Goku Satsu! The punch goes full screen's distance while the kicks go half screen's distance.

Overhead Collarbone Slice Shop: F+SP

This is Akuma's anti-crouch counter. Use this often against turtlers, and just as they get up. You can't block this low as you amy expect and also it does rather decent damage, but it has mean start up delay meaning that you cannot combo this, and it does tend to have bad recovery time if Akuma so happens to miss.

Supers

Messatsu Gou Shoryuu: D,DF,F+2P

Just like Ken's it does good damage and is easily comboed. It can counter mistakes and also it is invincible during start up meaning that it will out prioritized practically anything, but on the later part of the super Akuma can be knocked out of it, but this super does alot of chipping damage, but then again it can be pushed blocked. Also don't bother using this on the bigger characters like Blackheart or Shuma Gorath because they will fall before Akuma does despite the fact that he did connect with the super, and that gives them and opportunity to counter. Also don't pull this out of nowhere because the recovery time is bad. Also this super can OTG but after a few hits the opponent will be able to block.

Messatsu Gou Hado: D,DB,B+2P

Although it doesn't go as long as Ryu's Shinkuu Hadouken it still does the same amount of damage, hits, and chipping damage. However Akuma has a start up delay as he powers up for this move, but it is still comboable and is the prime mistake counter even from a distance. The recovery time is not bad at all, and the only thing I've seen counter this is a Shoryu Reppa, Berserker Barrage X, Hyper Stars n' Stripes, and yes the Messatsu Gou Shoryuu. Don't worry though, most of the characters in this game have alot of trouble countering this move.

Tenma Gou Zankuu: D,DF,F+2P(air)

Well unlike in X-Men vs. Street Fighter Akuma can combo this in. He no longer has the start up delay he once had and it can be comboed rather easily when put in air combos. Also it does good damage as Akuma throws out 19 Zankuu Hadoukens(yes I counted, but you can count for yourself using the "hit anywhere" Gamshark code), not every Zankuu Hadouken chips though, but it still chips good damage. Also Akuma can counter people who tend to use ground beam supers from the air like against Ryu.

Shun Goku Satsu: JP, JP, F, SK, FP(level 3)

Ouch! With an unblockable super at his disposal he can easily wipe out an opponent. The only problem with this move is that opponents can jump out of this in time, but the bigger characters like Hulk and Zangief have trouble getting away from this move. Also Akuma has no priority with this move what so ever and he can be thrown out of this or even tripped out of this. Also unlike in X-Men vs. Street Fighter once you use this you waste all your levels of super! Never use this unless you are positive it will connect.

Team Super

Akuma: Messatsu Gou Hado

An excellent team super that can back up pretty much any super. It does good damage and it can go full screen's distance and also Akuma extends the time of the team super because he starts his team super pretty late, but early enough to connect.

Team Counter

Akuma: Gou Shoryuken

An excellent team super, basically because its invincible once he comes out and it will knock anybody out of their move. It comes out quick and is the perfect counter against constant attacks.

Variable Assist

Akuma: Tatsumaki Zankuu Kyaku

Possibly the best Variable Assist in the game. It does good damage, but also it stuns the opponent long enough for practically any super to come out! Use this to your advantage and save your levels of super, also this will not hit small opponents who are ducking like Spider-Man or Wolverine, it also doesn't hit other opponents who are ducking like Blackheart or Omega Red, so you may not want to use this against certain people.

Combos

Combos: 81/100

Supers: 89/100

Overall: 80/100

Overall, Akuma is an excellent and avid combo character. He can move quick and makes combos damaging without all the hassle of dashing and OTGing. Any character using him should go all out on combos, but when your fighting against better combo characters its best that Akuma stays on defense. Also never trade hits with other opponents because Akuma does not take hits very well and his red bar can go down rather easily, but Akuma's quickness and combo ability more than makes up for his weak defense.

Ground Magic Series: Stronger

Jumping Magic Series: Stronger
Super Jumping Magic Series: ZigZag
Launcher: C.Fierce
Strikes: none
Small Launcher: none
Air Launcher: none
Knockdowns: C.Roundhouse
Team Super: Messatsu Gou Hado
Team Counter: Gou Shoryuken
Variable Assist: Tatsumaki Zankuu Kyaku
AC Finisher: Fierce, Roundhouse, Tenma Kujin Kyaku, Tatsumaki Zankuu Kayku,
Zankuu Hadouken, Tenma Gou Zankuu

1. D.S.Strong --> Gou Shoryuken
2. D.S.Jab, S.Fierce --> Gou Hadouken
3. J.Roundhouse \ / Messatsu Gou Shoryu
Just cancel when you come down.
4. D.C.Short, C.Roundhouse --> Messatsu Gou Shoryuu(OTG)
5. D.C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong --> AC Finisher
6. J.Fierce --> Tenma Gou Zankuu
7. J.Jab, J.Strong \ / D.C.Short, C.Forward, C.Fierce / \ SJ.Jab, SJ.Short,
SJ.Forward --> AC Finisher
8. Tatsumaki Zankuu Kyaku, C.Short --> Tatsumaki Zankuu Kayku
Just hit the opponent with the C.Short as you recover, I'll have to thank
Migs for this one.
9. J.Jab, J.Strong \ / D.S.Jab, S.Strong, S.Fierce --> Messatsu Gou Shoryuu
A real easy combo to do, make sure you cancel quickly.
10. D.S.Jab, S.Strong, S.Fierce --> Messatsu Gou Hado or Team Super
11. J.Jab, J.Fierce \ / D.S.Jab, S.Forward, S.Fierce --> Tatsumaki Zankuu Kyaku,
C.Short, C.Fierce / \ SJ.JAb, SJ.Short, SJ.Strong, SJ.Forward --> AC
Finisher(OTG)
Well as far as I can tell, this is the biggest combo Akuma can pull off, OTG
immediately after the Vaccum Whirlwind Kick and continue from there.

EX Combos

1. Tatsumaki Zankuu Kyaku --> Tenma Gou Zankuu

2. J.Jab, J.Fierce \ / D.S.Short, S.Strong, S.Fierce --> Messatsu Gou Shoryuu --> Team Super

3. Tenma Kujin Kyakuu --> Tenma Gou Zankuu

4. J.Jab, J.Strong \ / C.Short, C.Forward --> Gou Hadouken --> Messatsu Gou Shoryu --> Team Super

Strategies

Akuma: Wait for him to come to you and then launch him. Akuma players will always look for the chance to use the Shun Goku Satsu, so don't be surprised if you see opponents building their meter and not using it. Always put a constant attack on him if the player using him is not experienced, Akuma is liable to fall rather quickly and can ill-afford to trade hits. Also look for cheap Akuma players who do nothing but run away and keep throwing Zankuu Hadoukens or Gou Hadouken's from a distance, try to predict when they will throw a Gou Hadouken and hit the opponent with a Messatsu Gou Hado!

Apocalypse: This guy should be a piece of cake for Akuma, but a few hits from this over grown giant and your asking for it. Have Akuma gain his levels rather quickly and use that Tenma Kujin Kyakuu, you will get alot of hits because Apocalypse is rather big. Always use your Messatsu Gou Hado when you get the chance to do so. Or when your near Apocalypse's arm use the C.Short, C.Forward, C.Roundhouse --> Gou Hadouken combo, since Apocalypse can't block you can score easy damage this way.

Armored Spider-Man: Well Armored-Spider-Man does have high defense but his supers give him alot of recovery time, capitalize on a missed Maximum Spider with a Messatsu Gou Hado or a Team Super, and as for the Crawler Assult use the Messatsu Gou Shoryuu because it comes out faster. Watch out for constant combos and attacks from this guy, you can ill afford to eat much combos anyways, but wait for him to come to you and hit him with the C.Fierce launcher, it can out prioritize practically any of his attacks, try to stay away from Armored-Spider-Man also he is rather quick and will beat you to the first attack, and never jump in with jabs or shorts, always go for the Fierce or Roundhouse because he does have that super armor.

Blackheart: Not a very tough battle for Akuma. Watch for Blackheart to use his Time Stealer into the Inferno, its a very cheap tactic for Blackheart, but you can't blame him because he really doesn't have much priority or much strength and defense either. He will constantly use the Inferno or the Dark Thunder quite often, you will have a hard time countering the Dark Thunder, but the Inferno has really bad recovery time, so whenever you see an Inferno counter it with a Messatsu Gou Hado. Also always attack and be on the offensive, Blackheart really doesn't have much attacks to counter Akuma.

Captain America: A real tough battle for Akuma. Always look for the Final Justice, counter it with the Messatsu gou Shoryuu, but be quick because Captain America can recover quite quickly from it. Never use your Messatsu Gou Shoryu unless you are sure it will connect because a Final Justice will most likely come out. Try to keep Captain America away as well because with Cap's strength he can easily make Clam Chowder out of Akuma.

Chun-Li: Once again a rather tough fight. Try not to jump in on Chun-Li too

often because of her dominating launcher, watch for the Kikousho when she starts it in the corner because you can't push block it while your in the corner. If she does a Kikousho from out of the corner push block it and use your Messatsu Gou Hado, expect most chun-Li players to use that Hyakuretsukayku (lighting kick) after a knockdown so roll and counter. Her Hazan Tenshou Kyaku can be countered with a combo or a Messatsu Gou Shoryuu, and counter her Senretsu Kyaku with a Messastu Gou Shoryuu or a combo and nothing else, well of course you are a beginner just trip her.

Cyber Akuma: A very, very, very tough fight for Akuma. First off keep this guy away from you. Expect alot of teleporting and alot of firepower from this guy. Never stay on the ground against him, when you see him teleporting use a Messatsu Gou Hado, don't bother using the Messastu Gou Shoryuu because it does rather weak damage against him, and don't trade hits because he is immensely powerful and can take Akuma's health and eat it for breakfast rather quickly. Stay in the air and build your levels with Zankuu Hadoukens, when you have a level of super use that Messatsu Gou Hado at any time, most likely you will connect with it.

Cyclops: Well try not to play keep away with him because he can nullify your projectile with his and still hit you. Jump in on him often, Cyclops really can't defend against Akuma's attacks because Cyclops' attacks have low priority when it comes to anti-air except for his Gene Splice, but he rarely uses it. Make a constant effort to super jump when you can expect a Mega Optic Blast. Also watch out when Cyclops does his Running Stun Drop, expect it quite often against the computer, but human players rarely use it. Try to get the drop on him with a Tenma Gou Zankuu.

Dan: Not a touch fight for Akuma, but never ever trade hits with Dan. Dan is very strong and can knock out Akuma rather easily. When you see Dan do his Shinkuu Gadouken you can easily counter it with a Messatsu Gou Hado or you can eat his Shinkuu Gadouken straight up! Also when you have alot of life left, let Dan use his Otoko Michi on you because Dan will be in a very poor condition and even if he blocks a single projectile from you he's gone. Also take note that Dan's supers always leave him open to attack so capitalize on it and counter it. You can play defense or offense against this guy, it doesn't mater.

Dark Sakura: Well you can call her Akuma's female counterpart but her attacks are weaker than Akuma's so Akuma can take and successfully trade hits as well. Watch for the C.Roundhouse --> Shinkuu Hadouken (OTG) combo, also her Shouken is quite damaging against you but it gives her alot of bad recovery time so capitalize on that. Always be on the offensive because frankly she has nothing to counter and her crouching Fierce launcher is just way too slow. You can play defense as well because she really can't overpower you in terms of jump-in attacks, also try to stay away from the Messatsu Gou Shoryuu because she will often use the Midare Zakura to counter.

Dhalsim: Although he may not look like it, he can give Akuma alot of problems. Dhalsim loves to teleport quite often, but you can counter with your Mesatsu Gou Hado as long as you know where he is going to appear. Always attack when jumping in because his Yoga Strike is very hazardous to Akuma. You can be on the offensive because Dhalsim really can't do much when jumping against Akuma, and on the offensive look for quick combos and supers to bail you out, and keep a constant eye on those long limb attacks, Akuma can hit the long limbs but never use a Messatsu Gou Shoryuu against them because Dhalsim will be able to block after the first few hits.

Hulk: Well this will be a rather tough fight for Akuma. Try to mix your defensive play along with your offensive game, Hulk will take Akuma's health rather quickly so do not trade hits! Watch out for the super armor, and never

use your Messatsu gou Shoryuu even if you know it will connect because Hulk will land and counter with alot of damage. Always watch for the Gamma Crush because Hulk will pull it out often so try to avoid the comet if you can't then block, if Hulk misses use your Messatsu gou Hado to counter. This battle will take quite along time sometimes, but follow a few tactics and your on your way to victory!

Ken: Not a easy fight, but not a hard fight either. Constantly watch for the dashing crouching short into the crouching fierce and into the Shinryuken. Also playing offense on him is quite difficult because of his domintaing launcher and his low recovery time anti-air Shoryuken, but rather dash in on him with a C.Short, C.Fierce /\ Air Combo, Ken really can't do much about that except try to sweep you ahead of time. Also counter his Shinryuken and Shoryuu Reppa with a Messatsu Gou Hado and his Shippu Jinra Kyaku with a Messatsu Gou Shoryuu.

M.Bison: Not a very tough fight overall, but with M.Bison's strength and his teleporting capabilites he will give Akuma a rather tough time. Watch for the Psycho Crusher often, just block it and it will go through you at that time use your Messatsu Gou Hado to counter. Also he tends to use his Head Press often and then goes into his Somersault Skull Diver, first block that Head Press and counter with a Gou Shoryuken. Also watch for M.Bison's crouching roundhouse, he will use it often but it has bad recovery time so use a Messatsu Gou Shoryuu to counter or just plain trip him.

Mechanized Zangief: A very tough battle for Akuma if the opponent is an expert. Keep this guy away, Akuma's projectile will only do about one third the normal damage against this guy. But Akuma's supers besides his Messatsu Gou Shoryuu will do alot of damage against him. You can use your Tenma Kujin Kyaku if your feeling gutsy, but when Mech-Zangief goes for his Siberian Bear Crusher(Flying Power Bomb) you can either use your Messatsu Gou Shoryu or jump around him and continuously use your C.Short, C.Forward, C.Roundhouse combo until he stops. Basically hit and run, hit and run.

Mephisto: Not a very tough battle for Akuma. Watch for Mephisto to use his Time Stealer into the Inferno, its a very cheap tactic for Mephisto, but you can't blame him because he really doesn't have much priority or much strength and defense either. He will constantly use the Inferno or the Dark Thunder quite often, you will have a hard time countering the Dark Thunder, but the Inferno has really bad recovery time, so whenever you see an Inferno counter it with a Messatsu Gou Hado. Also always attack and be on the offensive, Mephisto really doesn't have much attacks to counter Akuma.

Norimaro: A rather easy battle for Akuma because Norimaro's attacks are quite weak including some of his supers. Norimaro has trouble launching Akuma because Akuma can easily overpower him and also the fact that Akuma can counter Norimaro's mistakes rather easily, quickly, and painfully. Always be on the offensive, don't worry about defense because Norimaro's offensive game really can't bother Akuma's offensive game or collapse his defensive play well either.

Omega Red: Not an easy battle for Akuma, but it is possible. Look for Omega Red to use his Omega Destroyer quite often, and there is realy not much Akuma can do about it, unless Akuma super jumps from it and performs his Tenma Gou Zankuu. Also Omega Red's combos hurt alot so Akuma will have to watch out for it, also Akuma can easily out prioritize Omega Red because Omega Red does not play a defensive game well, and that will be his downfall. However on defense have Akuma let Omega Red come to him and use his launcher. Watch for Omega strike combos as well and pull off Messatsu Gou Hado's often, never use your Messatsu Gou Shoryuu unless you are sure it will connect because Omega Red will counter with a Omega Destroyer.

Ryu: A fair fight, but Ryu's combos will drain Akuma's life rather quickly. Counter Ryu's Shinkuu Hadouken ahead of time by jumping up and performing his Tenma Gou Zankuu, I can't stress that enough, I have seen players just stand there and take chipping damage, and that is not the way to go! Always look to counter the Shin Shoryuken with a Messatsu Gou Hado, also push block the Shinkuu Tatsumaki Senpū Kyaku and then use your Messatsu Gou Hado, or a regular Gou Hadouken, don't bother using a Messatsu Gou Shoryuu because you risk taking a lot of damage. Also when Akuma misses with his air Shinkuu Hadouken he has a ton of recovery time so capitalize with a Messatsu Gou Hado or an air combo. Watch for constant fireball fights and try to predict a fireball ahead of time and use a Messatsu Gou Hado if you have one.

Sakura: Like Dark Sakura, but this battle is a little tougher. Her Shouken will absorb your projectile and hit you at the same time so try not to throw projectiles too often at her. She will constantly use her Shouken in many combos so block when she is close to you and counter with an air combo. Also she will frequently use her Shinkuu Hadouken, but that's not a problem for Akuma, have him counter that with a Messatsu Gou Hado. Always be on the offensive against her because she really can't counter much of Akuma's jumping attacks, and laying defense works well also because Sakura really can't overpower Akuma's standing attacks with her jumping attacks.

Shadow: A rather tough fight for Akuma. Watch for the Shadow Booms though because Shadow can follow in on them. Also his Shadow Slash Assault from above which will out prioritize most of Akuma's attacks. Be on a constant verge of defense because Shadow does have a lot of weapons to counter Akuma's jumping attacks, whether it be his powerful and dominant launcher, his Shadow Kick, or his supers. Let Akuma play defense on this battle because Akuma can overpower Shadow's jumping attacks.

Shuma Gorath: A tough fight for Akuma, mainly the Chaos Dimension! Also Akuma can fall victim to his cheap tactics. When you jump in Shuma Gorath can easily counter with a crouching Roundhouse or when you play defense he comes in with a jumping Roundhouse which will both overpower Akuma's regular attacks. Watch out for his Mystic Smash, but Akuma can easily counter with a Messatsu Gou Hado, or he can quickly dash in with a crouching short into his launcher and then an air combo. Akuma can nullify all six of Shuma Gorath's eyes (Mystic Stare) with his Gou Hadouken as well. Shuma Gorath however rarely jumps in with a jumping Roundhouse and if he does jump in have Akuma use his Gou Shoryuken which will counter anything Shuma Gorath tries to jump in with.

Spider-Man: Well Spider-Man does have high attack power but his supers give him a lot of recovery time, capitalize on a missed Maximum Spider with a Messatsu Gou Hado or a Team Super, and as for the Crawler Assault use the Messatsu Gou Shoryuu because it comes out faster. Watch out for constant combos and attacks from this guy, you can't afford to eat much combos anyways, but wait for him to come to you and hit him with the C.Fierce launcher, it can out prioritize practically any of his attacks, try to stay away from Spider-Man also he is rather quick and will beat you to the first attack.

U.S.Agent: A real tough battle for Akuma. Always look for the Final Justice, counter it with the Messatsu Gou Shoryuu, but be quick because U.S. Agent can recover quite quickly from it. Never use your Messatsu Gou Shoryu unless you are sure it will connect because a Final Justice will most likely come out. Try to keep U.S. Agent away as well because with U.S. Agent's strength he can easily make Clam Chowder out of Akuma.

Wolverine: Well this battle will give Akuma a run for his money, but it can be won. Always look for Wolverine to start dashing in for some quick combos, but try to predict it before he comes at you with a crouching roundhouse or a Messatsu

Gou Shoryuu. Also Wolverine doesn't have much priority with his jumping attacks when it comes to battling Akuma. Keep him away even if it means throwing out projectiles, but never throw them in a pattern otherwise he will use his Weapon X to dash right through it. Watch for his Fatal Claw combos, if he so happens to miss use your Tenma Gou Zankuu to counter quickly or you can use your Messatsu Gou Hado when he is about to land. Try to be play more defense than offense because Wolverine's launcher is a pain for Akuma and also capitalize on Wolverine's constant use of Drill Claws, because he has bad recovery time from it.

Zangief: This guy is rather tough, but Akuma should be more than a match for him. Akuma can play alot of defense and offense, which ever you prefer. Always have Akuma be on the offensive if you like because Zangief really can't do much about it. When Zangief does his Final Atomic Buster have Akuma use his Messatsu Gou Hado or his Messatsu Gou Shoryuu, but only when you are a good distance away. On defense have Akuma just launch him when he tries to attack, but his Siberian Splash is the only thing for Akuma to worry about. Also counter everything Zangief throws at you with a Gou Shoyuken because Zangief is not quick enough to try and counter your missed Gou Shoryuken, and never ever trade hits with this guy because he can punish you for it.

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Apocalypse(Real name: En Sabah Nur)

Never have there been a being both mutants and humans feared most. Apocalypse is the opitomy of all evil, he believes well in the theory of "Survival of the fittest." Over the years he has sought to rid the planet of all humans because he believes they are unfit to live on the same planet as humans. His history dates back to when he entered an alien space craft(yes he was once human believe it or not) and he was drastically changed forever, with no description that can describe him. He has limitless power, he can physically cahnge his own molecules thus making him larger and taller at will, and their is no limit as to how tall he can grow. Despite the fact that he is immortal, he does however have a couple of weaknesses, he has serious difficulty defeating Cable and he has never succeeded, he has lost to the hands of Cable's twin brother Stryfe in a battle that Stryfe barely moved his finger, and Archangel has also shown the ability to defeat Apocalypse at will. However Apocalypse has died twice, one temporarily and one permanently, the permanent death was in the time-line in X-Men Omega, the timeline closed to quickly before Apocalypse could pull himself back together. Before his death however he has managed to create Akuma into something much more powerful than himself, and that being he create is Cyber Akuma, whose destructive power overwhelms both Akuma and Apocalypse.

NOTE: While Apocalypse's moves in X-Men vs. Street Fighter did no chipping damage, all his moves now do chipping damage. Also Apocalypse has unlimited supers as well, but he can never EX Cancel.

Character Quotes

"A superior race is what I bring to this world!"
"Destruction is a small price to pay for power!"
"Do not presume to be important, maggots..."
"I alone prevail... You cannot stop me!"
"I am eternal. None can withstand me."
"I am eternal. You did not stand a chance fool!"
"I create history your grandchildren will read!"
"I was the first. And I alone will be the last!"

Shockwave: F,DF,D+P

An overall excellent attack. It will eat out any projectile and still it the opponent in stun motion. What Apocalyspe will do is smash his hand across the floor and small shockwaves(similar to Magneto's Magnetic Shockwave) will glide across the floor going full screen's distance and beyond, also it will carry the opponent as well. Also this move has been known to stop some supers, but watch for the recovery time, even though Apocalypse can't block you must watch for it because he can't move for a while(probably about 2 seconds) after doing this move. Also this move is quite predictable when Apocalypse raises his hand, meaning that if you get hit by this its your own fault.

Spike Drop: F,D,DF+P

Well not sure what this move is here for because it has very limited range(and I mean very) and it does a minute amount of damage. Doing this move shows signs that Apocalypse is saying "hit me please" I mean this is the one move that should be stayed away from doing. It has very bad recovery time and also it takes forever to start up, just never ever do this move.

Stun Cannon: D,DF,F,D,DF,F+FK

Well if you ever want a quick way to dizzy your opponent this would be it. What Apocalypse will do is open two cannons from both his shoulders and let loose heat seeking bullets(or at least that's what I call them) that follow your opponent. This hits up to 16 times doing good damage and a heck of alot of chipping damage. This will instantly fill up your opponent's dizziness bar, and also it rarely connects against opponents who are behind him.

Spread cannon: D,DF,F+FK(?)

Well this move I'm still trying out how to do. What Apocalypse will do is open up one of his shoulder cannons and fire out multiple mini bullets that goes across the screen in spread motion. This does good damage and does alot of chipping damage, it also eats projectiles as well and can also build the dizziness gauge up rather quickly, if combined with the Stun Cannon of course.

Satelite Beam: He does this Automatically

When you see those Satelites move around Apocalypse that's the move right there. These Satelites are pretty annoying and they tend to be rather pesky. There are also other satelites as well, each one of them directs a beam to another satelite until the satelite closest to you. This beam often comes behind you, but you can block it like it was coming in front of you, and also it chips good damage and does good damage as well. The really odd thing about these satelites are the fact that when you hit them, you also damage Apocalypse too!

Supers

The Drill: D,DF,F+FP

Ouch! Ouch! Ouch! And more Ouch! Never is there a super that takes off more damage and more chipping damage than this move! Even on the lowest attack levels in training mode this can take away half your life. It has huge start up delay and is very easily seen, but the damage that it does just hurts! This will kill Mech Zangief in a matter of seconds on any damage level! Use this whenever you get the cance or when an opponent pulls off a super that doesn't connect with bad recovery time, but you must do this extremely early. However the opponent has two options to escape alot of damage from this move, one of them is by super jumping or the other one is to simply push block. Push blocking this move pushes back Apocalypse to a very far position and Apocalypse is at the opponent's mercy. However never push block this drill when Apocalypse is in the corner

because its basically useless because the wall behind him will not move obviously. Also when Apocalypse wins with this move he just goes on forever with the Drill.

Ground Zero Eye Beam: D,DF,F+RK

Well if there was a stronger beam super in the game, then I would like to see it. This does just as much damage as Apocalypse's Drill but it doesn't go on as long. Basically Apocalypse will move out of the screen for a while like he does with his Drill except that Start up delay isn't as long, then he lets it lose from his eyes sending a beam that causes monumental damage, even more damage than Cyber Akuma's High Mega Gou Beam! This does a good amount of chipping damage as well, but not nearly as much as his Drill. This is a better alternative to his Drill though because it cannot be push blocked and it is the perfect mistake punisher. Use this whenever you get the chance.

Combos: 0/100

Supers: 82/100

Overall: 61/100

Apocalypse is certainly no combo character, and it would be odd if he was one anyways. His supers cause massive damage but is hurt serverely by the fact that he has huge start up time even with his eye beam. He is definitely not a beginner's character, even in the hands of a master he is easily defeated. He is extremely slow and his dash sucks, but he is fun to play though!

Strategies

Basically Apocalypse's strategy is the same against every single character in the game. Always have Apocalypse use his Drill or his Eye Beam to score some quick damage and also win the match rather quickly and painfully. Watch for your opponent when they try to get behind you or when they are behind you, use your Stun Cannon often when they do that because your Satelites really aren't quick enough to do the job and also the fact that they are usually getting tornd up. Also against people who tend to throw constant porjectiles then you should use the Shockwave to completely nullify them. Also make sure your health bar is high because he loses energy much more quickly than he did in X-Men vs. Street Fighter. Also when your opponent tends to super jump often use your Stun Cannon to bring them back down. Make a constant effort to keep attacking and when your opponent is dizzy go for the Ground Zero Eye Beam because his Drill has too much start up delay and never use your Spike Drop because it doesn't really do much damage or even pack a punch against anybody and it leaves to you to just sit there while your arm forms back. Basically defense is obviously not in Apocalypse's vocabulary and keeping a smooth offensive game can give you a victory.

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Armored-Spider-Man

Well way back in Peter Parker High School years he was a total geek. He had a face full of acne, the football team always messing with him, and the girls would turn away from him at every corner. During one of his routine physics lectures he attends they were conducting an expieriment and it so happened that a spider had gotten in the middle of the beam and nobody had noticed. The spider later bit Peter Parker and would change his life forever. He later wanted to use his

power for money and would wrestle and double for stunt men in famous movies. Then one day while Peter was in his locker room a crook got by the police and Peter ignored him, later that same crook broke into Peter Parker's house and shot and killed Uncle Ben in the process of a burglary. Now Peter Parker realizes the infamous quote "with great power comes great responsibility..." Well basically according to Migs Rustia Armored-Spider-Man had a fluid that he squirted onto his suit for better defense.

Character Quotes

"And I thought the people in New York were weird!"
"Boy! This hero stuff is just never easy!"
"I need to refill my web shooters after that one!"
"I'm not a clone! I'm the one and only!"
"I'm not paid enough for this!"
"J.J. doesn't pay me enough for this!"
"You'd never see that much action on a cartoon!"
"You're not so tough. I expected better!"

Web Ball: D,DF,F+P

One of Spidey's main but risky weapons. A ball of impact webbing is shot at the opponent and if they get hit they'll be temporarily cocooned in the web unable to block. The Jab is the fastest and less risky, but holds the opponent for a while not even enough to throw a jab. The fierce will hold the opponent for about 1.5 seconds letting you combo any super you want, but leaves Spidey open! While doing this in the air it comes down a 45 degree angle.

Spider Sting: F,D,DF+P

Spidey's powerful anti air attack that can be associated with his launcher! Doing the motion once and pressing punch will make Spidey hit once while hitting the opponent and pressing punch afterwards initiates the second hit. The Jab is the only version you should most likely use. Just watch out as you come down cause you can get launched or swept into an OTG super!

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

Jab- Straight Forward

Strong- Diagonally Up 60 degrees

Fierce- Straight above his head

Just try not to get predictable about this because anybody can quickly hit you with a super. When the opponent is caught he is then swung around and tossed into the wall doing good damage. You can rotate the joystick around to get an extra swing out of it but you won't increase the damage, besides there's a training mode and the damage gauge always says 20. This move chips also.

Web Swing: D,DB,B+K

Spidey's offensive move that should be used sparingly among the ground, despite the fact that it does a tremendous amount of damage. Remember in MSH Spidey almost had no recovery time after he did this move? Well it doesn't happen here. This is a great AC finisher but he will be left open to a lot of attacks so be careful. This is a very fast attack and Spidey will go to the other side of the opponent even if they block, but he can still be hit by supers, just be careful.

Maximum Spider: D,DF,F+2P

Although the damage has been cut down by a third it is still a very strong super. If it connects Spidey will juggle the opponent for five hits doing mondo damage. This is an excellent mistake counter as well but if Spider Man misses he will bounce off the opponent and being unable to block so this super is very counterable if he misses and this will chip about 4 pixels of damage if the opponent blocks it. Also you can aim where Spidey is going as well by holding the control pad up, down, left, or right. And one more thing, there are only two ways you can combo this:

- a) off a Fierce Web Ball
- b) off a partner attack(works best with Akuma)

Crawler Assult: D,DF,F+2K

The damage this thing puts out is very weak and easily matches the damage of one of Armored Spidey's 12 hit combos which is not alot. This super also does alot of chipping damage as well and it also OTGs, but if you OTG this super the last hit won't connect and if the opponent blocks it you will be countered but this super will connect all the way if you try not to combo it. Also it has excellent range but 8 hits is all you can get out of this super so don't go berserk trying to ram the buttons because it won't work. This is also the best thing to counter against missed supers and Dragon Punches alike because the Maximum Spider takes too long to counter.

Team Super

Armored-Spider-Man: Crawler Assault

An excellent team super because it has alot of range and it chips pretty good damage. While it doesn't do much damage on its own it can back up alot of supers rather easily except for the Omega Destroyer because the Omega Destroyer lifts the opponent out of Spidey's range. But if you want a quick super that can back up probably anything or if you want to chip and opponent to death then this is your super.

Team Counter

Armored-Spider-Man: Spider Sting(one-hit)

Just an absolute dominating Team Counter. Its invincible during start up and it can counter practically anything because it has so much priority and also opponents above him will get knocked out of the air as well. This also has quite a bit of range for an anti-air attack team counter as well.

Variable Assist

Armored-Spider-Man: Web Swing

This just does a heck of alot of damage, it also has good range as it will reach 3/4 screen's distance and the fact that it can help set up most beam supers is just amazing. Well although it might set up most Beam Supers you must be rather quick about canceling into them though, and it can also set up the Weapon X, but watch for Armored-Spider-Man because he will still recover from it and the opponent can easily get in a quick hit before Armored-Spider-Man leaves.

Combos

Combos: 89/100
Supers: 80/100
Overall: 90/100

Spider-Man has been drastically toned down from the last appearance but he is still a combo machine. He is very quick and has become alot stronger from the last game and his new super really helps him out this time and he doesn't have to rely on his Maximum Spider for quick damage. Definitely a beginner's character and a deadly master's character.

Special Game notes

-- Armored Spider-Man's super armor allows him to take jabs and shorts without feeling the effects of it, but they will effect him when he gets hit a second time.

-- Armored Spider-Man can still be launched as normal, his super armor doesn't protect him from launchers.

-- Armored Spider-Man's attacks have all gone down, that includes his throws, regular attacks, special moves(Web Ball, Web Swing, etc), and combos.

-- Despite this fact, Armored Spider-Man has a very high defense and ranks with Hulk and Cyber Akuma with having the best defense in the game.

Ground Magic: Stronger

Air Magic: Stronger

Super Jump: Zig Zag

Strikes: S.Fierce

Launcher: S.Strong

Air Launcher: S.Roundhouse

Small Launcher: C.Foward

Team Super: Crawler Assault

Team Counter: Spider-Sting(one-hit)

Variable Assist: Web Swing

AC Finishers: Fierce, Roundhouse, Web Swing

1.C.Strong --> Web Swing

2.Fierce Web Ball --> Maximum Spider

3.D.C.Short, C.Roundhouse --> Spider Sting(2 hit)

4. J.Jab, J.Strong \/ S.Strong /\ SJ.Jab, SJ.Foward --> AC Finisher

5. S.Strong /\ SJ.Jab, SJ.Short, SJ.Foward --> AC Finisher

6. J.Jab, J.Strong \/ D.S.Short, S.Foward, S.Roundhouse --> Jab Web Ball

7. J.Jab, J.Strong, J.Fierce \/ C.Short, C.Foward, Strong Spider Sting(one hit), S.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward --> AC Finisher

Ouch! This takes alot of timing and skill, but if you master it you'll master comeptition because this is a very strong combo!(*Possible*)

8. S.Strong, Jab Spider Sting(one-hit), etc.
Seems possible, but I'm not sure, give this one to Migs.(*possible*)
9. J.Jab, J.Strong \ / D.C.Short, C.Roundhouse --> Crawler Assult or Team Super (OTG)
10. J.Jab, J.Strong, J.Fierce \ / C.Short, C.Foward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward --> AC Finisher
11. J.Roundhouse \ / D.Jab, S.Jab, S.Strong --> Character Switch Out
Basically when armored Spidey or Spidey is low on life do this combo if you don't want to risk eating a super.
12. J.Roundhouse \ / C.Roundhouse --> Character switch out(OTG)
Same as above and the hit OTGs
13. J.Jab, J.Strong \ / C.Short, C.Roundhouse --> Web Swing (OTG)
14. J.Jab, J.Strong, J.Fierce \ / D.S.Jab, S.Jab, S.Strong --> Spider-Sting(2 hits)
15. In corner: Fierce Web Ball --> Maximum Spider, C.Short, S.Strong / \ SJ.JAb, SJ.Short, SJ.Strong, SJ.Foward, SJ.Fierce, SJ.Roundhouse
Basically just hesistate for a slight second before hitting the FP.
16. J.Jab, J.Strong, J.Fierce \ / D.C.Short, C.Strong, C.Roundhouse -->Team Super or Crawler Assault
17. Fierce Web Ball, J.Jab, J.Strong, J.Fierce \ / D.S.Jab, S.Jab, C.Foward, S.Roundhouse --> Fierce Spider Sting(one hit), C.Short, S.Strong / \ SJ.JAb, SJ.Short, SJ.Strong, SJ.Foward, SJ.Fierce, SJ.Roundhouse
I'll have to thank Migs for this one.
18. Partner Attack --> Web Throw or Crawler Assult or Maximum Spider
Akuma works best with this because he will stun the opponent long enough for you to hit.
19. Akuma Partner Attack, C.Short, S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward, SJ.Fierce, SJ.Roundhouse(OTG)
20. Fierce Web Ball, J.Jab, J.Strong, J.Fierce \ / D.S.Jab, S.Jab, SJ.Strong, Strong Spider Sting(one-hit), C.Short, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse
This one is just a variation, for people whose key configurations are different.

Akuma: Well this really isn't a tough fight for Armored-Spider-Man, but Akuma's dominating launcher will give Armored-Spider-Man some problems and also Akuma can counter Armored-Spider-Man's supers rather easily. You should always look to counter Akuma's Messatsu Gou Shoryuu when he misses, but time it early. Also if you can't find a way around Akuma's launcher try dashing in with a C.Short, C.Forward, S.Roundhouse /\ Air combo method, it works mainly all the time unless of course you get predictable. If Akuma does do his Tenma Gou Zankuu, don't wait for him to come down instead pull off a Maximum Spider right in the middle of Akuma's super. After your crouching roundhouse don't try to go into your Crawler Assault but rather a team super because Akuma can counter your Crawler Assault (because it has a tendency to miss with the last hit during OTG combos) with a Messatsu Gou Shoryuu.

Apocalypse: Here what you want to do is not rely on your Crawler Assault or Team Super because Apocalypse really isn't a hard opponent for Armored-Spider-Man. You can basically have Armored-Spider-Man constantly attack with a super jumping Jab, Short, Strong, Forward, Fierce. Just constantly attack with that and you should be fine. Also your Maximum Spider works on him, but for some very little damage and for one lousy hit.

Armored Spider-Man: Well your double should give you quite a bit of trouble. Armored-Spider-Man players tend to dash in a lot with a crouching short and continue the combo from there, but you can predict it rather easily if it happens to you often, so trip the dashing Armored-Spider-Man and immediately go into your team super. Also make a constant offensive attack towards Armored-Spider-Man with an attack other than the Jab or Short because of the super armor. Armored-Spider-Man can't really counter because he doesn't possess much priority when it comes to regular attacks. Also look to counter his Maximum Spider with your Maximum Spider or a team super.

Blackheart: Not a hard match for Armored-Spider-Man. Block his Inferno and pull a Maximum Spider because he really tends to use the Inferno quite often. Also when you see his Armageddon and your out of his range you can pull a Maximum Spider which will go through his rocks sometimes. His size should make it easy for you to do your combos and don't bother trying to counter his supers because he recovers quickly from all of his supers, and always maintain an offensive game because Blackheart really can't defend against your attacks and Blackheart really doesn't have much of an offensive game. You can have a defensive play if you want but with Blackheart it's not needed.

Captain America: Well one thing for sure, and that is never pull off your Maximum Spider out of nowhere because Captain America will counter rather easily with a Final Justice which is something you do not want to do. Also don't miss with your Maximum Spider either because expert Captain America players will counter that rather easily with a Hyper Stars n' Stripes. Try to dash in with a crouching short, crouching forward, standing roundhouse /\ Air Combo method, that's because Captain America's standing Strong launcher has a lot of priority over Armored-Spider-Man's jumping attacks. Also when you block Captain America's Hyper Charging Star counter it with a Crawler Assault or a combo, don't bother with a Maximum Spider because it comes out too slow. Also Captain America players tend to jump in with an attack so you might want to throw out a strong Web Throw if you like because it catches them often.

Chun-Li: Well she really can't pose much of a threat towards Armored-Spider-Man but her launcher can really pose problems. You can always have Armored-Spider-Man dash in with a crouching short, crouching forward, standing roundhouse /\ Air Combo method like the one against Captain America. Also push block her Kikousho and use a Maximum Spider to counter, and also use your Maximum Spider to counter her Hazan Tenshoukyaku if she misses, and use your Crawler Assault or

an air combo to counter her missed Senretsu Kyaku. Also look for her to dash in quite often with a combo that ends with a fierce and cancels into a Senretsu Kyaku.

Cyber Akuma: Well stay in the air and don't try to jump in too often because of his Shining Circuit Shoryuken does a ton on Armored-Spider-Man. Don't dash in too often because you never know when to expect a Scramble Gou Punch to make your day. Your best bet at winning is to counter his mistakes so Armored-Spider-Man will have to make his game a defensive one. Look for Cyber Akuma to throw a ton of projectiles at you, but you should be able to read and predict his movements so that you can use your Maximum Spider to counter his projectiles, also don't look for the Crawler Assault to bail you out because it does not do much damage on this guy and he can counter it pretty easily. Also your Web Throw can provide some assistance because throws do alot of damage against this guy. So basically block and counter with a combo, throw or Maximum Spider.

Cyclops: Well this is a pretty hard fight for Armored-Spider-Man because Cyclops has alot of ground combos. Also never pull a Maximum Spider out at random because he can easily counter with a Mega Optic Blast, and make sure you connect with the Crawler Assault because he can counter you with the Super Optic Blast. Be on the offensive against this guy because he really can't counter anything you put out at him because his standing attacks can't really out prioritize against Armored-Spider-Man's attacks except for his double roundhouse and Gene Splice. Watch for many combos that end with the Cyclone Kick as well because you really can't counter them but you can expect them. More importantly try not to counter his missed supers with your supers because Armored-Spider-Man really isn't quick enough to counter his mistakes besides countering with combos.

Dan: Not much of a problem here, always play your offensive game against this guy because Dan really can't do much about it. But I must warn you that his Kouryuken does quite a bit of damage and also the fact that his launcher can rather easily out prioritize much of Armored-Spider-Man's attacks. Using your Supers and missing with them are actually safe sometimes because Dan's supers really can't reach you in time, but don't push your luck though. Also dashing in with a couple attacks followed by an air combo is really the key if you don't want to face Dan's launcher. Move quickly and perform your best combos to get rid of this guy because he really won't pose much of a threat and he is just a waste of Armored-Spider-Man's time^_^

Dark Sakura: Well she really can't do much about Armored-Spider-Man but she has shown signs of victories against him. She will constantly use her Shouken in combos much like regular Sakura so capitalize that with combos incase she misses. Also her Haru Ichiban is easily countered with Amored-Spider-Man's Maximum Spider. Also don't try to pull your Maximum Spider out at random because she will tend to counter with either a fierce Shouken or a Shinkuu Hadouken. Also be on the offensive because she does rather have some slow attacks, and Armored-Spider-Man playing defense is not a good idea because sometimes she can come in blocking so incase you do pull off a Spider Sting she will land before you and pull off a Shinkuu Hadouken.

Dhalsim: Not much problems here but he can give you quite a tough time. Whenever you are jumping in on him watch for two things, his dominating launcher and his Yoga Strike. The best way to ocunter these two is to come in attacking fast so that he can't use these two properly. Also don't bother using your Crawler Assault when Dhalsim has a level of super because he can counter with a Yoga Inferno, or even your Maximum Spider for that matter. Watch for his long limbs and constant ground and air Yoga fires, and be on the offensive or defensive because Dhalsim has no offensive game.

Hulk: Well Hulk can give Armored-Spider-Man quite a bit of trouble. Mainly

because Hulk's strong attacks can make quick work of Armored-Spider-Man. Also counter his Gamma Crush with a Maximum Spider but start the move early. Also be on the offensive with this guy because despite the fact that Hulk has a super armor Armored-Spider-Man's attacks are quick enough to bounce the effects of the super armor making it seem like he never had a super armor. Also never play defense against this guy because Hulk's jumping roundhouse is very dominating and can deal some serious damage. Also don't pull out Maximum Spider's at random because Hulk will easily counter with a Gamma Wave. So be quick on your combos and counter his misses and look for him to use his Gamma Charge quite often.

Ken: This guy really won't give Armored-Spider-Man problems but he still is a formidable opponent. Armored-Spider-Man has a lot of trouble trying to start his combos from jumping attacks because of Ken's Shinryuken, dominating launcher, and his Shoryuken which has little recovery time. What you can do is dash in with a crouching short, crouching forward, standing roundhouse air combo method. Also pulling supers on him really isn't much of a hassle because Ken has trouble countering missed Maximum Spiders. Also avoid using your Crawler Assault often unless you are sure it will connect because Ken can counter it rather easily with his Shoryuu Reppa. Also counter his missed Shinryuken with a Maximum Spider and his other two supers with an air combo or a Crawler Assault.

M.Bison: Well one thing's for sure against this guy is that he can give Armored-Spider-Man a lot of trouble due to the fact that he keeps jumping around and teleporting. Also don't try to pull a Maximum Spider out at random hoping it will connect because he will counter with a Psycho Crusher that does a lot of damage on Armored-Spider-Man. Be on the offensive with Armored-Spider-Man against this guy because M.Bison basically doesn't have anything to counter Armored-Spider-Man's jumping attacks besides with his low priority launcher. Also counter his missed Scissors Kick Nightmare with a Crawler Assault or an air combo and look for him to use his Psycho Field often to help him set up his Scissors Kick Nightmare.

Mechanized Zangief: Well whenever you see Mech-Zangief use his Siberian Bear Crusher (Flying Power Bomb) use your Maximum Spider because it will connect, but only when Zangief is in motion. Don't bother pulling out a Crawler Assault on him because he will knock you out of it, pull a Final Atomic Buster in the middle of your super, or use his team super. Just hit and run with this guy your Web Balls won't do much damage against this guy and even if you do connect with it it'll most likely take a long time. Use your Web Swing when he does his team super or any grab motion to go right through him, then when you're on the other side just combo him with a standing jab, standing strong, and a standing fierce combo until he stops.

Mephisto: Not a hard match for Armored-Spider-Man. Block his Inferno and pull a Maximum Spider because he really tends to use the Inferno quite often. Also when you see his Armageddon and you're out of his range you can pull a Maximum Spider which will go through his rocks sometimes. His size should make it easy for you to do your combos and don't bother trying to counter his supers because he recovers quickly from all of his supers, and always maintain an offensive game because Mephisto really can't defend against your attacks and Mephisto really doesn't have much of an offensive game. You can have a defensive play if you want but with Blackheart it's not needed.

Norimaro: Despite the fact that Norimaro combos a bit like Armored-Spider-Man, he can only perform them on bigger characters. Norimaro will have a difficult time trying to beat Armored-Spider-Man because Armored-Spider-Man has so much more range and priority than Norimaro. Also try not to pull out a Maximum Spider out at random hoping it will connect because Norimaro can counter with his Ultra Variety Private Memory or his Hyper Strong Miracle Treasure. Also look for

Norimaro to come in and sweep you into the Hyper Strong Miracle Treasure. But play either an offensive game or a defensive play because either one of them works, and counter his missed supers with your Crawler Assault or an air combo.

Omega Red: Well despite Omega Red's dominance against other characters Armored-Spider-Man should have very little trouble playing against Omega Red. Also it will be pretty hard for Omega Red to do his Omega Destroyer because during start up Armored-Spider-Man's attacks can quickly knock Omega Red out of it. Also never miss with the Maximum Spider because Omega Red will rather easily counter your miss with an Omega Destroyer. Also don't roll often incase you get knocked down because Omega Red will use his Omega Destroyer and try to cross you up just as you recover from the roll.

Ryu: This guy to have to watch out for. Never Web Swing your way into him because he can counter rather easily with a Shinkuu Hadouken. That goes the same for you using your Maximum Spider because he can also counter that rather easily with a Shinkuu Hadouken. Also when Ryu does his Shinkuu Tatsumaki Senpū Kyaku you can still attack Ryu but with a Maximum Spider off course. And always roll whenever he knocks you down because he is going to go for his Shinkuu Tatsumaki Senpū Kyaku. Also when jumping in on him he has three weapons that can knock you away or into a combo, his dominating launcher, his Shin Shoryuken, and his Shoryuken. Try to dash in with a crouching short, crouching forward, standing roundhouse, air combo method instead.

Sakura: Well not very hard for Armored-Spider-Man because of her slow attacks. Also try not to miss with your Maximum Spider because she can counter with her Midare Sakura. Also try not to jump in too often because she can counter with a Shinkuu Hadouken to your face! But on the other hand she really can't counter any of Armored-Spider-Man's jumping attacks with her standing attacks. You can play a defensive game against her because her offensive attacks don't have much priority and the fact that her attacks are rather slow. Also you can play an offensive game because she has trouble trying to out prioritize you and look for her to miss with her Shinkuu Hadouken so you can counter with a Maximum Spider.

Shadow: Well a rather tough battle for Armored-Spider-Man here because he has a dominating launcher, a high priority anti-air attack, and an anti-air attack super. Also Shadow's combos just hurts against Armored-Spider-Man and watch for Shadow to counter Armored-Spider-Man's missed Maximum Spider with a Cross Shadow Blitz. Also when you are knocked down immediately roll because Shadow likes to play the OTG combo game. You can dash in with a crouching short, crouching forward, standing roundhouse method as well, but try not to jump in on him too often but do make attempts to do so. Counter all his missed supers with a Crawler Assault or a Maximum Spider mainly against his Shadow Justice.

Shuma Gorath: Well not much trouble against this one-eyed squid. Watch for his crouching Roundhouse to counter most of your jumping attacks but your jumping roundhouse should be able to out prioritize his crouching roundhouse. Also he will often use his Mystic Smash so counter that with a Crawler Assault. Basically be on the offensive against this guy and keep pounding him with your combos, when you miss with your Maximum Spider you shouldn't have to worry unless he has already activated his Chaos Dimension.

Spider-Man: Well this guy can be quite a nuisance but you should never play defense against this guy because he wil continuously come in with a series of combos. Look for him to miss with his Maximum Spider and counter it with your Maximum Spider. Be on the offensive because if you don't have much defense skills then neither does he!

U.S.Agent: Well one thing for sure, and that is never pull off your Maximum Spider out of nowhere because U.S. Agent will counter rather easily with a Final

Justice which is something you do not want to do. Also don't miss with your Maximum Spider either because expert U.S. Agent players will counter that rather easily with a Hyper Stars n' Stripes. Try to dash in with a crouching short, crouching forward, standing roundhouse / \ Air Combo method, that's because U.S. Agent's standing Strong launcher has alot of priority over Armored-Spider-Man's jumping attacks. Also when you block Captain America's Hyper Charging Star counter it with a Crawler Assault or a combo, don't bother with a Maximum Spider because it comes out too slow. Also U.S. Agent's players tend to jump in with an attack so you might want to throw out a strong Web Throw if you like because it catches them often.

Wolverine: Well despite the fact that he is the cheapest character in the game, he is actually rather easily defeated by Armored-Spider-Man. Be on the offensive against this guy because Wolverine only have average defensive skills. But never miss with a Maximum Spider because you will know that you will be eating a Weapon X. Watch for Wolverine to miss with his Fatal Claw combo sometimes and then counter quickly with a Maximum Spider. Watch out if you miss with a Crawler Assault because he can counter that with a Berserker Barrage X. Just be on the constant offensive and you should be fine.

Zangief: Well you really won't get much trouble from this guy either. Continously pound him with your combos and when he does his Siberian Bear Crusher(Flying Power Bomb) or his Final Atomic Buster then quickly go for the Crawler Assault when your out of his range. Also he tends to use his Final Atomic Buster often as well, and Zangief can counter your missed Crawler Assault with a Final Atomic Buster or a Double Final Atomic Buster believe it or not, but he has alot of trouble trying to counter your missed Maximum Spider. You can play defense against this guy because Zangief really can't out prioritize Armored-Spider-Man much at all.

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Blackheart

Son of the ever popular Mephisto. He is not like his father however. Blackheart does think that he can rule the netherworld better than his father using people's good intentions and evil natures. Blackheart also has shown signs of vast healing abilites often shown by his quick recovery after recieving punishment from his Father. He has been giving the ambition of ruling the netherworld and thus succeeded and he wants to expand his world with the help of heroic souls. Also during his early history he has often went on training fighting against both Spider-Man and the Daredevil(I think he would make an excellent character in the crossover games) to see if he was fit enough to battle his father, however he did not succeed very well.

Character Quotes

"A pity you had to face me."
"Father, another gift for you!"
"I shall rule the universe with my power!"
"Like father, like son. Suffer!"
"My quest for power has claimed another victim."
"The earth is mine!"
"You are insignificant. Why did you even try?"
"Your death means nothing to me..."

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?

Supers

Armageddon: D,DF,F+2P

Boy I love this super! However its range is rather limited and the opponent must be pretty close to Blackheart for this move to fully connect. This super does have a start up delay though, but it can be comboed off of his launcher and this super does do good damage though. It also does good chipping damage as well, but the real problem is the fact that it can be pushed blocked but luckily Blackheart recovers long before the rocks stop falling. Just incase the opponent does push block it just hope that they don't pull off a super like Ryu's Shinkuu Hadouken or Wolverine's Weapon X.

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

Remember this super in Marvel Super Heroes? Well in Marvel Super Heroes this super could easily come near 30 hits but not I find myself having trouble getting near 20 hits sometimes. It still does a heck of alot of damage though and its one of the coolest supers in the game. What Blackheart will do is rise into the air crossing his arms as demons come flying from the ground below the opponent at this time Blackheart laughs(which is pretty sweet mind you) then a giant pillar of light comes flashing from the ground. This super went on longer in Marvel Super Heroes but the grahical effects in this game look better. Also this super follows the opponent along the ground but it is easily dodged because its a dead giveaway when Blackheart rises into the air, but this super does do a ton of chipping damage and Blackheart is free to block immediately after this super.

Judgement Day: D,DB,B+2P

Well his new super for the game is pretty sweet! What Blackheart will do is let lose 19 flying demons from his chest, each one of them does individual chipping damage mind you and this super does pretty good damage as much as a Shinkuu Hadouken if it connects all the way. As you can expect from all of Blackheart's supers this does alot of chipping damage, just a pixel more than Ryu's Shinkuu Tatsumaki Senpuu Kyaku. This has alot of range but opponents close to Blackheart and ducking and basically escape any damage. This super can be used in the air as it comes down a 60 degree angle, but it is too slow to be used as an AC Finisher though. Once again this super chains off his standing roundhouse after the little demons cling onto the opponent. The recovery time for this move is almost non-existant, and that means all of Blackheart's supers leave him relatively safe from retaliation. Also this should be your main super if you want to counter anything the opponent misses.

Team Super

Blackheart: Armageddon

Well I wish his Team Super would be the Judgement Day since it has alot more horizontal range, but this super isn't as bad though but the opponent must be near him to recieve the full damage. But combine this super with the Omega Destroyer, Sakura's Shinkuu Hadouken, Mephisto's Armageddon, or Chun-Li's Kikousho then you've got alot of damage done!

Team Counter

Blackheart: Dark Thunder

Well not a very effective team counter because he is knocked out of it so easily, but it has range though and can tag opponents from screen's distance. However it does take a while for him to start this team counter making this one of the most easiest to block Team counters.

Variable Assist

BlackHeart: Dark Thunder

Well this is not a bad team attack but I would rather prefer the Inferno. Blackheart will always do the jab version of his Dark Thunder but it has alot of range and once it connects the opponent is automatically stunned by it letting you connect with a super(Mega Optic Blast). But once again he is easily knocked out of it and it still has that start up delay.

Combos

Combos: 68/100
Supers: 82/100
Overall: 68/100

Blackheart has been toned down somewhat from the last game, he can no longer pull off two Heart of Darkness supers in a row nor can he combo after his Heart of Darkness or Inferno. He has been weakened in the strength department however and has lost some speed. Jeez! Its like every character in this game has been toned down! Definitely not a beginner's character, but his supers are pretty fun to use though.

Special Game notes: Blackheart

-- Blackheart's dash is not the best dash in the game. It is very slow and is not quick enough for him to start any combos. Also he is semi-invincible during this dash because he can avoid supers like Final Justice or Maximum Spider and basically all standing attacks. However he can be hit by low attacks, beam supers, and the Weapon X. Also his dash is uncontrollable so once you start it you just have to wait until it finishes unlike other character's dashes where they can stop in the middle of it.

-- Blackheart has an air dash, also he is the only one who can air dash backwards as well

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
Team Super: Armageddon
Team Counter: Dark Thunder
Variable Assist: Dark Thunder
AC Finisher: Forward(yes, that's it)

1. S.Roundhouse --> Inferno
Just let the demons connect before you cancel
2. S.Roundhouse --> Judgement Day
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 or Team Super

7. Inferno --> Heart of Darkness

Cancel as soon as you can, before they hit the ground

8. J.Roundhouse \ / S.Roundhouse, S.Strong --> Switch out

Wait until the demons connect, then continue

EX Combos

1. J.Roundhouse \ / S.Roundhouse, S.Forward, S.Strong --> Armageddon --> Heart of Darkness

2. Inferno --> Heart of Darkness, Soul Steal

Your welcomed to cancel at anytime. Also when the opponent pops up from the Heart of Darkness, immediately jump up there and quickly zap a couple of more life from them!

3. J.Roundhouse \ / S.Roundhouse, S.Forward, S.Strong --> Armageddon --> Team Super

4. In corner: J.Roundhouse \ / S.Roundhouse --> Judgement Day --> Armageddon --> Heart of Darkness

5. Inferno --> Heart of Darkness --> Judgement Day

Strategies

Akuma: Well this is a very tough fight for Blackheart. Akuma will most likely be on the offensive against you and you will need some defense against him. When ever you see him jump in for an attack start your standing strong early, this will counter anything he throws at you, and I mean anything except for the Tenma Gou Zankuu of course. Watch for him to use his Messatsu Gou Shoryuu in combos, if by a chance he misses immediately go for the Armageddon while he is in the air, or you can start the Heart of Darkness early. Often from a distance he will go for a Messatsu Gou Hado, but since you are far away from him you can simply jump over his, air dash towards him and hit him with your Judgement Day. Akuma also likes to dash often as well, but he still recovers from it, so start your Judgement Day early to smack him just as he recovers from the Ashura Senkuu.

Apocalypse: Well not much of a tough fight against this guy. All of Blackheart's supers do excellent damage against this guy. First off you can stand behind his arm and keep pelting him with your standing Roundhouse. You should use your Armageddon when he has those satelites orbitting around you and while your near his arm, that way you will do damage to both him and destroy his satelites. When Apocalypse tries to go for his Drill, jump over it and use your Judgement Day.

Armored Spider-Man: Well this is a rather tough fight for Blackheart, but there are a few mistakes you can exploit. Whenever you see Armored-Spider-Man use your Armageddon, here Armored-Spider-Man will look to use his Maximum Spider after he push blocks, but what he doesn't know is that you recover before the rocks stop falling, even during the middle of your super the rocks will protect you from

both his Crawler Assault and Maximum Spider. When Armored-Spider-Man performs his Maximum Spider he will hit the rocks and bounce off, by that time the few remaining rocks will hit him, or if he does his Maximum Spider late and he bounces off, immediately go for your Judgement Day. Also when you block his Crawler Assault use your S.Roundhouse into a Judgement Day for some quick and easy damage, or you can use your S.Strong into his Armageddon for some quick damage. Also Armored-Spider-Man likes to use a lot of those Spider Sting combos, counter that with your standing roundhouse into your standing strong into your air combo.

Blackheart: Well your counterpart really won't bother you much. Look for him to use his standing roundhouse into the Inferno quite often. When he misses the Inferno use your Judgement Day or your Heart of Darkness while Blackheart is still in the mist of his attack. Also for some odd reason Blackheart will pull the Armageddon from a distance, you can counter that with your Judgement Day or your Heart of Darkness, and block when he tries to jump in on you because he will go for his little demons to sun you into the Inferno.

Captain America: This battle is pretty tough for Blackheart but he can still win. Watch for Captain America to use his Hyper Charging Star quite often, but he recovers poorly from it, so use your S.Roundhouse into the Judgement Day. Also his Hyper Stars n' Stripes will be used often, expect it block it, counter it with your Armageddon as he is in the air. Also you can counter his Charging Star with a standing strong into an air combo, and use your standing strong early to counter a lot of Captain America's jumping attacks.

Chun-Li: Well watch for her to try and use her Kikousho in an OTG combo, roll out of it and counter with a Heart of Darkness or a Judgement Day, but if you do want to start the Heart of Darkness, start it before she finishes her super. Also counter her Hazan Tenshoukyaku with your standing strong into an Armageddon, or use your Judgement Day. Start your standing strong early to counter any of her jumping attacks.

Cyber Akuma: Well this guy you will have to stay in the air and make constant air dashes and keep dropping your green demons with that roundhouse button. Keep doing this because you won't win much ground wars against this guy. Also he will do a lot of teleporting so make sure you constant keep away from him. Also when Cyber Akuma goes for his Thunder Gou Shock immediately jump up and use your Judgement Day, also use your Judgement Day on the ground as well but only when you are far away from him. So basically stay in the air, bombard him with your roundhouse demons, and keep him away.

Cyclops: Well you will have to stay in the air to avoid his Optic Blasts. Also he will tend to use his Running Stun Drop quite often so you will have to watch for that. Also stay in the air like you would for Cyber Akuma and continuously throw your demons at him. Often watch for his Mega Optic Blast when you miss your Armageddon so you might want to stay away from using this super. Also when he does his Running Stun Drop, use your standing Roundhouse to counter it and into a Judgement Day.

Dan: Well you won't get much trouble from this guy because he is rather slow. If he misses anyone of his supers use a Judgement Day to punish him, also when he goes for his Shinkuu Gadouken and when you are out of his range just blast him with your Judgement Day or your Heart of Darkness, if you have no supers use your Inferno or your Dark Thunder, whatever you do just play offense against this guy because he really can't do much about it.

Dark Sakura: Well you must watch out when you use your Armageddon because she can go for her Shinkuu Hadouken and plow right through your rocks. Also use your standing strong early to counter her attacks even though they don't have much

priority. Also watch for her Shouken to miss quite a bit and that's her weak point, since she relies on it to often. So counter that with your standing strong into an air combo or if you have a super use your Judgement Day to counter her miss. You can play offense if you want, but playing defense and letting her miss with her Shouken's is your key to victory.

Dhalsim: Well this guy really won't provide much trouble. And when you are jumping in on him make sure you use your jumping forward because sometimes you might miss with your demons and that can result in a Yoga Strike. Also when you are far away from Dhalsim he might use his Yoga Inferno, don't wait to use your Judgement Day, use your Heart of Darkness instead. Also he will tend to teleport quite a bit, and if he does try to teleport near you, try to predict when he will come to you and use your Armageddon, also if he happens to miss with his Yoga Strike use your Judgement Day to counter, or your Inferno.

Hulk: Well one thing you must do, and that is stay away from him. Continuously pelt him with your roundhouse demons to stun him into the Inferno or the Judgement Day. When you jump in on him he will try to use his Gamma Wave to counter, but before you come in on him and block, use your Judgement Day. Also when he goes for the Gamma Crush don't bother trying to counter with your Heart of Darkness, but you use your Judgement Day or Inferno instead. Also when he does do his Gamma Charge (and he will use this quite a bit) go for a standing forward into his standing strong into an air combo, or you can use your Judgement Day to punish him severely.

Ken: Well watch for Ken to miss with all of his supers and counter with your supers because each one of your supers can counter each one of his missed supers. When Ken goes for the Shinryuken, during the middle and near the end of this super have Blackheart use his Heart of Darkness, when Ken misses with the Shoryu Reppa have Blackheart counter with his Armageddon, and when Ken misses with his Shippu Jinra Kyaku have Blackheart counter with his Judgement Day. Also look for Ken to be on the offensive but have Blackheart use his standing strong early to counter anything Ken tries to jump in with.

M.Bison: Well this battle is a little hard but Blackheart should be more than a match for him. When M.Bison goes for his Psycho Crusher block it and wait until it goes through you and counter with your Judgement Day immediately. Also M.Bison will use his Psycho Shield often but if you are quick enough use your Inferno to counter, and when he does do his Scissors Kick Nightmare block it and when he is trying to recover from it, use your Judgement Day or your Dark Thunder. You will have to play offense in this battle because M.Bison does often try to play keep away.

Mechanized Zangief: Well not much trouble from this fellow. Continuously attack him with your Dark Thunder and Inferno. When and if he does do his Siberian Blizzard use your Heart of Darkness before he even hits the ground. Also when he tries to come near you with his Final Atomic Buster, Team Super, or Siberian Bear Crusher, use your Judgement Day and it will push him back. Or you can just keep throwing out your roundhouse or fierce demons.

Mephisto: Well your counterpart really won't bother you much. Look for him to use his standing roundhouse into the Inferno quite often. When he misses the Inferno use your Judgement Day or your Heart of Darkness while Mephisto is still in the mist of his attack. Also for some odd reason Mephisto will pull the Armageddon from a distance, you can counter that with your Judgement Day or your Heart of Darkness, and block when he tries to jump in on you because he will go for his little demons to sun you into the Inferno.

Norimaro: Watch for Norimaro to use his Hyper Strong Miracle treasure quite often. But basically be on the offensive against this guy because Norimaro

really can't defend against your attacks especially the jumping forward. Use your Judgement Day or Dark Thunder to counter Normiario's missed Hyper Strong Miracle Treasure or Super Grand Champion Jump. Counter his Multi-Hand Slaps of Fury with your jab Dark Thunder or your standing strong into the launcher. Basically play offensive and use your standing strong early to counter Norimaro's jumping attacks.

Omega Red: Well this will be a seriously tough fight. Watch for Omega Red to miss with his Omega Strike then counter with a strong Dark Thunder or use your Judgement Day if you have a level of super. When you can predict when he will use his Omega Destroyer jump up and use your Judgement Day, the demons should be able to plow through his coils, but not all of them though. Use your jumping forward when you try to come in for attacks because Omega Red has trouble countering it except for his crouching strong. Play keep away with this guy because he will look to come in and combo you.

Ryu: Well this fight is hard but not impossible. Watch for him to use his Shinkuu Hadouken, but before you block, jump up and avoid his Shinkuu Hadouken and air dash towards him and use your Judgement Day. Also when Ryu does his Shinkuu Hadouken in the air he has basically three times more recovery time than if he was to do that from the ground, so counter that with your Judgement Day or your Heart of Darkness. Also he will throw numerous Hadoukens at you, but if you can predict when he is going to throw them from a distance use your Heart of Darkness quickly or use your Judgement Day. Also use your jumping forward to at least overpower his dominating launcher or to at least trade hits, and start your standing strong early to counter his jumping attacks. When he misses with the Shinkuu Tatsumaki Senpū Kyaku use your Judgement Day or Heart of Darkness to counter after you have successfully pushed blocked away or if he just plain misses. And just use your Inferno or your Judgement Day to counter his missed Shin Shoryuken.

Sakura: Well this battle is a little tough, but like Dark Sakura she will often rely on her Shouken to win her battles. However her Shouken doesn't have as much recovery time as her counterpart so that will be a problem. What you can do is jump in on her with your jumping Forward and counter all of her attacks because she really can't do anything about your attacks since she is rather slow for her size. Use your Heart of Darkness to counter her missed Shinkuu Hadouken or her missed Haru Ichiban. Also try not to waste a super when trying to counter her missed Midare Zakura because it's pretty hard for Blackheart to counter it, but have him use his Inferno or Dark Thunder instead.

Shadow: Well this can be a tough battle but look for Shadow to make a couple of mistakes. Watch out for his Shadow Justice, hopefully you can block it and counter with an Armageddon or a team super. When you jump in block while jumping in and sometimes he will use his Shadow Kick to counter, then use your Judgement Day, Inferno, or your launcher into an air combo to counter his mistake. Watch for him to throw Sonic Booms rather quite often and use your standing strong early to counter his attacks.

Shuma Gorath: Well this guy is probably the most fair and even fight for Blackheart. Watch for him to use his crouching roundhouse to counter your jumping attacks and then he immediately uses his Mystic Stare. Don't bother countering his Mystic Smash with your supers because he recovers fast from it. Also use your standing strong early to counter his jumping attacks, and you might want to pelt your green demons from above in case he does go a little berserk with his Mystic Stare.

Spider-Man: Well this is a rather tough fight for Blackheart, but there are a few mistakes you can exploit. Whenever you see Spider-Man use your Armageddon, here Spider-Man will look to use his Maximum Spider after he pushes blocks, but

what he doesn't know is that you recover before the rocks stop falling, even during the middle of your super the rocks will protect you from both his Crawler Assault and Maximum Spider. When Spider-Man performs his Maximum Spider he will hit the rocks and bounce off, by that time the few remaining rocks will hit him, or if he does his Maximum Spider late and he bounces off, immediately go for your Judgement Day. Also when you block his Crawler Assault use your S.Roundhouse into a Judgement Day for some quick and easy damage, or you can use your S.Strong into his Armageddon for some quick damage. Also Spider-Man likes to use alot of those Spider Sting combos, counter that with your standing roundhouse into your standing strong into your air combo.

U.S.Agent: This battle is pretty tough for Blackheart but he can still win. Watch for U.S. Agent to use his Hyper Charging Star quite often, but he recovers poorly from it, so use your S.Roundhouse into the Judgement Day. Also his Hyper Stars n' Stripes will be used often, expect it block it, counter it with your Armageddon as he is in the air. Also you can counter his Charging Star with a standing strong into an air combo, and use your standing strong early to counter alot of U.S. Agent's jumping attacks.

Wolverine: Here this is a rather tough fight for Blackheart. Wolverine will constantly use his Berserker Barrage or his Drill Claw, there really isn't much you can do about countering his Berserker Barrage except for using the jab version of your Dark Thunder. When he misses with his Drill Claw have blackheart counter with a Judgement Day or an Inferno. Watch for Wolverine to miss with his Fatal Claw combos, so use your Heart of Darkness during the duration of his super to counter. Also jumping at him often with your jumping forward to nullify his standing attacks and use your standing strong early to counter his jumping attacks.

Zangief: Well this battle is pretty easy. Just make sure you stay away from him. Also watch for Zangief to use his Final Atomic buster often, at that time if you are away from his range use your Judgement Day to knock him out of it. Also he will try to use his Lariat and Clotheline to counter your jumping attacks, but before you jump in on him with your attacks use your Judgement Day to fool him, so try jumping in on him early on with your jumping attacks and when he leasts expects it go for your Judgement Day.

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During a crisis in World War II a young boy named Steve Rogers volunteered to take the super soldier syrum that has given him vast strength, speed, and agility. Over the years this had slowed down his aging process significantly and he has been battling evil where ever it may lurk. Criminals fear him justice welcomes him as his job of stopping all crime and evil is never ending. Now with his syrum in his bloodstream he has been the proud symbol of America as he has gained Maximum Potential!

Character Quotes

- "Believe in the spirit of your country!"
- "For freedom and justice!"
- "Freedom prevails!"
- "I am like a hero reborn! My victory is inevitable."
- "Liberty and freedom must never perish!"
- "Modok is next on my list!"
- "Never stop improving yourself!"
- "Rest easy soldier, your job is done..."

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. 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.

Charging Star: D,DF,F+K

Although it has a start up delay it can be comboed, this also eats fireballs and can do alot of damage, but the recovery time is very poor on this move as any smart opponent can counter it with practically anything. Use this often on fireball trigger happy opponents, also if Captain America does this move without his shield he will not eat fireballs but Captain America will be knocked out of his Charging Star.

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, but this move does go through the Final Justice and Shinkuu Hadouken and most supers. Use this to confuse, cheese, and annoy the heck out of your opponent.

Supers

Final Justice: D,DF,F+2P

Boy I love this super! Its alot harder to combo but it still combos. What Captain America will do is charge at his opponent yelling "Final Justice!" and then jacks the opponent up in the air, starts to combo his opponent to a crisp and just slam the heck out of his opponent, this is strongest super and is the prime mistake punisher, it has a bit of a start up delay and also it has recovery time at the end but for some odd reason its near impossible to counter! I've tried so often but yet no dice. Also this chips as well probably 1 or two pixels of recoverable block damage. Well here is how the actual combo looks like:

Final Justice Charge, S.Strong, S.Forward, S.Forward, S.Short, J.Short J.Strong, Throw into air, Catch Opponent, Power Suplex
All of these count as a hit.

Hyper Stars n Stripes: F,D,DF+2P

A Shoryuu Reppa type of move that does alot of damage and combos off any one of Captain America's standing or crouching attacks. This is also an excellent chipper as Captain America yells "Stars n' Stripes!" because it cannot be push blocked and can counter mistakes rather quickly as this is Captain America's fastest super and also has good range. But if he misses he will fall unable to

block, but it is invincible during start up.

Hyper Charging Star: D,DF,F+2K

An excellent mistake counter that deals out painful damage and is his best chipper and push blocking does nothing. As Captain America yells "Charging Star!" and dashes through beam supers and plows over projectiles, but if Captain America loses his shield he will be eating beam supers and fireball supers himself. Also a Final Justice will knock Captain America out of this move incase he plays against another Cap or U.S. Agent. This is an excellent mistake punisher but if Captain America misses he will be left unable to block and will be countered by smart opponents.

Team Super

Captain America: Hyper Charging Star, Hyper Stars n' Stripes

When Captain America is out of the screen he does his Hyper Charging Star and when he starts the team super he does his Hyper Stars n' Stripes making it very comboable. Both supers chip extremely well and can back up most supers but both supers have alot of recovery time afterwards.

Team Counter

Captain America: Stars n' Stripes

An excellent counter because it has good range and will hit the opponent above him and also deals out major damage. But if the opponent blocks the counter he will be easily countered.

Team Attack

Captain America: Charging Star

An all around excellent team attack because it eats projectiles and sets up practically any super, but watch out if he misses cause the opponent will try to attack him so you must pull out a super to punish that mistake!

Combos

Combos: 87/100

Supers: 88/100

Overall: 85/100

Captain America has been drastically toned down from the last game, his Shield Slash is so slow in this game and it has a tough time comboing in. However he has gained two new supers and a few double jump combos, although they weren't has high hitting or damaging as from the last game, they do look a bit better. He has also lost some speed and feels like a sluggish character now, I guess he better stop eating those cheeseburgers! Well his strength has been boosted a little in this game and has become a very powerful character. Beginners can easily pick him up and old time Ryu players should have little trouble adapting.

Special Notes:

-- When Captain America loses his shield he loses alot of priority and the strength of his standing fierce is cut in half. Also combos work better when he has his shield but they still work without shield except they are about a third of the strength and some hits are more difficult to connect.

-- Also for his air super jumping ZigZag series you must hit the buttons slow if you want the SJ.Strong to come out otherwise you'll end up with four hits in the air instead of the usual 5 hits, because if you hit the buttons too fast the SJ.Strong will never come out.

-- Captain America's S.Forward can go into a two hit combo, which is essential for ground combos.

-- Captain America has a double jump as well. Hit u/uf/ub after your super jump or regular jump.

-- Captain America's Shield Slash can be knocked away with simple attacks, just as long as you can time them right.

Ground Magic Series: ZigZag

Air Magic Series: Stronger

Super Jump Magic Series: ZigZag

Knockdowns: C.Roundhouse

Launchers: C.Fierce, S.Strong

Strikes: S.Fierce

Air Launcher: none

Small Launcher: none

AC Finisher: Fierce, Roundhouse, Shield Slash

1. J.Roundhouse --> Shield Slash

2. C.Roundhouse --> Jab Shield Slash

3. J.Fierce \ / C.Strong, C.Fierce /\ SJ.Fierce

Believe it or not this is Captain America's strongest combo! It deals just as much damage as his Hyper charging Star! And its so easy to do!

4. J.Fierce \ / S.Strong /\ SJ.Jab, SJ.Short, SJ.Forward, SJ.Fierce

5. D.S.Jab, S.Short, S.Strong --> Stars n' Stripes

6. D.C.Short, C.Forward --> Charging Star

7. J.Fierce \ / D.S.Jab, S.Short, S.Forward, S.Forward, S.Fierce

An excellent ground combo that keeps your opponent away.

8. In corner: S.Fierce --> Final Justice

This is the easiest way to combo the Final Justice as you must cancel quickly.

9. D.S.Roundhouse --> Final Justice

This one is harder to pull off though but it still works.

10. J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Forward, S.Forward --> Hyper Stars n' Stripes

11. D.C.Short, C.Forward, C.Roundhouse --> Hyper Stars n' Stripes (OTG)

12. J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Strong / \ SJ.Jab, SJ.Jab, SJ.Jab, / \ SJ.Jab, SJ.Jab, SJ.Jab, SJ.Fierce

Yeah, this combo is a little odd since it involves eight jabs but it looks pretty neat in my opinion (if you care)!

13. J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Strong / \ SJ.Jab, SJ.Jab, SJ.Jab, / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.DN.Roundhouse

Double jump after the three jabs, and if your in the corner the SJ.DN.Roundhouse will connect, this combo also works without his shield.

14. In corner: J.Jab, J.Forward, J.DN.Roundhouse \ / D.S.Jab, S.Jab, S.Short, C.Fierce / \ SJ.Jab, SJ.Jab, SJ.Jab, / \ SJ.Jab, SJ.Jab, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse \ / C.Short, S.Fierce

This is the biggest combo that Captain America can pull off in this game but deals only 39 damage in training mode. After the three jabs double jump (this is the most important factor in the combo) and continue from there, don't hit down while using your super jumping roundhouse or else you'll mess up the combo, after you land go into a C.Short into a S.Fierce. It hard to connect the SJ.Fierce after the SJ.Forward sometimes but there was somewhere where you had to pause but I forgot where, sorry. You will have to skip the J.DN.Roundhouse on all other characters besides Hulk, and Blackheart, and you will have to skip the extra jab against players that are as small as the Shatokens and smaller.

15. In corner: J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Forward, S.Forward --> Hyper Stars n' Stripes --> Hyper Stars n' Stripes --> Hyper Stars n' Stripes, C.Short, S.Strong / \ SJ.Jab, SJ.Jab, SJ.Jab, / \ SJ.Jab, SJ.Jab, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse \ / C.Short, S.Fierce

This combo did 111 damage in training mode as Captain America deals out a 44 hit combo!! This is Captain America's killer combo that spells "Touch of Death." Once again double jump after the three jabs and continue on. Make sure that you cancel into the next Hyper Stars n' Stripes before the opponent touches the floor, otherwise you'll knock around the opponent around and then the opponent will be able to block.

Strategies

Akuma: Here this battle really isn't easy for Cap but he can win. Counter Akuma's missed Messatsu Gou Shoryuu with your Final justice or an air combo. Look for him to use his projectiles alot and jump in at him with your jumping fierce. Also when Akuma goes for his Shun Goku Satsu and you are pretty far away from him, quickly pull out your Final Justice, or a standing Fierce. Basically go offensive on this guy because he is a pain when he tries to run away with his teleport.

Apocalypse: Not much difficulty here. Go behind his arm and do a S.Jab, S.Forward, S.Forward, S.Fierce, S.Roundhouse combo. They combo scale won't count these as combos, but he can't block anyways. Or you can go up to his face and do a jumping jab into a jumping fierce. Use your hyper charging Star Often, and

Captain America can also attack Apocalypse with his Hyper Charging Star while Apocalypse is still in the middle of his Drill!

Armored Spider-Man: Well don't jump in with Jabs or shorts, rather jump in with strongs, forwards, fierce, or roundhouse. Counter his Maximum Spider with your Final Justice, and his Crawler Assault with your Hyper Stars n' Stripes. Keep jumping in on him because he has poor defensive skills against your offensive skills and never let him back you into a corner. Also you can cartwheel out of his Maximum Spider or Crawler Assault but your timing must be down to the bone.

Blackheart: Well not a difficult fight. When Blackheart uses his Armageddon and misses use your Hyper Charging Star to plow through his rocks. Also make sure you don't use your Charging Star too often unless you are sure it will connect because he can counter it rather easily with his Judgement Day. Be on the offensive against this guy but make it quick before his standing strong comes out. And also if he tries to come in at you with his jumping forward counter that with your jab Stars n' Stripes.

Captain America: Well your counterpart can pose problems. Don't try to attack him with your jumping fierce because he will knock you out of it pretty early. You can also let him come to you and knock him out of the air with either your jab Stars n' Stripes or your standing strong. Make quick work of this guy because he has been known to come back and retaliate. Also counter his missed Charging Star or Hyper Charging Star with your Hyper Charging Star.

Chun-Li: Well she really can't pose much of a threat because you have more priority than she does. Watch for her to miss with her Kikousho and counter with a Final Justice. When she misses with her Hazan Tenshoukyaku counter with a Hyper charging Star or a Final justice, or an air combo. Watch for her standing roundhouse to knock you out of the air, so you may want to let her come to you and launcher her with your standing strong.

Cyber Akuma: Well this is a tough fight for Captain America, but it can be won. He will throw projectiles at you quite often. Also he will teleprt alot as well, but if you can predict his teleport use your Final Justice or launch him into an air combo. Stay in the air at all costs because his combos can really make quick work of this American. Use your Hyper Charging Star often as well to counter his High Mega Gou Beam or his regular projectiles, but make sure you start it before he actually starts his projectiles. And counter his missed Scramble Gou Punch with your Final Justice.

Cyclops: This is not a hard fight for Captain America. Jump in on him constantly because he really can't cdo much about your jumping attacks and watch out for his Mega Optic Blast, counter it, and only counter it with a Hyper Stars n' Stripes. You can let Cyclops come to you because Cyclops' jumping attacks have very little priority. He will use his Optic Blast and Cyclone kicks to his advantage, but counter his Cyclone Kick with a jab Stars n' Stripes or a Hyper Stars n' Stripes, and try to use your standing fierce to counter his Optic Blast.

Dan: Well not a tough fight either, but Dan has shown alot of potential. Constantly jump in on him and combo the cheese out of him. Use your Final Justice to counter all of his missed supers and watch for him to come in and attack you. You can wait for him to come in and attack you and then launch him and combo him. But whatever you do, its a sure fire victory.

Dark Sakura: Well this battle isn't hard. Watch for her Shinkuu Hadouken, when you see it immediately jump up and counter the Shinkuu Hadouken with an air jab Shield Slash. Jump in on her often and combo her because she doesn't even have an anti-air attack except for her slow crouching fierce. Also look for her to

use her Shouken often and miss with it, counter that with a Final Justice or an air combo. You can let her come to you because your attacks can over power her jumping attacks, but this fight should be quick and easy.

Dhalsim: Well no concerns here. Whenever he does do his Yoga Inferno, let him pull you in while you are blocking, and when he stops pull a Final Justice or an air combo. Watch for him to often miss with his Yoga Strike, then pull a Final Justice or an air combo as well. Whenever you do try to jump in on him make sure you are constantly attacking him because he will go for that Yoga Strike. He will pull several Yoga Fires as well, but if you can predict it, Final Justice right through it. So basically in this battle...Final Justice.

Hulk: Well this guy can give Captain America alot of problems but he is most likely to win against this guy. Watch for Hulk to miss with his crouching fierce, Gamma Charge, Gamma Crush, and his crouching roundhouse. These are all easily countered by any super you wish to use. Always jump in on him with a jumping down roundhouse or a jumping fierce so you can knock away his super armor.

Ken: This battle isn't hard for the good ol' Cap. You can constantly jump in with attacks and keep comboing this guy. Watch for Ken to use his Shoryuu Reppa in combos rather quite often, but be sure to block if he does and counter with any super. Also his Shinryuken will sometimes miss and if he does counter that with any super. You can wait for him to come to you if you like because your attacks can easily over power his jumping attacks. Basically counter his mistakes with supers or air combos, or just be on the offensive.

M.Bison: Not a hard battle for Captain America. Constantly jump in on this guy and combo him until he's mince meat. Watch for his Scissors Kick Nightmare, so counter that with a Hyper Stars n' Stripes. Counter his Psycho Crusher with a Final Justice, but let the Psycho Crusher pass through you first. You can let him come to you as well, because his attacks have low priority.

Mechanized Zangief: A rather easy battle for captain America. Surprisingly his Shield slash does alot of damage against this guy and also his regular attacks and especially the standing and jumping fierce. Just stay out of this guy's reach and go behind him when he is trying to grab you can combo him with a S.Jab, S.Forward, S.Forward, S.Fierce combo until he is out of his grab motion. Also when he does his Siberian Blizzard hit him with a standing fierce on the way down and avoid using supers because that will leave you open to one of his supers.

Mephisto: Well not a difficult fight. When Mephisto uses his Armageddon and misses use your Hyper Charging Star to plow through his rocks. Also make sure you don't use your Charging Star too often unless you are sure it will connect because he can counter it rather easily with his Judgement Day. Be on the offensive against this guy but make it quick before his standing strong comes out. And also if he tries to come in at you with his jumping forward counter that with your jab Stars n' Stripes.

Norimaro: Well in this battle you can just pound the living goofiness out of this guy. This battle is very easy for Captain America. Just come in and attack him at will like he doesn't even exist because frankly this guy is a waste of Cap's time. Counter all his mistakes with your supers or an air combo and you can let him come in on you if you want because you can then launch him and combo him because of his low priority attacks.

Omega Red: Well this battle isn't very hard. Keep having Captain America constantly jump in and combo this guy because Omega Red has alot of trouble countering his jumping attacks. Also Omega Red can win the battle if Captain

America plays defense because his jumping jab has a lot of priority over some of Captain America's attacks and never miss with your supers besides the Final Justice because he can counter with an Omega Destroyer.

Ryu: This battle is a little tough for Captain America, or even this can be a fair fight. Watch for Ryu to OTG his Shinkuu Tatsumaki Senpukyaku, so roll, and counter it with your Final Justice just before it ends. Also when he does his Shinkuu Hadouken jump up and counter it with an air jab Shield slash. You should play a defensive game against this guy because Ryu has so many weapons to counter Captain America's attacks. Have Captain America play a defensive game and counter Ryu's low priority attacks with Captain America's launcher.

Sakura: Not a tough battle for Captain America. Her slow attacks makes it impossible for Captain America not to win. Constantly jump at her and attack and combo. Watch for her to use her Shouken in a lot of combos so block those and counter with either a super or an air combo. You can let her jump in and attack you but it really doesn't matter, just make a constant effort to make this victory a short one.

Shadow: Well this battle right here can give Captain America quite a bit of trouble. Shadow has a lot of attacks to counter Captain America in the air. One of his weaknesses is the lack of priority when he jumps in with attacks. Captain America is almost guaranteed to win when Shadow makes constant jump in attacks. Also look for Shadow to constantly OTG you with his supers, so roll and counter with your supers or air combos. Make Shadow come to you and constantly punish his mistakes, primarily his Shadow Justice.

Shuma Gorath: Well once again this is not a hard fight for Captain America. Have Captain America constantly jump in and attack Shuma Gorath or you can wait for Shuma Gorath to come to you and attack. Watch for Shuma Gorath to use his Chaos Dimension, at that time he will try to catch you in his Chaos Dimension, but this is rather a gamble, you can pull a Final Justice to catch him off guard, but if he sees it coming he can catch you so be careful.

Spider-Man: Well constantly jump in on and attack because Spider-Man really can't counter your jumping attacks. Counter his Maximum Spider with your Final Justice, and his Crawler Assault with your Hyper Stars n' Stripes. Keep jumping in on him because he has poor defensive skills against your offensive skills and never let him back you into a corner. Also you can cartwheel out of his Maximum Spider or Crawler Assault but your timing must be down to the bone.

U.S. Agent: Well your counterpart can pose problems. Don't try to attack him with your jumping fierce because he will knock you out of it pretty early. You can also let him come to you and knock him out of the air with either your jab Stars n' Stripes or your standing strong. Make quick work of this guy because he has been known to come back and retaliate. Also counter his missed Charging Star or Hyper Charging Star with your Hyper Charging Star.

Wolverine: This battle is a little tough for Captain America. Watch for Wolverine to miss with his Fatal Claw combos and use a Final Justice to counter it. Also he will go on a Drill Claw frenzy and you should counter that with your supers or air combos. Don't try to jump in on him too often because his launcher will out-prioritize your jumping attacks. Use your Hyper Stars n' Stripes to counter his missed Berserker Barrage X, and let him come to you because Wolverine really can't do much about your launchers.

Zangief: Well this battle is pretty easy. Whenever you see Zangief go for a grab counter it with a Final Justice or a super. You can play offensive on this guy and continuously pound and combo him. Just stay away from him because he will try to use his grabs quite often, you can play defense as well and just launch

him with your launcher and just combo him.

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Chun-Li

Her past history is shrouded with tragedy. Her father was killed when she was at a very young age and she has been consumed with vengeance ever since. After her close defeat at the hands of M.Bison she has seeked help and joined Interpol, a secret organization set out to counter the crime and acts of Shadowloo. M.Bison now seeks world domination and with the loss of Charlie Chun-Li now seeks out the evil empire of Shaowloo and swears revenge on the corporate leader M.Bison.

Character Quotes

"Father, will I ever truly avenge you?"
"Hey, I thought you liked the rough stuff!?"
"I fight for peace, but war is all I ever see!"
"I hope I get royalties, not just a one time fee!"
"I'm not just cute! I am a serious fighter!"
"I'm sorry. Was I a little hard on you?"
"Think to yourself, "you can do it!"
"What is this? The one star setting!?"

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

Well this is her projectile but its not the best. It comes out slow to be comboable, but it does good damage and her recovery time is not that bad like the Shatokens. Use this move from a distance or two counter missed supers from a distance when you don't have a super available. However you really won't win much fireball fights with this projectile.

Senenshu: F,DF,D,DB,B+K

Well this is her anti-crouch counter, its an all around excellent move to use because it has almost no start up delay and opponents are often fooled by this move. The recovery time is not bad either and this move does alot of damage as well. However I haven't quite found a way to combo this move yet, but this is very effective against turtlers.

Tenshou Kyaku: F,D,DF+K

Well in X-Men vs. Street Fighter this was a charge move which would really put players at a disadvantage because they had to wait to use their anti-air attack, but not its a dragon punh motion. This is her anti-air attack but its not as effective as the other characters anti-air attacks but it still works. This move also chains off of her launcher and it does alot of damage. This has high priority and will most likely beat out anything else. But like most anti-air attacks the recovery is bad and smart opponents can capitalize on this.

Hyaku Retsu Kyaku: Tap K rapidly

Well her prime offensive weapon hasn't changed one bit since the original Street Fighter series. This move OTGs and combos very easily. This move also chips alot of damage as well and has alot of priority against most attacks. Also this can be used as an AC Finisher and can basically chain off anything she has, the recovery time is very low and she can stop whenever she wants and also she can go on forever with this move or until the player's hands gets tired of course.

Overhead Kyaku: DF+RK

Well basically this is her slower version of an anti-crouch attack. It basically has no start up delay and recovery time, but it takes a while for her to flip and hit the opponent. This confuses the opponent as they forget which way to block and also its her anti-crouch counter. In X-Men vs. Street Fighter she could easily combo her Senretsu Kyaku after this move, but now its practically impossible.

Stomp Kick: D+FK(air)

This is the attack that has the highest priority when Chun-Li is in the air and can be chained multiple times. This can be used in air combos and can basically snuff out practically any launcher or at least trade hits. Also this move can be chained into her jumping roundhouse and help her set up some combos. This move is also linked with her infinite combo and if the opponent blocks this move she automatically bounces away and is safe to block. But again this move cannot trade hits with anti-air attacks like Dragon Punches or supers.

Mini-Kikousho: F+FP

Well think of this like her Kikousho in the Alpha series, it can easily catch jumping opponents and also it does good damage. The wierd thing about this move is the fact that it does chipping damage as well and this move is so easy to do. This is a better alternative to the other anti-air attack which won't leave you so vulnerable to attack, and it comes out practically instantly and has high priority over most jumping attacks, but people tend to ignore this move completely.

Supers

Kikousho: D,DF,F+2P

This is an excellent move over all because it does good damage, and it does alot of chipping damage as well. Also this basically protects her from any attacks and no beam super will penetrate the giant bubble. This super OTGs and comes out instantly, it is comboable but you must cancel quickly, but this super leaves her open to attack if she misses for a long time. The one thing about this move is that its range is not as good as you like, it fills only half the screen's horizontal distance but with the vaccum effect it has more range than it appears. This super can be used as an anti-air attack but it must be timed early, also this super can be pushed blocked, but when your in the corner its impossible to push block this super.

Senretsu Kyaku: D,DF,F+2K

Well this move isn't as comboable as it was in X-Men vs. Street Fighter but it is still a lethal threat in terms of combo ability. This will OTG but after a few hits she will go pass the opponent and if the opponent has a beam super, just hope that they don't use it. I would only reccomend using this in the corner so that the opponent doesn't escape the super. This also combos off her standing or crouching fierce and can be used to punish mistakes by other opponents. This super has the most horizontal range in her arsenal, ramming the buttons can bring you more hits than the standard 15 hits, but the added damage is very minor, but it adds to the chipping damage significantly. Also if the opponent blocks this move a smart opponent can counter this mistake rather easily because it has alot of recovery time.

Hazan Tenshou Kyaku: F,D,DF+2K

This is her anti-air attack super and its her strongest super. The only problem with this move is the range that it has, while it has alot of vertical range, it lacks alot of horizontal range but it can still hit opponents up close and has alot of priority. This chains easily off of her launcher and combos off of any of her standing attacks but if she misses she will be vulnerable to attack or supers. This move is however invincible during start up and can be used in OTG combos.

Team Super

Chun-Li: Kikousho

Not the best team up super but it does protect her and her partner. This super can be combined with the Omega Destroyer, Sakura's Shinkuu Hadouken, Armageddon, or practically any beam super. This does do good damage and can do alot of block damage as well, but make sure the opponent is close to her so that it connects.

Team Counter

Chun-Li: Kikouken

Well not exactly the team counter that you would like, because she is easily knocked out of it and it takes a while to come out and opponents tend to block it rather easily despite the fact that it is a team counter. Don't bother using this as a team counter against supers, but it works well against regular attacks.

Variable Assist

Chun-Li: Kikouken

This is a fair team attack because it can help set up some supers and it goes full screen's distance doing good damage, but it comes out a little slow and opponents tend to jump over it rather easily. You really shouldn't use this too often.

Combos

Combos: 87/100

Supers: 88/100

Overall: 80/100

Chun-Li is an excellent character to use, she has amazing speed and an unmatched air priority. Her triple jump combined with her air dash and wall jump makes her a very hard target to attack. She can stay in the air for the longest time. However she has been toned down from the last game and her attacks aren't quite as strong. Her infinite is MUCH harder to do now and she has been given more recovery time on her attacks and her Senretsui Kyaku isn't near as comboable as it was in the last game. Although beginners shouldn't find much trouble using her.

-- Chun-Li has a triple jump. Just hit u/uf/ub after the first and second jumps.

-- Chun-Li also has an air dash, but she cannot dash backwards.

-- Chun-Li can bounce off the walls, just hit the opposite direction when you touch a wall.

Ground Magic Series: ZigZag

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: S.Roundhouse

Knockdown: C.Roundhouse
Air Launcher: none
Small Launcher: none
Strikes: none
Team Super: Kikousho
Team Counter: Kikouken
Variable Assist: Kikouken
AC Finisher: Fierce, Roundhouse, Hyaku Retsu Kyaku

- 1) C.Short, C.Roundhouse --> Hyaku Retsu Kayku(OTG)
- 2) C.Short, C.Roundhouse --> Kikosho(OTG)
- 3) J.Fierce \ / C.Short --> Rising Bird Kick
- 4) J.Roundhouse --> Hyaku Retsu Kayku
- 5) D.C.Forward, C.Fierce --> Senretsus Kyaku
Quick and lethal, not hard to pull off, and does alot of damage.
- 6) D.S.Short, S.Roundhouse --> Hazan Tenshou Kyaku
- 7) D.S.Jab, S.Short, S.Forward, S.Roundhouse --> Hazan Tenshou Kyaku
- 8) Team Attack --> Kikousho or Hazan Tenshou Kyaku
- 9) Stomp Kick, J.Roundhouse --> Hyaku Retsu Kyaku
- 10) In corner: D.C.Short, C.Forward, C.Roundhouse --> Senretsus Kyaku(OTG)
- 11) D.S.Jab, S.Short, S.Strong, S.Fierce --> Senretsus Kyaku
- 12) Stomp Kick, J.Roundhouse \ / D.S.Jab, S.Roundhouse /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
Be sure to cancel into the roundhouse, quickly or the opponent will be able to block.
- 13) J.Jab, J.Fierce \ / D.S.Jab, S.Strong, S.Fierce --> Senretsus Kyaku
- 14) Jump towards corner: Stomp Kick, Stomp Kick, Stomp Kick, --> AC Finisher
- 15) J.Roundhouse \ / S.Roundhouse /\ SJ.Jab, SJ.Short, Stomp Kick, Stomp Kick --> Lightning Legs

16) J.Fierce \ / D.S.Jab, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, Stomp Kick, SJ.Jab, SJ.Short, SJ.Strong --> AC Finisher

17) In corner: AD.J.Short, Stomp Kick, J.Roundhouse \ / D.S.Short, S.Roundhouse -> Hazan Tenshou Kyaku, C.Short(OTG), S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher

18) J.Jab, J.Fierce \ / D.S.Short, S.Forward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, Stomp Kick, SJ.Jab, SJ.Short, SJ.Strong, Stomp Kick, etc.
Well this was easier to do in X-Men vs. Street Fighter, and too easy to do in Marvel vs. Capcom, but in this game its hard to do. Only the air version is the infinite, so continously repeat the jab, short, strong, stomp kick in the air. It is rather hard to do even with practice.

19) J.Jab, J.Fierce \ / D.S.Jab, S.Short, S.Strong, S.Forward, C.Roundhouse --> Senretsu Kyaku or Kikoshou(OTG)
This combo works on bigger characters, but this works on smaller characters as long as you cut out either the strong or the forward.

20) J.Jab, J.Fierce \ / D.S.Jab, S.Short, S.Strong, S.Forward, S.Roundhouse / \ SJ.Jab, SJ.Jab, SJ.Jab / \ SJ.Jab, SJ.Strong, SJ.DN.Forward, SJ.DN.Forward --> Hyaku Retsu Kyaku or Roundhouse
This combo is tough to do, but practice it in training mode and it'll become rather easy to do. On the ground you can skip either the short, strong, or forward against medium and smaller characters. In the air after the three jabs, double jump and continue the combo from there.

21) In corner: J.Jab, J.DN.Forward, J.Roundhouse \ / D.S.Jab, S.Short, S.Forward, C.Roundhouse --> Kikousho, C.Short, S.Roundhouse --> Hazan Tenshou Kyaku
After the Kikousho, OTG the opponent and cancel, as simple as that.

Strategies

Akuma: Well this battle is hard to win but not impossible. You should let Akuma come to you so you can knock him out with your launcher. Also when he misses with his Messatsu Gou Shoryuu use your Kikousho or an air combo to counter, and don't give him any chance to recover. If you do decide to jump in on him make sure you come in with a Head Stomp because the rest of Chun-Li's jumping attacks really don't have much priority.

Apocalypse: Well this battle is not hard. Have Chun-Li do constant Hyaku Retsu Kyaku(Lightning Kick) to his face or hand. Try to gain your levels quick and always use your Kikousho, this will protect her from anything, even Apocalypse's Drill. Basically use your Hyaku Retsu Kyaku constantly and it should be an easy match.

Armored Spider-Man: Well this battle is pretty hard, but never use your Kikousho unless it catches him, even if he blocks it. That way he won't counter with a Maximum Spider. Also let him come to you and use your launcher to knock him in the air and combo him. And he will come to you often because he is a combo machine, but lacks defensive skills.

Blackheart: Well this battle is pretty easy, just make sure you don't miss with your supers. Also when Blackheart does his Inferno, you can easily counter it

with your Senretsu Kyaku. Also look for him to drop alot of demons on you, but when he does jump in, use your Kikousho because it will connect most of the time. Jump in on him and combo him often, or you can let him come to you.

Captain America: Well this guy will give you a tough time, but its not impossible to win. Have Captain America come to you and launch him. Watch for him to miss with his Hyper Charging Star, counter it with your Senretsu Kyaku, also if he misses with his Hyper Stars n' Stripes, counter that with your Kikousho or an air combo. Also try to avoid jumping in on him because he will launch you and air combo you.

Chun-Li: Well your counterpart would really give you some trouble because she does alot of the things you do. Let her come in to you and launch her and air combo her or follow up with a Hazan Tenshou Kyaku. Also watch for her to try and OTG you often, and counter her missed Hazan Tenshou Kyaku with your Kikousho, and counter her missed Kikousho with your Senretsu Kyaku. Also do alot of escape in the air with your triple jump and air dash, this often fools her and you can counter her mistakes.

Cyber Akuma: Well this will be alot of trouble for Chun-Li. Also watch for him to teleport rather quite often. Try to predict where he will come and blast him with your Kikousho. Also he will use alot of firepower against you, so escape that in the air with you triple jump and air dash. Use your Hazan Tenshou Kyaku to counter his missed Scramble Gou Punch, and also watch for him to do alot of dashing and using his Scramble Gou Punch in those combos.

Cyclops: Well this can be a rather hard fight but not too hard. Jump in on him and combo him, because he really can't defend against that and he rarely uses his Gene Splice on your jump in attacks. You can let him come to you, but its better that you play offensive because he really can't do much and the fight would last quicker. Just don't miss with your supers, because you can expect a Super Optic Blast or a Mega Optic Blast. Combo him and avoid using supers, unless you are comboing in your supers.

Dan: Well not a hard fight. Just watch for his Kouryken when you are jumping in on him. Combo him and punish his mistakes. If he misses with both the Hisshou Biraiken, or his Kouryuu Rekka, then use your Kikousho to counter his missed supers on both accounts. If he misses with his Shinkuu Gadouken, use your Senretsu Kyaku to counter. Don't bother playing defense because its just too easy to beat this guy.

Dark Sakura: Well this fight shouldn't be hard since your attacks are faster than her attacks. You can counter alot of her mistakes especially her Shouken because she will tend to use that quite often in her combos. Also don't wait for her to come down when she misses with her Haru Ichiban, but use your Hazan Tenshou Kyaku just as Dark Sakura snaps out of it. Just jump in combo her and punish her mistakes.

Dhalsim: Well not alot of trouble here. Just make sure when you are jumping in on him that you attack because he will use his Yoga Strike to counter. If he misses with his Yoga Inferno, use your Senretsu Kyaku to counter his miss. Also he will barrage you with his Yoga Fires and Yoga Flames, and he will tend to teleport alot. Try to predict his teleport and counter with an air combo or a super.

Hulk: Well this is a hard fight for Chun-Li, but with his recovery time you are sure to win. In this battle use your Hyaku Restu Kyaku often, jump in with a stomp kick and rapidly tap those kick buttons, that should knock away his super armor. When he does the Gamma Crush, you can use your Kikousho to block his attack, but he won't suffer much damage either. Also let him jump in on you and

launch him and combo him. His super armor doesn't work in the air so that's to your advantage. So play defense and use that Hyaku Retsu Kyaku.

Ken: Well this is a hard battle but not a idfficult one. Watch fro Ken to miss with two supers, his shinryuken and his Shoryuu Reppa, counter both of those with your Kikousho or use an air combo as he comes down. Also he will go a little crazy with his Shoryuken and his Tatsumaki Senpue Kyaku. Quickly counter both of those cause he will miss, and don't worry if you miss with your Kikousho, Ken has difficulty trying to counter that, but make sure he is far away because if he is close to you and you miss, you can expect a Shoryuu Reppa. Also if Ryu is his partner, do not miss with your Kikousho or Hazan Tenshou Kyaku, because his Double shinkuu Hadouken will get you. Let him come to you and launch him.

M.Bison: Not a very difficult fight, but you must not miss with your Kikousho because he will counter with a Psycho Crusher. Also when he misses with his Scissors Kick Nightmare counter with a Hazan Tenshou Kyaku or a Senretsue Kyaku. You really can't do much about countering his missed Psycho Crusher except when you are close to him, and then you can catch him with your Hazan Tenshou Kyaku. Watch for him to do alot of teleporting and always be on the offensive against this guy.

Mechanized Zangief: Well not much touble here. Whenever he goes for his Siberian Bear Crusher(Flying Power Bomb), Final Atomic Buster, or his Team Super you can either use your Kikousho before he grabs you, or you can jump around him and use either your Senretsue Kyaku or your Hyaku Retsue Kyaku. You can play mind games with this guy by jumping around with your triple jump and air dash, because he really can't defend against that, but just be on the offensive and stay away and counter his grabs.

Mephisto: Well this battle is pretty easy, just make sure you don't miss with your supers. Also when Mephisto does his Inferno, you can easily counter it with your Senretsue Kyaku. Also look for him to drop alot of demons on you, but when he does jump in, use your Kikousho because it will connect most of the time. Jump in on him and combo him often, or you can let him come to you.

Norimaro: Well this stupid idiot won't know what hit him. Be totally offensive against this guy because he basically sucks against your attacks and you can corner him and combo the cheese out of him. Pound him away with every combo and super that you've got, and this fight shouldn't last long. just make sure not to miss with your Kikousho or your Hazan Tenshou Kyaku because he can easily counter with his Hyper Strong Miracle Treasure.

Omega Red: Well watch out for his Omega Destroyer. This fight is not an easy fight, but its not a hard fight either. Keep jumping in on him with your offensive attacks because he really ran't counter those, also he will try to launch you at time to time, but his launcher is a little awkward and you should be able to break through his launcher. Also it doesn't matter if you play defense because his offenisve game really can't do much against your launcher.

Ryu: This fight is a little hard, but not too hard. Don't try to jump in on Ryu too much because his launcher will out prioritize anything you have. Also use your Hazan Tenshou Kyaku to counter his missed Shin Shoryuken or your Kikousho. When he misses with his Shinkuu Tatsumki Senpue Kyaku, don't wait for him to finish, try to get within range of your Kikousho but out of his Shinkuu Tatsumaki Senpue Kyaku range and blast him. Also let him come to you because his jumping attacks tend to have low priority. And never miss with your supers because you can most likely be eating his.

Sakura: Well once again this is not a hard battle because her attacks are too slow to counter any of your attacks. Watch for her to miss with her Haru

Ichiban, use your Hazan Tenshou Kyaku just as she is coming down. Counter his missed Shinkuu Hadouken with your Senretsu Kyaku. Play offensively in this game because her attacks don't stand a chance against your attacks.

Shadow: Well a rather hard battle because his speed matches yours and he is stronger than you. But don't look for his supers to connect often besides his Shadow Justice. Also let him come to you because you can out prioritize him and also if you play offense against him make sure you come in with a Stomp Kick. Watch for him to miss with his Shadow Justice and counter.

Shuma Gorath: Well this battle is not hard at all. Watch for the Chaos Dimension because there is little Chun-Li can do about it except to try and escape. Use your triple jump and air dash to escape that. When he doesn't have his Chaos Dimension mode on, attack him head on and don't stop. He really can't do much against you, and his jumping attacks against Chun-Li's launcher is basically a joke. Combo him and that would be the end of it.

Spider-Man: Well this battle is pretty hard, but never use your Kikousho unless it catches him, even if he blocks it. That way he won't counter with a Maximum Spider. Also let him come to you and use your launcher to knock him in the air and combo him. And he will come to you often because he is a combo machine, but lacks defensive skills.

U.S.Agent: Well this guy will give you a tough time, but its not impossible to win. Have U.S. Agent come to you and launch him. Watch for him to miss with his Hyper Charging Star, counter it with your Senretsu Kyaku, also if he misses with his Hyper Stars n' Stripes, counter that with your Kikousho or an air combo. Also try to avoid jumping in on him because he will launch you and air combo you.

Wolverine: Watch for his Berserker cheapness. Never miss with your Hazan Tenshou Kyaku or Kikousho because he is more than likely to counter with a Weapon X. Also watch out if you miss with your Senretsu Kyaku because he will counter with a combo or Berserker Barrage X. Let him come to you and launch him and continuously do that for most of the battle. When he does with with his Weapon X, use your Kikousho to bring him down.

Zangief: Well you really won't get much trouble here. Whenever he goes for his Siberian Bear Crusher (Flying Power Bomb), Final Atomic Buster, or his Team Super, hit him with your Senretsu Kyaku or Kikousho if you are out of his range. Just jump in on him often because he really can't do much about it and don't bother playing defense because all Zangief will try to do is grab you.

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Cyber Akuma

As if in his powered up form as Shin Akuma wasn't enough, he has now become even more powerful. Apocalypse knowing that Akuma's intent was only the beginning he captured Akuma and practically his whole right half of his body and replaced it with cyborg implants. These mechanical parts provided Akuma with infinite strength, even those surpassing the Hulk's. With these mechanical features he has gained superior speed and an almost indestructable armor. With his power he sends fears down the most feared villains and criminals, that includes M.Bison and even Apocalypse himself. He now goes by the name Cyber Akuma and he has no feelings or emotions towards his opponents' well being, defeat, or victory. All he sees is power, and he will take down Apocalypse himself if he has too.

"I bring the chaos of death to all..."
"I've been remade with real power!"
"Kill... Destroy... That's all I know..."
"My creator wants you dead. It is done..."
"My new destiny is to serve and annihilate!"
"There can be only destruction with me..."
"There is no greater power than me..."
"Your destruction is all that mattered!"

Bolt Hadouken: D,DF,F+P

This is probably tied with Dan's Gadouken in terms of power. This is a very fast projectile and Akuma can dash after his opponent he has launched it. He can also follow up with his Booster Rocket making him a very hard to beat keep away character. This is just as big as Ryu's Hadouken but with less recovery time, he can't recovery like Shadow can but can still chase after it.

Zankuu Bolt Hadouken: D,DF,F+P (air)

Well I consider this a different move even though its the same because he fires two in a row for one motion in the air. He can chain up to 12 of these in a row which will most likely kill an opponent. If you see Sakura doing her Shinkuu Hadouken, Cyber Akuma can easily counter her Hadoukens with his since he can throw so many with low recovery lag.

Booster Rocket: HP

Well this is an extremely fast projectile that does good damage and can easily set up the opponent for his Scramble Gou Punch or his High Mega Gou Beam. Even if the opponent is jumping from a distance it's a good idea to use this because it'll sorta follow them. This combined with his S.Fierce or C.Fierce will result in a nasty two hit combo. This can be incorporated with his launcher, but you have no choice anyways. Over all he can immediately throw this after he has thrown his Bolt Hadouken.

Shining Circuit Shoryuken: F,D,DF+P

Well you thought Ken has the best Dragon Punch, think again! This dragon punch can easily match the damage of some supers. This Dragon Punch hits up to 10 times and jumping in on him while blocking is not a good idea, simply because you can lose a block of recoverable chipping damage so don't jump in too much. Use this whenever you see anybody coming in.

Thunder Shock Zankukyaku: D,DB,B+K

Well one of the most deadliest moves in the game. It does just as much damage as any beam super and Cyber Akuma has no recovery time from this move. This has high priority and can even hit low blocking opponents except for smaller characters. Use this often and cancel with it often. This move can be done in the air and also be used as an AC Finisher, and can be OTGed afterwards and it combos extremely well.

Diving Rocket Kujinkyaku: D,DF,F+K(air)

Well just like Akuma's Tenma Kujin Kyaku, it doesn't do more damage than Akuma's but its faster, has more priority, and Cyber Akuma can recover quickly from it and continue his combo. This also chips alot of damage and can be used as his AC Finisher but for one lousy hit though. You should use this often and get the jump on your opponents. It has basically no start up delay and recovery time

making it safe to use on all accounts.

Lightning Senkuu: B,D,DB or F,D,DF+3K or 3P

Basically his teleport but he can only do this on the ground. The punch goes full screen and Kick goes half screen. Use this alot when your in corner trap situations. Useful for moving out of or through supers.

Overhead Knuckle: F+SP

This is basically his crouch counter, use it against turtles that like to stay in their shells. It hits four times and is very damaging, much like Ryu's and Akuma's it has a bit of a start up delay so use it wisely, like doing a combo substitute one of the hits with this and it should psych them out serveral times.

Hop Kick: F+FK

The same as Ryu's but is damaging and can be used to set up either the High Mega Gou Beam or Scramble Gou Punch. This is a very fast attack and will catch opponents by surprise.

Supers

Scramble Gou Punch: D,DF,F+2P

A vastly powerful super, and its probably the strongest super in the game besides Apocalypse's Drill of course. This is easily comboed and is most likely the fastest super in the game. Your opponent will be amazed at how much damage this does and will be limping from it afterwards. Use this to counter mistakes and in combos to assure yourself a quick victory.

High Mega Gou Beam: D,DB,B+2P

Well unlike Ryu's or Akuma's, this super comes out just as fast as his Scramble Gou Punch and is easily comboed, I mean it even combos off a jab! This doesn't do alot of chipping damage though, but its twice as powerful as Ryu's Shinkuu Hadouken while only lasting as long as Akuma's Messatsu Gou Hado. This should be his prime mistake punisher and he has no start up delay and basically no recovery time from this move, use this move whenever you have the chance.

Thunder Gou Shower: D,DF,F+2P (air)

Well imagine throwing out 31 of his Zankuu Bolt Hadoukens and connecting with them! That's exactly what this super does and the damage is phenominal. It does even more damage than the Chaos Dimension and the frightening part about this super is, is the fact that it is his weakest super! This can be used as a powerful AC Finisher and it chips serverely alot of block damage. He has almost no recovery time from this move and no start up delay either!

Shining Gou Shock: JP, JP, F, SK, HP

If Capcom ever decided to make a character more powerful than Shin Akuma, then this guy would be it! As if he doesn't have enough power, he now has a Shun Goku Satsu move that delivers alot of hurt. This move is Shin Akuma's rival move as it moves just as fast and long as Shin Akuma's Shun Goku Satsu. Meaning that it is twice as fast as Akuma's Shun Goku Satsu with twice the distance! It's also invincible during start up and has more priority than Akuma's, and it only takes one level of super! Also this super can be used in the air but its weaker while its done in the air, but its still powerful. Also Cyber Akuma can be thrown out

of this and even knocked out of this move as well. The damage can vary upon the character's defense meaning it does about 33% more damage on Spider-Man than on Zangief.

Combos

Combos: 90/100

Supers: 99/100

Overall: 98/100

this guy is incredibly powerful, he is even stronger than Hulk! He packs alot of speed and power and little recovery time with little start up delay. His combos do major damage possibly even kill with a combo or two and his ability to use the deadliest AC Finisher ever is just totally insane! He is three Akuma's put in one with the defense of Hulk and Zangief combined! I'm not even sure if weakness is in his vocabulary! A beginner can easily whoop the experts, and did I mention his insane EX cancel abilities?

Special Game notes: Cyber Akuma

-- Cyber Akuma's S.Fierce is argueably the strongest attack in the game. It does just as much damage as Ryu's Shin Shoryuken! Captain America and Hulk really can't compare!

-- Be totally offensive for a quick victory.

-- Cyber Akuma gains his levels very quickly if he uses his special moves.

-- Cyber Akuma cannot be selected with a partner, or as a partner. Besides he's powerful enough as it is!

Ground Magic Series: Stronger

Air Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: C.Fierce

Strikes: S.Fierce(2nd hit)

Air Launcher: none

Small Launcher: none

Knockdowns: C.Roundhouse

Team Super: none

Team Counter: none

Variable Assist: none

AC Finisher: Fierce, Roundhouse, Thunder Shock Zankukyaku, Zankuu Bolt Hadouken, Diving Rocket Kujinkyaku, Thunder Gou Shower, Thunder Gou Shock

1. Booster Rocket --> High Mega Gou Beam
Works best from afar. Cancel immediately.
2. Booster Rocket --> Scramble Gou Punch
Just be close to your opponent when you fired the rocket and let loose!
3. D.C.Short, C.Foward, C.Roundhouse --> Scramble Gou Punch(OTG)
4. J.Roundhouse \ / D.C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong
SJ.UP.Foward --> Shining Gou Shock

Possibly, the most feared combo in the game, master it, and be the new MSHSF champ of the world!

5. D.C.Short, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong --> Thunder Gou Shower
6. Zankuu Bolt Hadouken \/ Bolt Hadouken, Booster Rocket --> High Mega Gou Beam
Cancel immediately for the best effect.
7. Jab Bolt Hadouken --> D.Scamble Gou Punch
Works best from afar, cancel as soon as you recover.
8. Diving Rocket Kujinkyaku \/ D.C.Short, C.Foward --> Scramble Gou Punch
9. Diving Rocket Kujinkyaku \/ C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong,
SJ.Forward --> AC Finisher
10. Diving Rocket Kujinkyaku \/ C.Short, S.Fierce --> High Mega Gou Beam
Cancel immediately for the best effect.
11. J.Jab, J.Strong \/ D.C.Short, C.Forward, C.Fierce /\ SJ.Jab, SJ.Short,
SJ.Strong, SJ.Forward --> AC Finisher

EX Combos

1. J.Jab, J.Strong \/ C.Short, C.Foward, Bolt Hadouken --> Scramble Gou Punch
2. Diving Rocket Kujinkyaku --> Thunder Gou Shower
Just wait after the third hit connects then cancel!
3. Bolt Hadouken --> High Mega Gou Beam
4. Zankuu Bolt Hadouken(x5) --> Thunder Gou Shower
Make sure you super jump when throwing out those fireballs.
5. Zankuu Bolt Hadouken(x6) --> Thunder Gou Shower \/ Scramble Gou Punch(OTG)
Immediately cancel after you recover from the Thunder Gou Shower.
6. J.Jab, J.Strong, Zankuu Bolt Hadouken --> Thunder Gou Shower
7. In Corner: Diving Rocket Kujinkyaku \/ D.C.Short, C.Forward, S.Fierce -->
Thunder Shock Zankuu Kyaku, C.Short --> Thunder Shock Zankuu Kyaku --> Thunder
Gou Shower
8. J.Jab, J.Strong \/ D.C.Short, C.Forward --> Shining Circuit Shoryuken -->
Thunder Gou Shower

Strategies

Well despite the fact that Cyber Akuma is a three-man team, he has shown signs of being beat and shown trouble against opponents.

Akuma: Well not a tough fight at all. Constantly attack and teleport against Akuma. Don't bother playing defense against this guy because defense would just take too long. When he misses with his Messatsu Gou Shoryuu use either your Shining Gou Shock or your High Mega Gou Beam. Constantly attack and retaliate whatever he tries to throw at you.

Apocalypse: Well Apocalypse is one of the few people that can make short work of Cyber Akuma. Watch for Apocalypse's Drill and Eye Beam because they both do a ton on Cyber Akuma. Use your Thunder Gou Shower to his face or use his High Mega Gou Shock against him. Constantly barrage him with your Bolt Hadoukens and attacking using a short, forward, roundhouse pattern.

Armored Spider-Man: Well his super armor can be quite a problem, but Cyber Akuma should be more than a match against him. Use your High Mega Gou Beam to counter his missed Maximum Spider, and when he misses with his Crawler Assault use either your High Mega Gou Beam or your Scramble Gou Punch. Use your Diving Rocket Kujin Kyaku when jumping in on him or use your crouching fierce when he is jumping in on you and air combo him.

Blackheart: Not a hard battle. Constantly barrage him and combo him. When he does miss with his Inferno use your High Mega Gou Beam. Also when he misses with his Armageddon, use your High Mega Gou Beam to blast through his rocks. Watch for him to barrage you with his demons.

Captain America: Well not a hard battle either. Watch for his Final Justice with a High Mega Gou Beam or your Scramble Gou Punch. That includes his missed Hyper Charging Star and his missed Hyper Stars n' Stripes. Constantly jump in on him and combo him. Watch for him to try and come in to attack you, counter that with either your Shining Circuit Shoryuken or your Crouching Fierce and launch him into an air combo.

Chun-Li: Well not a hard battle since she makes alot of mistakes that are easily countered. Use your Diving Rocket Kujin Kyaku against her standing roundhouse. When she misses with her Kikousho or her Hazan Tenshou Kyaku counter with a High Mega Gou Beam. Also when she misses with her Senretsu Kyaku counter with a Scramble Gou Punch. You can counter her jumping attacks with a crouching fierce into an air combo. But just play constant offense and this should be an easy battle.

Cyber Akuma: Well your counterpart will give you quite a bit of trouble since he does the same tactics you do. Watch for him to miss with his Scramble Gou Punch, counter it with a High Mega Gou Beam before he lands. Also try to EX Cancel often because it will make short work of him.

Cyclops: Well throw your projectiles from the air because Cyclops' Optic Blast will nullify your projectiles and still hit you. Watch for him to miss with his Cyclone Kick and counter with your High Mega Gou Beam or your Scramble Gou Punch. Be on the offensive against this guy because he basically has nothing to counter your attacks.

Dan: Well this battle isn't to hard, but Dan's supers do a ton even on Cyber Akuma. Counter his missed supers with your High Mega Gou Beam. Be on the

offensive against this guy and when you are jumping in use your Diving Rocket Kujin Kyaku to counter his crouching fierce. Be on the offensive throughout this match and counter his missed supers.

Dark Sakura: Not much of a hard match. She will use her Shouken at a high rate, so use your crouching fierce into an air combo to counter her miss. Her Shinkuu Hadouken really won't do much against you and neither will her Shun Goku Satsu. Be on the offensive and make this battle a short one.

Dhalsim: Dhalsim will tend to do alot of teleporting, but you can try to predict it and hit him with either a High Mega Gou Beam or if you want, use your Shining Gou Shock. Always attack when you are jumping in on him because you have to always expect a Yoga Strike, which will do a number on Cyber Akuma.

Hulk: Well you can trade hits with this guy because you are likley to win. Counter his missed Gamma Crush with your High Mega Gou Beam, watch for his standing fierce as well, it hurt Cyber Akuma alot. Also try not to use your Scramble Gou Punch because Hulk will counter with a crouching fierce into a Gamma Wave which will do a monster on Cyber Akuma. Always use your Diving Rocket Kujin Kyaku when jumping in so you can either out prioritize his standing roundhouse or at least trade hits. Watch for his jumping roundhouse and use your Shining Circuit Shoryuken to counter that.

Ken: Well watch for him to go Shoryuken crazy. You can play keep away if you want, but don't jump in on him too often or you can expect a Shin Shoryuken you knock you right back. Let him come to you and counter with your crouching fierce into an air combo to make short work of him. Also try to combo in your Shining Gou Shock in the air because Ken really can't do much about it.

M.Bison: Well this is not a hard battle at all, infact its actually rather quite easy. Counter his missed Scissors Kick Nightmare with your Scramble Gou Punch and always be on the offensive because he has nothing that can stop you. Counter his mistakes and go all out offenisve in this battle.

Mechanized Zangief: Ha! This must be a joke! Blast him with your High Mega Gou Beam and watch his life just zap away. Play keep away constantly because your projectiles do alot of damage against him. Don't bother using any other super or he can counter with a Final Atomic Buster or Team Super.

Mephisto: Not a hard battle. Constantly barrage him and combo him. When he does miss with his Inferno use your High Mega Gou Beam. Also when he misses with his Armageddon, use your High Mega Gou Beam to blast through his rocks. Watch for him to barrage you with his demons.

Norimaro: Well this battle isn't much trouble. Watch for his supers to miss and counter. Be on the offensive or defensive because he really can't counter your attacks well and he really can't do much on the offenisve against you.

Omega Red: Watch for his Omega Destroyer, and always jump in on him because he really can't counter your jumping attacks. Look for him to jump in and counter with either your Shining Circuit Shoryuken or your crocuhing fierce into an air combo.

Ryu: Well this is probably the toughest fight for Cyber Akuma. Watch for Ryu to try and barrage you with Hadoukens, then when you least expect it, he'll blast you with a Shinkuu Hadouken. Also he will OTG his Tatsumaki Senpue Kyaku, so whenever he knocks you down, roll quickly and counter his miss with a High Mega Gou Beam. Watch for him to miss with a Shin Shoryuken and counter with a High Mega Gou Beam. And when Ryu tries to nullify your Bolt Hadouken's with his Hadouken, use your High Mega Gou Beam when he leasts expects it!

Sakura: Well this battle isn't too tough. Use your High Mega Gou Beam to counter her missed Shinkuu Hadouken, and play offense in this battle. Watch for her Shouken, she will miss quite often, counter that with an air combo or your Scrmable Gou Punch. Don't bother playing defense because it would just take too long, attack her with your jumping attacks and combo your supers for a quick victory.

Shadow: Well not much of a tough fight, but he can counter alot of your mistakes. Watch for him to miss with his Shadow Justice and counter with an air combo or a High Mega Gou Beam. When you jump in on him use your Diving Rocket Kujin Kyaku and nothing else because his crouching fierce will counter anything else you might throw at him. Continously pummel him with your supers because he doesn't take the hits well.

Shuma Gorath: One thing, and that is watch for his Chaos Dimension, it will do about a third of your life! When he does do that counter with a series of Bolt Hadoukens, and Zankuu Bolt Hadoukens. But pummel him when he doesn't have his Chaos Dimension mode on with your constant offensive attacks, you can play defense as well with your Shining Circuit Shoryuken or your crouching fierce into an air combo.

Spider-Man: This fight will be a little tough, but Cyber Akuma should be more than a match against him. Use your High Mega Gou Beam to counter his missed Maximum Spider, and when he misses with his Crawler Assault use either your High Mega Gou Beam or your Scramble Gou Punch. Use your Diving Rocket Kujin Kyaku when jumping in on him or use your crouching fierce when he is jumping in on you and air combo him.

U.S.Agent: Well not a hard battle either. Watch for his Final Justice with a High Mega Gou Beam or your Scramble Gou Punch. That includes his missed Hyper Charging Star and his missed Hyper Stars n' Stripes. Constantly jump in on him and combo him. Watch for him to try and come in to attack you, counter that with either your Shining Circuit Shoryuken or your Crouching Fierce and launch him into an air combo.

Wolverine: Well this battle is a little tough because he is quick and especially watch for his Berserker Mode. Counter his missed Berserker Barrage X with your High Mega Gou Beam or your Scramble Gou Punch. Play offensively against this guy, but if he is rather cheap play defense and keep him away. Also your supers probably do the most damage against him than on anybody else, and after a bite of your Scramble Gou Punch he should be gone.

Zangief: Well not a tough match, but it is harder than the Mech Zangief fight. Make a constant effort to keep this guy away because throws and grabs do alot of damage against Cyber Akuma, and Zangief is all about throws. Watch for Zangief to come in with a Knee Dive and into a grab, there isn't much you can do about that, so stay away from him. When he does go for his Final Atomic Buster, Team Super, or his Siberian Bear crusher(Flying Power Bomb) use your High Mega Gou Beam or your Scramble Gou Punch. Also use your Shining Gou Shock at times because Zangief has trouble moving from it.

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Cyclops

Well Cyclops was young he had no idea he was being considered a freak. Although he was very gifted in his school work no school would except him because of his mutant ability to fire the so called "beams of death" from his eyes. Kids were always making fun of him and thus this made Cyclops sad due to the fact that he

even thought of himself as a freak. He had only three ways of containing his power, he could walk while he closes his eyes, he can wear sunglasses, or he can stay way from sunlight that feeds his mutant power. He chose option number 2, for weeks he would wear these sunglasses until he stepped into a bar and punks and drunks would pester him telling him to take off his sunglasses, but Cyke refused. That's when Cyclops needed help because his glasses were knocked off and a beam fired from his eyes that hurt innocent people. He later read a newspaper about a professor named Charles Xavier, who was also a mutant but his powers were excepted by most people in society. After he had talked about his problems to Professor X Beast had made him a pair of visors that lets Cyclops see normally and control his powers at the same time. Later he was named leader of the X-Men due to his leadership qualities.

Character Quotes

"For my love, my friends, and mutants I can't lose!"

"I can destroy mountains, you had no chance."

"I had you in my sight the entire time."

"I lead the X-Men!"

"The X-Men don't lose."

"To victory!"

"You should have stepped aside."

"You thought you had a chance? You were wrong!"

Optic Blast: D,DF,F+P

Jab-Low optic beam

Strong-Head height

Fierce-45 degree angle upwards

This is probably the best projectile in the game because it does alot of damage and it chips alot of damage as well. The recovery time is slightly better than a Hadouken and this can be used in an effective ground combos, but he cannot combo this in the air though, or I haven't had much luck connecting. Also this move does tend to get people rather angry because it eats projectiles and still hits the opponent, so playing fireball fights against this guy is probably not a good idea.

Optic Sweep: F,DF,D+P

This is a good attack that easily OTGs opponents and will knock opponents down from far away. This move however will not even connect against opponents who are right next to him and the recovery time is quite bad. This can also chip away at alot of life. Use this on opponents who tend to dash in alot like Wolverine or Spider-Man.

Cyclone Kick: D,DB,B+K

Boy, this has got to be the best move he has. It combos off anything Cyclops has and it does a ton of damage! Two of these can easily equal the damage of a Shinkuu Hadouken! This can be used effectively in OTG combos and used to chip away at some life, but the recovery time is horrible.

Rapid Punches: B(charge 2 sec.)F+P, the P(rapidly)

This is used as a surprise move and it will do alot of damage as Cyclops does a combo that ends with his S.Fierce. This chips away at alot of life and the recovery time is put down to a minimal. You can also EX Cancel after this move with a Super Optic Blast and the priority can knock out many standing attacks.

Running Stun Drop: B(charge 2 sec.)F+K

Well this is what the manual calls it. This is a very powerful unblockable throw type of move, but it has a start up delay and it has a recovery delay as well, but it goes about 3/4 screens distance, but then again Cyclops is easily knocked out of it. Use this just to surprise opponents, and also this throw can be tech hit out of.

Gene Splice: F,D,DF+P

This is one of the more powerful anti-air attacks in the game. Ramming the buttons can bring two extra hits as the last hit is an optic bullet which does serious damage. This combos off of his launcher as well but not all the hits will connect and it doesn't have that much priority as compared to a Shoryuken, but it can still knock out alot of jumping attacks. This also combos off anything that Cyclops has, but the recovery time is quite bad.

Supers

Mega Optic Blast: D,DF,F+2P

Well this can only be comboed after a partner attack or his C.Fierce and S.Fierce. This does OTG however but for some odd reason, it doesn't OTG sometimes. Even though Cyclops has alot of recovery time on this move it is extremely hard to counter for some odd reason. Watch for the start up delay on this super because unlike X-Men vs. Street Fighter, this doesn't come out as quick as Ryu's Shinkuu Hadouken, and doesn't combo off of his double roundhouse. But this can be used to chip away at a ton of life and you won't see opponents jumping over this as compared to Ryu's Shinkuu Hadouken.

Super Optic Blast: F,DF,D+2P

Well they should have made it a fireball motion with 2 kicks but oh well. This is by far Cyclops' strongest super. Yes you heard me, if your really close to your opponent the beam will hit more times doing alot more damage. This is just as comboable as his Mega Optic Blast, but this can chain off his SJ.Strong. The start up delay and recovery delay are very minimal and you can use this to aim at the opponent who is above you or below you because Cyclops can use this in the air as well. With his ability to use this in the air and is ability to aim it, this is a very versatile super and it chips away good life too.

Team Super

Cyclops: Mega Optic Blast

Well was there ever any doubt? It does alot of damage and chipping damage, this is the perfect back up for almost any super. Its also very hard to jump over this super as well, and the only way to escape is by super jumping. This works well with basically all beam supers and Dragon Punch supers like Hyper Stars n' Stripes or the Shoryuu Reppa. And also it works real well with the Omega Destroyer, despite the fact that Omega Red's coils lifts the opponent up.

Team Counter

Cyclops: (jab)Optic Blast

Not a bad team counter, but its far from being the best. As you can expect it has alot of range and it comes out pretty quick too, and can counter anything, the only problem with this team counter is, is the fact that Cyclops can be hit out of it rather easily. So you should save this against projectiles because with the Optic Blast Cyclops can easily nullify it.

Variable Assist

Cyclops: Gene Splice

An overall excellent team attack. It does alot of damage and can set up some supers like the Shinryuken, Shin Shoryuken, Haru Iciban, or normal moves like the Gamma Charge or Stars n' Stripes. You can also use your Carbnadium Smash with this as well! You should use this often against jumping opponents because it will beat out practically most of their attacks.

Combos

Combos: 88/100

Supers: 90/100

Overall: 84/100

Cyclops has been toned down from the last game, but like Captain America he has been given a new double jump combo and he now has more vocal expressions unlike the last game where he would just grunt. He has been given a little more speed and his special attacks are stronger, but has toned down supers and can't combo them as easily as before. Overall he

Special Game notes: Cyclops

-- Cyclops is probably the best ground combo character in the game, his ground combos do more damage than his air combos, and you should always finish your ground combos with a Cyclone Kick or his Super Optic Blast.

-- Cyclops has a double jump. Just hit u/uf/ub after his regular and super jump.

-- Cyclops' priority since X-Men vs. Street Fighter has weakened, his launcher has loss priority and his attacks have shorter range, but he is a better air combo character in this game though.

-- Cyclops' standing roundhouse has alot of priority over jumping attacks, use it often on jumping opponents.

-- Cyclops' standing Jab, short, and Roundhouse can go into two hit combos, use this often because ground combos is the key to winning with him.

-- Cyclops' jumping, jab, short, strong, forward, fierce, and roundhouse can go into different attacks by holding the down button.

Ground Magic Series: ZigZag

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Lauchers: S.Strong

Small Launcher: C.Foward

Air Launcher: none

Strikes: none

Knockdowns: C.Roundhouse

Team Counter: Jab Optic Blast

Team Super: Mega Optic Blast

Variable Assist: Gene Splice

AC Finisher: Fierce, Roundhouse, Super Optic Blast

1. S.Fierce --> Strong or Jab Optic Blast

2. D.S.Roundhouse --> Cyclone Kick

3. C.Roundhouse --> Cyclone Kick(OTG)

4. C.Roundhouse --> Optic Sweep(OTG)
5. D.S.Jab, S.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward --> AC Finisher
6. J.Jab, J.Strong \/ S.Strong --> Super Optic Blast(aim up)
7. J.Jab, J.Strong \/ D.S.Jab, S.Short, S.Foward, S.Roundhouse --> Cyclone Kick
8. D.S.Jab, S.Short, S.Foward --> Gene Splice
9. Partner Attack --> Mega Optic Blast or Super Optic Blast
10. S.Fierce --> Team Super
11. J.Jab, J.Strong, \/ D.S.Jab, S.Short, S.Short, S.Strong /\ SJ.Jab, SJ.Jab, SJ.Jab, SJ.Jab /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward, SJ.Fierce --> SJ.Roundhouse
 Makes sure you double jump after the four jabs and continue from there. The roundhouse can only connect if you are in the corner.
12. J.Jab, J.Strong, \/ D.S.Jab, S.Short, S.Short, S.Strong /\ SJ.Jab, SJ.Jab, SJ.Jab, SJ.Jab
 /\ SJ.Jab, SJ.Short, SJ.Strong --> Super Optic Blast
13. J.Jab, J.Strong \/ D.S.Jab, S.Short, S.Foward, C.Roundhouse --> Super Optic Blast(OTG)
14. In corner: C.Roundhouse --> Optic Sweep, C.Roundhouse --> Super Optic Blast
 This is probable, I have a hard time getting this to connect, so can anyone help? *possible*
15. J.DN.Short, J.DN.Roundhouse \/ D.S.Jab, S.Short, S.Foward, S.Roundhouse --> Super Optic Blast
16. J.Jab, J.Strong \/ D.S.Jab, S.Short, S.Roundhouse, S.Roundhouse --> Jab Optic Blast
17. J.DN.Short, J.DN.Roundhouse \/ D.S.Jab, C.Foward, S.Roundhouse --> Super Optic Blast

Strategies

Akuma: Well this is a rather hard fight for Cyclops because he doesn't have much attacks to counter Akuma's jumping attacks. Use Cyclops' standing Roundhouse into a Super Optic Blast to score easy damage. Also when you do jump in use Cyclops' jumping down roundhouse to either over power Akuma's launcher or at least trade hits. When he does do his Messatsu Gou Hado counter that by jumping up and using your Super Optic Blast. Also when he does miss his Messatsu Gou Shoryuu use your Mega Optic Blast as he is coming down. Also when you use your forward throw aim up, then follow up with a Super Optic Blast aiming up, although this won't count as a combo, he will try to come back down and attack.

Apocalypse: Well not a hard battle at all. When you are surrounded by satellites from both in front and behind you, use your Super Optic Blast and destroy them, this way you both destroy the little pesks and you damage Apocalypse as well. Jump up and use your Optic Blasts and fire them at his head continously, when you do have a super use your Mega Optic Blast and fire away. Also use your Cyclone Kick against his arm because it does deal alot of damage towards Apocalypse. Just stay behind his arm and you should be fine, and when you are in

front of his drill use your Mega Optic Blast, it still hits him and it delays his Drill from hitting you, but you can always push block his Drill or super jump from it.

Armored Spider-Man: Well this battle is a tough one for Cyclops. Armored-Spider-Man will always be on the offensive against you, but you can beat him by using a few tricks. When he does jump in on you use your standing roundhouse and immediately go into your Super Optic Blast for some easy damage. Watch for him to miss with his Maximum Spider, at that time use your Mega Optic Blast, a regular Optic Blast to counter. Also when he does miss with his Crawler Assault, use your Super Optic Blast to counter. And always jump in on him with your jumping down roundhouse when jumping in for attacks because Armored-Spider-Man can't do much about it except use his Spider Sting, which he rarely uses.

Blackheart: This battle should not be hard for Cyclops. When Blackheart misses with his Inferno he will be in his pose for a long time, so use a Mega Optic Blast to counter it. When you do successfully push block his Armageddon or if he misses with the Armageddon, use your Mega Optic Blast to counter right through the rocks. Jump in on him often and perform various ground combos and air combos because he will have a hard time countering it.

Captain America: This is one of the toughest matches for Cyclops. Captain America's priority will just overpower Cyclops' attacks on most occasions but you can counter it. When he does jump in try to go around him and launch him, yes I know this is cheap but try fighting him hand to hand and you will see what I mean. Also counter his missed Hyper Charging Star with your Super Optic Blast and his missed Hyper Stars n' Stripes with your Mega Optic Blast. When you do jump in on him use your jumping down roundhouse to snuff out his standing strong. Also Captain America is also an excellent ground combo character, but Cyclops' ground combos should overwhelm Cap's and always look to dash in and perform your ground combos.

Chun-Li: Well this battle can be quite difficult but not impossible. Look for her to go Hyaku Retsu Kyaku crazy, don't try and countering it with your supers, but use an Optic Blast instead. Also you really can't do much about her Stomp Kick because it tends to out prioritize your standing roundhouse, but you can use your Gene Splice and counter easily. When she misses with her Kikousho use your Mega Optic Blast or Team Super to counter, that goes the same for her Hazan Tenshou Kyaku. Look for her and most expert Chun-Li players to combo in the Senretsui Kyaku quite often, but by a chance they do miss, use your Super Optic Blast to counter. In this battle you most likely will have to play defense and counter her mistakes.

Cyber Akuma: Well this battle can be overwhelming at times but Cyclops' Optic Blast can easily out last his projectiles. Also he will tend to throw Zankuu Hadoukens at you quite often, and when he is in range use your fierce Optic Blast and counter. Use your Mega Optic Blast whenever you can and try to stay in the air. When you are in the air use your Super optic Blast often and stay away from him because he will combo his Scramble Gou Punch quite often and that is something Cyclops can ill-afford to do. Watch for him to teleport rather quite often and use your Mega Optic Blast on your best judgement.

Cyclops: Well your duo can be quite a problem since all he knows how to do is just use those Optic Blasts. Just come in and combo him starting with your jumping down roundhouse, also when he does jump in with a jumping down roundhouse counter that with your standing roundhouse. Always expect a Mega Optic Blast whenever he has a level full because the computer just loves to use it. So try to stay in the air from time to time and use your Super Optic Blast.

Dan: Well this guy won't even make you lift a finger. Counter all of his missed

supers with a Mega Optic Blast and even if you do see him throw a Shinkuu Gadouken, blast through it with a Mega Optic Blast as well! Jump in on him with your jumping down roundhouse and combo the cheese out of him because he doesn't take the hits well. Watch for him to use his Danku Kyaku rather quite often and there is really not much you can do to counter it. You can also always have your Running Stun Drop charged because Dan will taunt alot and when you don't have a super you can get some easy damage this way.

Dark Sakura: Well she really won't be much of a bother because her attacks are slow. Watch for her to use her Shouken alot, counter it with an air combo, Mega Optic Blast, Cyclone Kick, or your Running Stun Drop. Jump in and combo her often, she will rarely jump in on you, but if she does you can either go around her and launch her or you can use your standing roundhouse into a Super Optic Blast for some easy damage. It really doesn't matter what you jump in with because she is slow at countering your attacks. And use ground combos to finish her off rather quickly.

Dhalsim: Well watch for him to do alot of teleporting and try to predict as to where he will land and counter him. Watch for his Yoga Inferno to be used many times so try to stay a full screen's distance away from him and use your Mega Optic Blast because it will blast right through it. When you do jump in on him use your jumping down roundhouse because he will go for his Yoga Strike. Also use your Optic Blasts often because he will throw out alot of Yoga Fires and Yoga Flames, this victory can be quick and easy for Cyclops.

Hulk: A rather fair and even match for Cyclops. Watch for him to use his Gamma Charge quite often, so counter it with an air combo or a Cyclone Kick, no need to waste your supers. When Hulk does his Gamma Crush, and if you did block or dodged his rock, use your Mega Optic Blast as soon as he bounces off. Always jump in on him with your fierce or roundhouse to knock out his super armor and when he does come in on your go around him and launch him into an air combo.

Ken: Well this is a rather tough fight, mainly because Ken has alot of weapons to knock Cyclops out of the air. Watch for Ken to miss with his supers and counter the missed Shinryuken and Shoryuu Reppa with your Mega Optic Blast and counter his missed Shippu Jinra Kyaku with your Cyclone Kick or an air combo, don't bother with the Super Optic Blast because he will recover from it before your beam comes out. Watch for him to use Shoryuken's and Tatsumaki Senpū Kyaku's on a mad fury, counter them with your Optic Blasts, or your Optic Fierce into a Mega Optic Blast or a Team Super.

M.Bison: Not a tough match at all, look for him to use his Head Press followed by a Somersault Skull Diver often, block the Head Press and use a Super Optic Blast or Gene Splice just as he is coming down for his Somersault Skull Diver. Counter his missed Scissors Kick Nightmare with your Super Optic Blast or your Cyclone Kick. Jump in on him often and combo him alot, this battle should be a short one and watch for him to use his Psycho Shield often.

Mechanized Zangief: Well there really isn't much Mech Zangief can do against you. Constantly throw out your Optic Blasts and use your Mega Optic Blast whenever you have a level of super, it does good damage against him and he has trouble jumping away from it. Don't use your Cyclone Kick unless you are away and behind him, also your Running Stun Drop does alot of damage against him as well and takes away a chunk of his red bar. Basically keep firing away until he's gone.

Mephisto: This battle should not be hard for Cyclops. When Mephisto misses with his Inferno he will be in his pose for a long time, so use a Mega Optic Blast to counter it. When you do successfully push block his Armageddon or if he misses with the Armageddon, use your Mega Optic Blast to counter right through the

rocks. Jump in on him often and perform various ground combos and air combos because he will have a hard time countering it.

Norimaro: Just pound the living daylight out of this tourist! Continuously pound and pound and hack away at his miserable life! This is not a hard battle as his special moves and supers leave him very vulnerable and open to attack. If he does decide to jump in on you just launch him straight up.

Omega Red: Well this can be one of the harder battles of the game for Cyclops. Watch for Omega Red's Omega Destroyer, try to predict it early and super jump and use your Super Optic Blast. Also watch for Omega Red's jumping jab, it will out prioritize Cyclops' launcher so have Cyclops use his standing roundhouse into the Super Optic Blast. When you do come in, use your jumping down roundhouse and continue from there.

Ryu: A very tough opponent for Cyclops to defeat because Ryu does have more priority than Cyclops. He will throw a constant barrage of Hadoukens so use your Optic Blast to nullify them and hit him at the same time! Also don't let him fool you as if he was to throw Hadoukens all day, because he will more than likely blast you with his Shinkuu Hadouken. Knock him out of the air with your standing roundhouse into a Super Optic Blast and jump in on him with your jumping down roundhouse.

Sakura: Well not that much of a tough fight, watch for her to miss with her Shoukens constantly. Counter that with an air combo or a Running Stun Drop don't bother using your supers because she recovers more quickly than Dark Sakura. Also watch for her to miss with her Haru Ichiban, at this time you can wait for her to come down and use your Mega Optic Blast or immediately pull off your Super Optic Blast as she is in the air. Jump in on her often and combo her because she really can't do much about your attacks.

Shadow: A tough fight for Cyclops. Always jump in with a jumping down roundhouse to counter his dominating launcher and counter his jumping attacks with your standing roundhouse. Look for him to miss with his Shadow Justice and counter with an air combo or a Mega Optic Blast, you can nullify most of his Sonic Booms in his Sonic Break Super with your jab Optic Blast.

Shuma Gorath: Well watch for him to throw a lot of Mystic Stares and Mystic Smash. Counter both of these with a regular Optic Blast. Watch for him to use his Chaos Dimension, at this time use your Super Optic Blast and keep him away and also use your double jump if you have to. When you do jump in jump in with a jumping down roundhouse to counter whatever he may try to counter back. Don't look for him to jump in often though.

Spider-Man: Well this battle is a tough one for Cyclops. Spider-Man will always be on the offensive against you, but you can beat him by using a few tricks. When he does jump in on you use your standing roundhouse and immediately go into your Super Optic Blast for some easy damage. Watch for him to miss with his Maximum Spider, at that time use your Mega Optic Blast, a regular Optic Blast to counter. Also when he does miss with his Crawler Assault, use your Super Optic Blast to counter. And always jump in on him with your jumping down roundhouse when jumping in for attacks because Spider-Man can't do much about it except use his Spider Sting, which he rarely uses.

U.S.Agent: This is one of the toughest matches for Cyclops. U.S. Agent's priority will just overpower Cyclops' attacks on most occasions but you can counter it. When he does jump in try to go around him and launch him, yes I know this is cheap but try fighting him hand to hand and you will see what I mean. Also counter his missed Hyper Charging Star with your Super Optic Blast and his missed Hyper Stars n' Stripes with your Mega Optic Blast. When you do jump in on

him use your jumping down roundhouse to snuff out his standing strong. Also U.S. Agent is also an excellent ground combo character, but Cyclops' ground combos should overwhlem U.S. Agent's and always look to dash in and perform your ground combos.

Wolverine: A serious battle for Cyclops, he was hard enough for Cyclops in X-Men vs. Street Fighter, but with his less priority attacks, its almost impossible! Almost is the key word here. Always jump in on Wolverine with your jumping down roundhouse and counter his jumping attacks with your standing roundhouse into the Super Optic Blast. When he does miss with his Fatal Claw combo, use your Mega Optic Blast or your Super Optic Blast to bring him down. Well will go into a Berserker cheapness alot, and when he is about to do his Berserker Mode, use your Mega Optic Blast as soon as you see it.

Zangief: Not much of a fight for Cyclops. Use your ground combos often on Zangief and stay away from his throw range. Use your Running Stun Drop when you do see him going for his grabs and jump in on him often and combo him. When he does try to go for a grab, use your Mega Optic Blast to counter before he grabs you.

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Dan, a good-spirited young boy was merely pondering around the woods near his home until one day he had discovered his father's body lying still on the mat. Dan's father had given Sagat a good fight but in the end Sagat proved victorious, but Sagat had his price for victory as he had lost his eye in the battle as he now wears a sorta Pirate Patch over the missing eye. Dan swearing revenge knew that he could not defeat Sagat at such a young age and the fact that he had no fighting skills to begin with. So he went to Master Gouken, the same teacher who taught Ryu and Ken. Gouken agreed to teach Dan the styles of Shatoken only if Dan had agreed not to let his rage get out of control and he must be patient otherwise the skills taught would be useless(as we can all see he was not very patient). Dan had trained hard until he was a teenager and he demanaded that he be taught at a faster rate so that he can enact revenge on Sagat, but Gouken had reminded Dan of what he had taught him. That is when Dan was furious not learning all the forms of Shatoken Karate, that is when Gouken has decided not to teach Dan anymore because he knew the anger that would bottle up inside of Dan. Dan had left Master Gouken but not before he had pick up on a few secrets of the dreaded Shun Goku Satsu. Now he seeks revenge for the death of his father as he travels to find his eternal enemy.

Character Quotes

"Can you withstand the power of my super taunt?"
"Hah, you're weak! Just like me!"
"I'm not as tough as you, just better than you!"
"I'm sorry. No, you are!"
"It's more fun to mock you than to defeat you!"
"Me copy you? Well, I think of new moves too."
"The only master I need is myself!"
"You can fight, but you can't show off like me!"

Gadouken: D,DF,F+P

Well his projectile sucks basically and has almost no range. This is the strongest fireball in the game, but its just as strong as Cap's Shield Slash and the damage that it does it just slightly more than a Hadouken. He has almost no start up delay while throwing this but has good recovery time as well but it goes such a short distance that its almost useless while except in

combos.

Koryuken: F,D,DF+P

Ouch! This is absolutely the strongest anti-air attack move in the game. I've seen this do more damage than Hulk's Gamma Charge on several occasions including on training mode. You'll sometimes see Dan Flash while doing this move and if it connects, it'll do the same amount of damage as if he doesn't flash, its just the name of this move that gives the flash away.

Dankukyaku: D,DB,B+K

In my opinion, this is his best special move in his arsenal because it can go screen distance and the damage this thing does it just mind-boggling! Short will make Dan do a Short Knee hop which is very safe to use, Forward makes Dan to a knee hop and then a flying kick, finally the Roundhouse has Dan doing his Knee Hop then followed by two air kicks. Use this often because it can chip away at the life bar and can give Dan the advantage in every game.

Premium Sign: D,DF,F+K

Well basically a worthless move. This thing does it twice but the hits are pitiful. But one thing you'll notice is that when Dan starts up the move it'll cancel out any move the opponent tries to throw at him because this thing has a ton of priority(boy we've all heard that word before) and can even knock Spider-Man out of his Maximum Spider! But chances are you can't time this thing to knock out the Maximum Spider, so don't take your chances and block. While when Dan throw it after he signs it, it can be block or you can plain old knock it away with a simple S.Strong, and anybody can knock it away with a normal attack. Besides it just a piece of paper anyways!

Rolling Taunt: D,DB,B+Select

As Dan rolls back he immediately gets back up and taunts. This will build his gauge incredibly fast because 8 of these will build his SC gauge to a full 3 levels. But this leaves Dan open to numerous attacks so don't use this at random unless the opponent is far away and if they also have no super meter.

Air Taunt: Jump+Select

This is Dan's safest taunt but it barely builds his gauge. Your welcomed to use this anytime your in the air to gain your SC bar but it'll take you quite a while.

Taunt: Select

Well this is Dan's basic Taunt. This will build up his SC bar fairly fast as about 6 of these should gain him one super bar. As always he is left open for any attack during the duration of this worthless Danlike move.

Supers

Shinkuu Gadouken: D,DF,F+2P

Ouch! You will never see a stronger beam super! This thing just does a ton of damage and is also Dan's strongest super. It has more range than his Gadouken but it you'll still find yourself having trouble connecting with it because it still lacks alot of range. Opponents can easily push block this thing because they can cut the chipping damage in half simply because when push blocked, they will go right through the Shinkuu Gadouken. This does do good chipping damage

though.

Kouryuu Rekka: D,DF,F+2K

Boy this has got to be one of the best supers in the game! This thing deals out a ton of damage and can be OTG but only the second hit will OTG though. Did I mention that this thing does a ton of chipping damage? Well it does, despite the fact that it hits only two times this thing does as much chipping damage as the Crawler Assault! So feel free to blast away at your opponent. Also this super lacks alot of range because the opponent will not get hit unless they are close to Dan. If your wondering what it looks like, it looks just like Dan's Kouryuu Rekka on Level 1 in SFA2.

Hisshou Biraiken: D,DB,B+2K

Remember this move on SFA2? Well this was the level 3 version except this super hits 10 times instead of 11 like in SFA2 on level 3. This doesn't last as long as it did in SFA2 but the damage is still there as it can easily dismantle your opponent but the damage that it does. This thing has the vortex effect like Ryu's Shinkuu Tatsumaki Senpū Kyaku because it'll drag the opponent in, in my opinion this super has the same amount of range as his Shinkuu Gadouken. If blocked, it doesn't matter because this thing will do a good amount of chip damage, just a pixel more than the Kouryuu Kekka.

Here how it really looks like:

S.Jab, S.Strong, S.Forward(one hit), S.Fierce, S.Forward(two hits), C.Fierce, C.Forward, S.Roundhouse --> Fierce Kouryūken

Otoko Michi: FP, SK, B, JP, JP(level 3)

Ah! The reverse Shun Goku Satsu motion! Well this is the super you should stay away from using. Dan will come after his opponent in a very slow manner and then while he grabs his opponent, he explodes sacrificing his own vitality gauge to do pitiful damage against an opponent. If Dan has full life he will lose all his vitality gauge just until the Danger Zone with some Red Bar leftover so he will just lose about 2/3 of his life, while if Dan has about 80% of his life and he does this he will have only about a block of life left, if Dan has about 70% of his life left he will lose all his vitality except for one pixel, so if he blocks one or two projectiles Dan is probably gone afterwards. Never use this unless the opponent is in the Danger Zone. Try to use Akuma as your Team Attack so hopefully your opponent blocks and you can initiate this move. This is unblockable but by the damage it does its just not worth 3 levels of Super meter.

Humiliation: D,DF,F,D,DF,F+Select

Ouch! Very very painful if you use this move the damage that this thing brings in is just crazy, well for Dan that is(Ha! Ha! Ha!). Just like the move he had in SFA2. Its basically useless as Dan barrages your opponent with a series of taunts giving your opponent a full 10 seconds to use an attack with anyone the opponent desires and you can't do a thing about it. Just stay away from using this super because this does absolutely no damage at all and the opponent has loads of time to attack you.

Team Super

Dan: Shinkuu Gadouken

Well, it doesn't have much range as you can expect and the opponent must be close for this super to connect. It does do alot of damage if it connects and

when you do do this team super make sure Dan is the one starting it otherwise your team super will go completely to waste!

Team Counter

Dan: Dankuu Kyaku

Not a bad team counter. It does a good amount of damage and it comes out instantly, and Dan can't be out hit out as easily as other Team Counter like Blackheart's Dark Thunder, however its not invincible during the counter like Ryu's Shinkuu Hadouken.

Variable Assist

Dan: Gadouken

Not one of the best team attacks in the game because it lacks serious range and the damage is only average. Don't use this unless you are close your your opponent because it will rarely connect.

Combos

Combos: 50/100

Supers: 62/100

Overall: 62/100

Dan is one of the worst characters in the game. Even though he has alot of priority on his attacks and he does alot of damage, he has very little range on his projectile and anti-air attack and his supers suffer to the same demise as well. He is the slowest Shatoken in the game, but he has one of the most powerful supers in the game and his throws do a ton of damage! He is definitely a master's character and beginners will have alot of trouble using him so watch out!

Special Comments

-- Dan's dash is not very effective to use at all because its exactly like his roll. It travels slower than most dashes but faster than his standard walk.

-- Dan has the ability to combo anyone of his supers with ease, just like the Shouryuu Reppa, take note of this can sweep your way to victory.

-- Take advantage of Dan's C.Fierce because it has insane priority.

-- Dan's throws are the strongest in the game, take note of that and use them often.

Ground Magic Series: None

Jumping Magic Series: None

Super Jumping Magic Series: ZigZag

Launcher: Foward Ground Throw, C.Fierce

Small Launcher: none

Air Launcher: none

Strikes: none

Knockdowns: C.Roundhouse

Team Super: Shinkuu Gadouken

Team Counter: Dankuu Kyaku

Variable Assist: Gadouken

AC Finisher: Fierce, Roundhouse

1. D.C.Short --> Gadouken
2. D.C.Short --> Kouryuuken
3. D.C.Short --> Shinkuu Gadouken
4. D.C.Short --> Kouryuu Rekka
5. D.C.Short --> Hisshou Biraiken
6. D.C.Short --> Dankukyaku
7. Foward Ground Throw --> Kouryuuken
8. J.Roundhouse \ / C.Foward --> Shinkuu Gadouken
9. J.Roundhouse \ / C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward --> AC Finisher
10. Partner Attack --> D.Otoko Michi
Well mainly with Akuma as your partner, and hopefully they are blocking.
11. J.Roundhouse \ / C.Roundhouse --> Kouryuu Rekka(OTG)
12. J.Roundhouse \ / C.Short --> Any Super(except Otoko Michi)
13. C.Fierce --> Kouryuu Rekka
14. Partner Attack --> Roundhouse Dankukyaku
15. Roundhouse Dankukyaku, C.Roundhouse, Roundhouse Dankukyaku, C.Roundhouse, etc.
The timing is the tricky part. As soon as Dan lands, OTG the opponent.
16. In corner: Hisshou Buraiken, C.Short --> Hisshou Buraiken(OTG)
This is amazing! I didn't know Dan can do this! basically OTG then cancel.

EX Combos

1. Humiliation --> Team Super or Hisshou Buraiken
Yes, that's right. Hopefully your opponent will just sit there and watch, then when they are near you, use your super!

2. J.Roundhouse \ / C.Short --> Gadouken --> Shinkuu Gadouken --> Team Super

Strategies

Akuma: A tough fight for Dan. Basically these are all tough fights, you should always let the opponent come to you, and then launch him into an air combo. If he misses with his Messatsu Gou Shoryuu, use either a super or an air combo to counter his mistake. When he misses with a Gou Shoryuken, and you are pretty far away, use your Dankuu Kyaku to counter from a distance. Look for him to teleport quite often and counter his mistakes.

Apocalypse: Just watch out for this guy. Also quickly destroy your satellites with your jumping roundhouse, use your supers against this guy once you have them. Also jump over his Drill and always fight behind his arm and keep throwing Gadoukens when you are near his arm and whatever you do block his Eye Beam, because you can ill-afford to lose 2/3 of your life.

Armored Spider-Man: Very tough battle, use your crouching fierce or jab Kouryuken to counter his jumping attacks. Also make an attempt to jump in often because Armored-Spider-Man's attacks can't do much about Dan's jumping Roundhouse. Watch for Spider-Man to miss with his Maximum Spider, once he does immediately dash in and use a crouching short into a Shinkuu Gadouken, or you can use your Roundhouse Dankuu Kyaku to counter from a distance. When Armored-Spider-Man misses with his Crawler Assault use your crouching short into a Kouryuu Rekka, or your Hisshou Biraiken.

Blackheart: Well this is a pretty even match for Dan watch for Blackheart to use his Inferno and miss with it often, so use your Dankuu Kyaku if you are from a distance, and if you are close use your Shinkuu Gadouken. Also you can let Blackheart jump in as well and launch him into an air combo. Watch for him to miss with his supers often, even though he might miss with them, there is very little Dan can do about it except roll taunt to gain his super meter if you are far away from Blackheart's super.

Captain America: A very tough match for Dan. Wait for Captain America to come to you and then launch him as well, into an air combo or into your Kouryuken. Watch for Captain America to miss with his Hyper Charging Star, if he does miss use your Hisshou Buraiken to drag him in. Also he he does miss with his Hyper Stars n' Stripes use your crouching short into a Kouryuu Rekka for some easy damage. Basically in this battle don't let Dan play the offensive and always let Captain America come to you and punish his mistakes.

Chun-Li: This battle can be very tough for Dan. Watch Chun-Li to miss with her Kikousho, if she does get dragged into the bubble, unless you are low on life. When you are dragged into the bubble wait for her to finish and use your Shinkuu Gadouken. Always let her jump into you and use your crouching fierce launcher, and into an air combo. In this battle always let Chun-Li jump in because you won't have much luck trying to collapse her defense.

Cyber Akuma: Watch for this guy. He will teleport often and barrage you with his projectiles and supers. You really can't do much about that so you will have to stay in the air and avoid his projectiles. Watch for his teleport and try to predict as to where he will land, use your supers as he comes out of it or use your crouching fierce into an air combo. Stay in the air and watch for him to miss with his Scrmable Gou Punch, if he does don't wait for his feet to hit the ground, use your Hisshou Biraiken to counter.

Cyclops: A very difficult match for Dan because Dan really can't do much against Cyclops' attacks and missed supers. Always jump in on him with your jumping roundhouse and attack. When he does come in on you use your crouching fierce launcher into an air combo. Also if he misses with his Cyclone Kick, use your crouching roundhouse to trip him.

Dan: Well your counter part shouldn't be much of a problem. Always jump in on him but look for him to use his Kouryuken rather quite often, if he does either launch him with your crouching fierce into an air combo or a crouching short into a Shinkuu Gadouken. Watch for him to try and jump in on you, if he does, launch him into an air combo. He will also often taunt in this match so take advantage of that and knock him out.

Dark Sakura: Well this fight will be hard but not difficult to contend with. Watch for her to use her Shouken alot. When she comes down knock her into an air combo with your crouching fierce or use your Hisshou Buraiken, just as she is getting down. Also jump in on her often and combo her because her attacks are just as slow as yours!

Dhalsim: Always, always, always jump in with an attack. The Yoga Strike will just drop Dan in a matter of seconds. When Dhalsim does do his Yoga Inferno, get dragged into it if you can spare the chipping damage and use your crocuhing short into a Shinkuu Gadouken. When Dhalsim does jump in at you use your crouching fierce launcher into an air combo, and watch for him to teleport often, if you can predict as to where he will appear next, use a super or a launcher into an air combo.

Hulk: Well this fight will be very hard for Dan. You really can't do much about Hulk's jumping roundhouse, os use your jab Kouryuken to counter his attacks. Also try not to jump in too much because Hulk's priority is so much higher than that of Dan's. Don't bother using your supers to counter his missed Gamma Crush because you will most likely miss with your supers, so use your Roundhouse Dankuu Kyaku instead.

Ken: Also a tough match for Dan. Watch for Ken to go Shoryuken crazy, but there isn't much Dan can do about that. When Ken misses with his Shoryuu Reppa use your Hisshou Biraiken just as he is coming down to counter. Also let him come to you and launch him into an air combo with your crouching fierce.

M.Bison: Well this guy can pose quite a hazard for Dan because his supers tend to take out Dan faster than anybody else. When he misses with his Scissors Kick Nightmare, use your crouching short into a Hisshou Buraiken. Also watch for him to use his Head Press into the Somersault Skull Diver, there isn't much you can do about that, but wait and block his Head Press and before he goes into his Somersault Skull Diver, use your Kouryuken to knock him out of the sky. Also the only thing that can counter M.Bison's Psycho Crusher is to wait for it to go through you and use your Dankuu Kyaku.

Mechanized Zangief: Well not that much of a hard fight for Dan. Have Dan constantly attack and run. When Zangief goes for either his Team Super, Final Atomic Buster, or his Siberian Bear Crusher, jump around him and use your Shinkuu Gadouken. Or if you don't have any supers use your Dankuu Kyaku, but basically in this battle stay away from his grabs and supers and use a hit-and-run method.

Mephisto: Well this is a pretty even match for Dan watch for Mephisto's to use his Inferno and miss with it often, so use your Dankuu Kyaku if you are from a distance, and if you are close use your Shinkuu Gadouken. Also you can let Mephisto's jump in as well and launch him into an air combo. Watch for him to

miss with his supers often, even though he might miss with them, there is very little Dan can do about it except roll taunt to gain his super meter if you are far away from Mephisto's super.

Norimaro: This is one of the easiest fights for Dan. Have Dan constantly attack and jump in on Norimaro with his jumping roundhouse and when Norimaro jumps in on you use your crouching fierce to launch him back into the sky and into an air combo. Don't miss with your supers though because he can counter with a Hyper Strong Miracle Treasure or a Ultra Variety Private Memory. Basically this is one of the few battles that Dan can play offensively.

Omega Red: Very tough battle. Look for Omega Red to come in with alot of combos, but launch him in the air with your crouching fierce and into an air combo. Also when you do jump in on him use your jumping roundhouse and attack constantly. Omega Red has serious trouble countering your jumping roundhouse so take note of that. Also never miss with your supers because Omega Red will counter them rather easily with an Omega Destroyer.

Ryu: Another very tough battle for Dan. Don't jump in on him too often because Ryu just has too much priority over Dan, and never get launched into the air because you can expect a Shinkuu Hadouken combo. Also watch for Ryu to miss with his Shin Shoryuken, counter it with a crouching short into a Shinkuu Gadouken. And let Ryu jump in on you and launch him into an air combo with your crouching fierce.

Sakura: Well this is a pretty easy fight for Dan. She will tend to use her Shouken quite often, so you can counter it with a Dankuu Kyaku because her recovery time is better than Dark Sakura's. Also jump in on her often, because she really can't do much about your jumping attacks. Also when she does try to jump in on you use your crouching fierce launcher into an air combo.

Shadow: Very tough battle for Dan. Never jump in on him because his launcher just has too much priority. Wait for Shadow to jump in on you and use your crouching fierce launcher into an air combo. Here in this battle watch for him to miss with his Shadow Justice then counter with a crouching short into a Hisshou Buraiken.

Shuma Gorath: A fairly tough fight, use your jumping roundhouse when you are jumping in on him, and use your crouching fierce launcher into an air combo if he does try to jump in on you. Also when he does activate his Chaos Dimension, do whatever you can to stay away from him, also you will have some difficulty staying away from him so make sure he doesn't have three levels of super.

Spider-Man: Very tough battle, use your crouching fierce or jab Kouryuken to counter his jumping attacks. Also make an attempt to jump in often because Spider-Man's attacks can't do much about Dan's jumping Roundhouse. Watch for Spider-Man to miss with his Maximum Spider, once he does immediately dash in and use a crouching short into a Shinkuu Gadouken, or you can use your Roundhouse Dankuu Kyaku to counter from a distance. When Spider-Man misses with his Crawler Assault use your crouching short into a Kouryuu Rekka, or your Hisshou Biraiken.

U.S.Agent: A very tough match for Dan. Wait for U.S. Agent to come to you and then launch him as well, into an air combo or into your Kouryuken. Watch for Captain America to miss with his Hyper Charging Star, if he does miss use your Hisshou Buraiken to drag him in. Also he he does miss with his Hyper Stars n' Stripes use your crouching short into a Kouryuu Rekka for some easy damage. Basically in this battle don't let Dan play the offensive and always let U.S. Agent come to you and punish his mistakes.

Wolverine: Well this battle here will be very tough. Watch for Wolverine to

bombard you with constant combos. Launch him back into the air if he does and combo him, also look for him to dash often, so trip him before he comes towards you. Also never jump in on him because he will just launch you into the air and combo you. Also never miss with your supers because he is more than likely to counter your mistake with a Weapon X.

Zangief: Not much of a tough fight for Dan. Whenever he goes for his Final Atomic Buster, Siberian Bear Crusher (Flying Power Bomb, Running Bear Grab), or his Team Super, jump around him and use your Shinkuu Gadouken to his back, or right in front of his face if you have the nerve. Also constantly jump in on Zangief and attack. Also counter Zangief's Siberian Splash with your Kouryuken because your launcher really won't affect him much.

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Dark Sakura

With her anxious attempt to follow Ryu she trains hard and desperately to try and see if she has the potential of fighting Ryu. Her dream is to become the true fighter than Ryu himself is searching within himself for. Her only problem is that she wants to be too much like Ryu, after Ryu had released the Shun Goku Satsu on Akuma he was never himself again, and only his best friend Ken could bring him back from being the "true demon." However Sakura did not have that luxury, she does know the secret of performing the art of the "Instant Flash Murder" but yet she has never pulled it off successfully on an opponent, nor has she attempted. Her evil side is somewhat weak in power and personality, she sometimes seems startled that she has this evil intent within her, but is it really evil intent or just a mere copycat of what Ryu went through?

Character Quotes

"I'd never date someone as weak as you!"
"I'll find my victory in youth and perseverance!"
"I'm late for class! See ya!"
"I've done my homework! Looks like you haven't!"
"If I keep this up I might have a chance with him!"
"That's all? I'll go home for a better challenge!"
"The fight is all. A great man once said that."
"You didn't expect me to be this good, did you?"

Hadouken: D,DF,F+P

This is probably the strongest projectile in the game, next to Cyber Akuma's of course. Unlike her counterpart Sakura, this projectile goes horizontal instead of vertical diagonal. This is the perfect counter against fireball fighters like Ryu and Dhalsim, but you can also control the range, the jab version makes it go like Ken's distance, the strong version goes 3/4 screen distance, and the fierce version goes full screen distance, and it goes diagonally down when she is in the air and can also be used as an AC Finisher. The recovery time is not overall bad and the start up delay is almost non-existent making this a safe move to pull off.

Shououken: F,D,DF+P

Well this is her true Shouken ported over from the Alpha series, but her jab version can't be served as an anti-air attack anymore because its been giving more horizontal range and she will hit opponents on the ground first before she rises into the air. The jab version chips the most damage but her other versions hit once and she bounces back, this is excellent for ground combos and also as an AC Finisher. When done in the air she has the blue aura of energy just

like regular Sakura blocking out projectiles.

Shunpoo Kyaku: D,DB,B+K

This move is a little awkward, but it comes out quick and can be used in air combos. The stronger the kick button used, the more horizontal range and higher the arc that it has. The recovery time really isn't something to worry about because she can safely block before being countered and it does good damage.

Ashura Senkuu: F,D,DF or B,D,DB+3P or 3K

Just like Akuma's teleport, she slides across the floor and through opponents and supers. Its an ideal way to escape corner traps and supers, also she can teleport behind the opponent and perform the Shun Goku Satsu, just like Akuma! But the opponent has to be real dumb, or stuck in their super to fall for it. Also watch for the recovery time because its not good and the opponent can easily counter just as she is recovering from the move.

Overhead Arc Kick: F+FK

Just like Ryu's and Ken's, this is her anti-crouch counter, but it has mean start up delay and cannot be comboed. It does look like a regular standing attack at first, but then when she arcs over her foot onto the opponent's head, then they would know next time not to block low when fighting Dark Sakura! Also watch for the recovery time because it stinks.

Supers

Shinkuu Hadouken: D,DF,F+2P

An excellent beam super with very little start up time and its also her prime weapon for countering long ranged misses with some supers. It doesn't do much chipping damage though and it doesn't last as long as Ryu's, but the recovery time is pretty instant and she can block safely after the super lasts so beam counters really can't do much to counter and also it OTGs! The only real problem with this move is, is the fact that its just too weak! It'll only do about 60% of the damage that Akuma's and Ryu's does and against Hulk it doesn't do jack! Well it does do damage but only on a small scale, don't bother using this on Hulk because the chunk of this super is recoverable and it does less damage than her throw!

Midare Zakura: D,DF,F+2K

Man, I just cannot believe how strong this super is! This is just as strong, if not stronger than Zangief's Final Atomic Buster! I don't know why this super is stronger, but maybe the evil intent gives your supers a boost in strength? Well this is a good counter towards missed supers, but it does have a start up delay like Captain America's Final Justice, but its more easily comboed but it doesn't go as fast as the Final Justice and the range is bit shorter than the Final Justice. This super is very lethal against anybody including Cyber Akuma himself, but just watch for the recovery time, its not really that good, but I find it hard to counter sometimes.

Well here's how the super looks like:

Midare Zakura Charge, S.Forward, S.Strong, S.Jab, S.Short, S.Forward, S.Short --> Short Shunpoo Kyaku, S.Roundhouse --> Shououken

The Midare Zakura Charge counts as a hit, the Short Shunpoo Kyaku hits twice, and the Shououken hits 6 times.

Haru Ichiban: D,DB,B+2K

Just like regular Sakura's but the damage that this thing does, you'll think that you've pulled off a Gamma Wave from the corner! It does catastrophic damage and is tied with her Midare Zakura as being her strongest super. This combos perfectly off of her launcher or off of all her standing attacks, it comes out just as fast as a Berserker Barrage X, but its weak point is the lack of much horizontal range, its invincible during start up and will out prioritize practically any jumping attack making it a very useful anti-air attack, also there is another downside besides its ridiculously horrible recovery time, and that's the fact that she can be hit from above only if the opponent is directly above her, prime examples include Wolverine's Head Stomp and Chun-Li's Stomp Kick. Use this to counter missed supers especially the Shinryuken.

Shun Goku Satsu: JP, JP, F, SK, FP(level 3)

The unblockable Instant Flash Murder at its best! Well sorta. As you can expect it is unblockable and does a lot of non-recoverable damage but the only real problem with this super is that it does little damage for a level 3 super. It'll only do about 2/3 the damage of Akuma's Shun Goku Satsu, so I would just stick to her other supers. But if you feel flashy and you are 100% sure of victory then feel free to pull this super off. But chances are you won't be able to connect with this super because it travels so slow that it basically won't connect and the range is limited to half a screen's distance. Use this to counter missed supers if you want, but be quick about it, also the priority of this super is just next to nothing, she will be easily knocked out of this move or even thrown out of it, it's better if you save your super meter for something else, but if you are those people who want to finish off in a "Flash"(y) way then go ahead and use this!

Team Super

Dark Sakura: Shinkuu Hadouken

It has a lot of range and it comes out very fast. In fact she can even OTG this super, and it's the perfect combo or back-up with any long beam super. The real downside to this move is the fact that it severely weakens the entire team super, I mean I've done this super paired with Cyclops' Mega Optic Blast (and we all know how damaging that is) and even a Shinkuu Hadouken did more damage! Don't waste two levels of super unless you are sure it will connect.

Team Counter

Dark Sakura: Shouken

An excellent team counter because of its range and it comes out instantly. The only problem with this team counter is that she is hit out of it too easily, and sometimes she will just end up eating the entire super you are trying to counter! You should use this against some supers like Berserker Barrage X or regular attacks, but it's pointless against beam supers, unless of course you are playing the PSX version of the game and you are in versus or battle mode.

Variable Assist

Dark Sakura: Shunpoo Kyaku

Probably one of the better team attacks in the game due to its range and damage possibilities. It will arc over projectiles and most beam supers except the Mega Optic Blast of course, and also knock down the opponent. You can still add a beam super of your own though to combo with the attack, but Dark Sakura will still recover from it and the opponent will have an opportunity to get in an extra hit, so don't use this too often.

Combos

-- Despite the fact that she is one of the smaller characters in the game, her speed is very slow and she must use her crouching fierce in advance if she hopes

to have any chances of counter an air attack.

-- Her Hadouken is her strongest AC Finisher and it does a heck of alot of damage.

-- When you AC Finish with her Shouken, make sure you use only the jab or strong version, the fierce version takes too long to come out.

-- Her taunt actually does damage, but only one pixel of damage, but it does have alot of priority against dash in attacks and good priority against jump in attacks. It also knocks your opponent back as well, and it gains your super meter bar!

Ground Magic Series: Stronger

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: C.Fierce

Knockdowns: C.Roundhouse

Small launcher: none

Air Launcher: none

Strikes: Taunt

Team Super: Shinkuu Hadouken

Team Counter: Shouken

Variable Assist: Shunpuu Kyaku

AC Finisher: Fierce, Roundhouse, Hadouken, Shunpuu Kyaku, Shouken

1. S.Jab --> Shouken

2. J.Roundhouse --> Hadouken

3. S.Fierce --> Midare Zakura

4. S.Roundhouse --> Haru Ichiban

5. D.C.Short --> Shinkuu Hadouken

Her Shinkuu Hadouken comes out faster than Ryu's, but this is a rather cheap combo.

6. D.C.Short, C.Roundhouse --> Shinkuu Hadouken(OTG)

Well would you believe her Shinkuu Hadouken OTGs? Guess not, but it does, cancel as soon as you knock the opponent down.

7. J.Roundhouse \ / D.S.Short, S.Forward --> Shunpuu Kyaku

8. J.Jab, J.Strong \ / D.S.Short, S.Roundhouse --> Midare Zakura

9. J.Jab, J.Fierce \ / D.S.Short, S.Forward, S.Roundhouse --> Shouken

10. J.Jab, J.Strong \ / D.C.Short, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong,

SJ.Forward --> Shououken

You can use any other AC Finisher, but the Shouken is the best AC Finisher in the game, IMO.

11. SJ.Jab, SJ.Short, SJ.Forward \ / D.S.Jab, C.Fierce --> Haru Ichiban

Well, the only possible way for her to get more hits on medium and small opponents is by coming down from a super jump, she can perform a ZigZag on the opponent just as she gets down.

12. Partner Attack --> Any super

Well besides the Shun Goku Satsu obviously. Akuma is the perfect set up for any of her supers, but I have found that Cyclops works very well also.

13. Blocked Akuma Partner Attack --> Shun Goku Satsu

This is rather difficult, but very possible, your opponent is worrying about blocking Akuma that they have completed unnoticed you, Akuma stun blocks the opponent long enough for your super to connect.

14. Ashura Senkuu --> Shun Goku Satsu

Well, not exactly a combo, but a useful tactic to make sure your Shun Goku Satsu connects. The opponent has to be dumb or stuck in the middle of their super for this to connect.

EX Combos

1. J.Jab, J.Fierce \ / D.S.Short, S.Forward, S.Roundhouse --> Hadouken --> Midare Zakura --> Shinkuu Hadouken --> Haru Ichiban

2. D.S.Jab, S.Strong, S.Fierce --> Hadouken --> Shinkuu Hadouken --> Team Super

3. D.S.Jab, S.Forward --> Hadouken --> Shinkuu Hadouken --> Midare Zakura --> Haru Ichiban

4. Partner Attack --> Midare Zakura --> Team Super

Strategies

Akuma: Well it is a tough match for your male counterpart, but not that tough. Wait for Akuma to come to you and launch him in advance with your crouching fierce and into an air combo, a few of these should do him in because he does not take the hits well. Counter his missed Messatsu Gou Shouryuu with either your Haru Ichiban just as he is about to hit the ground or your Midare Zakura when he is recovering, it does a serious amount of damage on him, half his life to be exact! Well in battle mode of course and in the arcade. Watch for him to teleport alot, use your best judgement as to when he will come and knock him senseless with your Midare Zakura.

Apocalypse: This battle is pretty easy and basic. Attack him constantly and stay behind his arm. Use your Shouken often and suprisingly Haru Ichiban does alot of damage on him! Also use your Haru Ichiban just as you are near his face, but don't bother using your Shinkuu Hadouken because it does a pitance of a damage

on this guy. Also knock out the satellites and watch for his Stun Cannon, it gets Dark Sakura dizzy real easily.

Armored Spider-Man: A very tough fight for Dark Sakura because of his quick attacks and priority. Make sure you get the jump on him often because he does not fare well against your jumping roundhouse, and if he does use his Maximum Spider, don't bother using your Shinkuu Hadouken because it does do much damage against him, instead go for your Midare Zakura or your Shouken. Also watch for him to constantly attack while he is jumping in, use your Haru Ichiban just as he is near you to counter.

Blackheart: Well not that much of a hard fight, use your Shinkuu Hadouken from a distance if he misses with his Inferno or his Armageddon. Jump in on him constantly and maintain a relentless pursuit of combos, he won't take many of your combos well, so this can be a quick fight. Also use your crouching fierce into an air combo or Haru Ichiban just as he is jumping in. Also don't miss with your Haru Ichiban or the Heart of Darkness will bring you down in a quick way.

Captain America: Another tough fight for Dark Sakura, watch for him to be on the jump in often and try to knock him in advance with your crouching fierce into either an air combo or a Haru Ichiban. Also counter his missed Hyper Stars n' Stripes with your Haru Ichiban just as he is hitting the ground, also counter his missed Hyper Charging Star with a Midare Zakura, and his missed Final Justice with a Shinkuu Hadouken. Jump in on him with a jumping roundhouse and continue your combo from there. Also use your Shouken to counter his missed Stars n' Stripes or his missed Charging Star.

Chun-Li: Very tough battle. She is about your size, yet she is so much quicker than you and has more priority on her launcher. Let Chun-Li do the jumping in and launch her with your crouching fierce into an air combo, also try not to jump in too often because her priority will knock you out. Counter his missed Senretsuo Kyaku with either a Shouken or a Shinkuu Hadouken. When she does fall back down from her missed Hazan Tenshou Kyaku, counter with your Haru Ichiban or launch her back up into an air combo. Also watch for the dashing in, so try and trip her in advance.

Cyber Akuma: Very tough match up for Dark Sakura. Even though your Shinkuu Hadouken does little damage just use it when he does throw out multiple projectiles. Watch for him to teleport alot, incase he does try to predictas to where and when he will land and catch him with your Midare Zakura. Don't bother trying to counter his jump-ins because they are lightning quick with a ton of priority. Also don't do much jumping in on him either because he will hack you back into the air with his very powerful Shining Circuit Shoryuken. Counter his missed Scramble Gou Punch with your Haru Ichiban just as he is falling down or with your launcher into an air combo.

Cyclops: A tough fight for Dark Sakura, use your jumping roundhouse and combo him often because he really can't do much about your jumping attacks. Also when he does jump in use either your Haru Ichiban and hope that it doesn't miss or you can launch him into the sky with your crouching fierce into an air combo. You really can't do much if he misses with his beam supers though, also stay in the air and avoid his keep away tactics because you are moe than likely to lose despite the fact that you are an avid keep away character.

Dan: Well, not much of a tough fight, but still he can be a difficult opponent. Watch for him to use his stupidity and taunt so counter with a super or a Shouken. If you are fighting Dan in the PSX version and you are in battle mode, watch for him to use his taunt super, laugh if you may want to but he can cancel out of it, so make sure you make your counter quick even if you don't have enough time to build a super. Also counter his jumping attacks with a crouching

fierce in advance and into either your Haru Ichiban if you have a super or a combo.

Dark Sakura: Watch for your double to do alot of what you do, wait around and launch her. But instead go on the offensive and hope that her crouching fierce wasn't pulled off in advance quick enough. Counter her missed Haru Ichiban with either your Haru Ichiban, Midare Zakura, or your aluncher into an air combo. Counter her missed Shouken with your Shouken or Midare Zakura and look to punish her mistakes often.

Dhalsim: Well not much of a tough battle. Watch for Dhalsim to play keep away rather quite often, counter that with your porjectiles. Also when you do jump in always come in with an attack no matter how weak it is because the Yoga Strike will do a deal of damage on you. You can also play defensively and launch him into your air combo or into a Haru Ichiban if you have a level of super, just be on the offensive in this match and you should be fine.

Hulk: Oh boy, not a good sign for even the expert Dark Sakura players. His attacks just do a ridiculous amount of damage against her that even a few fierces can give Hulk a quick victory. Watch for him to go Gamma Charge crazy, block it and use either your Shouken or a Midare Zakura to counter. Watch for him to jump in alot with that crouching fierce, you can't do much against his attacks but block them and counter his misses. Also watch for him to miss with alot of his attacks, use your Midare Zakura to counter. Play defensively in this battle and counter his mistakes, yes it might take a while but you can ill-afford a combo or two from the Hulkster.

Ken: Watch for him to use his Shoryuken like crazy! He will barrage you with his Shoryuu Reppa from time to time so counter with a Haru Ichiban just as he is coming down or launch him back into the air with an air combo. Don't jump in on him too often because he has alot of attacks to counter your jumping attacks, that it just makes it impossible for you to successfully combo him from the air. Do alot of ground combos because that's what Dark Sakura is good at.

M.Bison: Well do alot of both, meaning defense and offense. His standing attacks are nothing compared to your jumping roundhouse so jump in and combo. Also counter his missed Scissors Kick Nightmare with your Midare Zakura or with your Shouken if levels of supers are not available to you. Counter alot of his jumping attacks with your crouching fierce into either a Haru Ichiban or an air combo. Also he will use his Head Press into his Somersault Skull Diver often, there isn't much you can do about this except block. Also block his Psycho Crusher and as it goes through counter with a Midare Sakura or Shouken right before he recovers.

Mechanized Zangief: Not a tough match at all, look for him to do alot of Siberian Bear Crusher, Final Atomic Buster, or Team Super, instead of countering with your Shinkuu Hadouken, you can go around him and perform your Midare Zakura, or a C.Short, C.Forward, C.Roundhouse --> Shouken combo and repeat it until he stops. Play keep away with him as well using your Hadouken.

Mephisto: Well not that much of a hard fight, use your Shinkuu Hadouken from a distance if he misses with his Inferno or his Armageddon. Jump in on him constantly and maintain a relentless persuit of combos, he won't take many of your combos well, so this can be a quick fight. Also use your crouching fierce into an air combo or Haru Ichiban just as he is jumping in. Also don't miss with your Haru Ichiban or the Heart of Darkness will bring you down in a quick way.

Norimaro: This guy is too easy to beat. Knock him senseless with your constant persuit of air combos but don't bother playing defense because its just not worth your time. Counter all his mistakes with either your Midare Zakura or a

Shouken. Combo him alot because he has nothing to stop you from your constant air raids.

Omega Red: Ouch! His coils will do a number on you, but luckily you can jump in on him often because he has poor defensive skills. Also you really can't do much about his Omega Destroyer except try to escape it and escape chipping damage. Counter his jumping attacks with either a Haru Ichiban and hope that he doesn't block it or you can launch him in advance with your crouching fierce into an air combo. Watch for him to come in and attack often, try your best to counter and punish his mistakes with your Shouken.

Ryu: A difficult battle, but not a tough fight nonetheless. Counter his jumping attacks with your crouching fierce into an air combo. Don't try to jump in on him too often because he has alot of weapons that would knock you right back. Counter his missed Shin Shoryuken with your Haru Ichiban, Shinkuu Hadouken, Midare Zakura, or your crocuhing fierce launcher into an air combo, watch for Ryu to use alot of firepower in the keep away department, so jump over them and attack before he can recover.

Sakura: Well your good side will pose alot of problems for you. Watch for her to miss with her Shouken, quickly counter with a Shouken, don't bother using your Midare Zakura because it comes out too slow. Jump in on her alot and hope that she is a little late with her crouching fierce launcher. Counter her missed Haru Ichiban with your Midare Zakura, Shinkuu Hadouken, Haru Ichiban, Shouken, or your launcher into an air combo. Play both offense and defense in this battle.

Shadow: Very tough opponent for Dark Sakura, watch for his priority to overwhelm you. Also he will throw out Shadow Booms from time to time, instead jump at him before he can recover and combo him quickly. Also watch for him to miss with his Shadow Justice, use your Haru Ichiban, Midare Zakura, Shouken, or your launcher into an air combo. Do alot of defensive play because his offensive isn't as good as his defense.

Shuma Gorath: Not that much of a tough battle for Dark Sakura. Wstch for alot of Mystic Stares and Mystic Smashes to be arriving at your doorstep. Jump in alot with your jumping roundhouse and combo him, also if he does come in you can either use your Haru Ichiban or your crouching fierce launcher into an air combo. Also watch for his Chaos Dimension mode, its rather hard for Dark Sakura to escape, but do alot of super jumping and teleporting.

Spider-Man: A very tough fight for Dark Sakura because of his quick attacks and priority. Make sure you get the jump on him often because he does not fare well against your jumping roundhouse, and if he does use his Maximum Spider, don't bother using your Shinkuu Hadouken because it does do much damage against him, instead go for your Midare Zakura or your Shouken. Also watch for him to constantly attack while he is jumping in, use your Haru Ichiban just as he is near you to counter.

U.S.Agent: Another tough fight for Dark Sakura, watch for him to be on the jump in often and try to knock him in advance with your crouching fierce into either an air combo or a Haru Ichiban. Also counter his missed Hyper Stars n' Stripes with your Haru Ichiban just as he is hitting the ground, also counter his missed Hyper Charging Star with a Midare Zakura, and his missed Final Justice with a Shinkuu Hadouken. Jump in on him with a jumping roundhouse and continue your combo from there. Also use your Shouken to counter his missed Stars n' Stripes or his missed Charging Star.

Wolverine: A very tough fight for Dark Sakura, make sure you do mot miss with your Haru Ichiban because he will counter with a Weapon X most definitely. Also play defensive and whenever he comes in with attacks, launch him with your

crouching fierce into an air combo. Watch for him to miss alot with his Drill Claws, use your Midare Zakura to counter or your Shouken, also you really can't do much about him missing with his Fatal Claw combos because her Haru Ichiban will get out prioritized. Basically in this battle wait for Wolverine to come to you and knock him into an air combo.

Zangief: Well a pretty even fight nonetheless. Watch for his Final Atomic Buster, Siberian Bear Crusher, or his Team Super, if you are out of his range quickly perform your Midare Zakura. Also do alot of jumping in on him with your jumping roundhouse and perform alot of ground combos against this guy, also watch for him to jump in on you with his Siberian Splash, there isn't much you can do about it except block and quickly move away before he gets you in his grabs. In this battle play alot of offense and defense.

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Dhalsim

With famine and disease striking his homeland of India, he hopes he can one day rid all that throughout his land. He believes that the evils and corrupt leaders of the world are what causing this depression in his homeland. He constantly meditates to search for the answer and seeks restitution for his native land, but only can he rise to a higher state of consiousness to defeat his opponents and clense his soul.

Character Quotes

"Do not attempt to challenge me again!"
"Feel the power of Yoga."
"Here's you first lesson in Yoga. Take the pain!"
"I must master the power of Yoga to be the best."
"I must meditate on why you lost... you are inferior!"
"It's Yoga power that keeps me going!"
"Not impressed? Let's do it again!"
"Practice and you can follow me..."

Yoga Fire: D,DF,F+P

It has a bit of a start up delay, but it still combos easily. This is your basic projectile move that will light the opponent on fire. Use this often and keep your opponent away. This move can also be done in the air, but it won't combo in the air and also Dhalsim really can't recover well from this move.

Yoga Flame: F,DF,D,DB,B+P

An excellent move to use because it just has so much range and will catch alot of dashing opponents. Watch for dashing opponents to run into this move quite often, the harder the punch button, the more hits and damage that it does. There is a down side though, and that's the fact that the harder the punch button used, the more start up delay it has, so you might want to stick to the jab version more often.

Yoga Drop: F,DF,D,DB,B+K

Well the manual called this Yoga Blast, but I think this name suits the move better. A move that comes out quick with high priority. Once again the harder the kick button the more hits, damage, and chipping damage this will do. This isn't exactly the best anti-air attack, but it gets the job done and painfully!

Its actually a burst of fire at a 60 degree angle going up, but Dhalsim must start this move early because it does have a start up delay, also this hits opponents that are close to him as well, but ti still lacks alot of horizontal range.

Yoga Teleport: F,D,DF or B,D,DB+3P or 3K

Depending on which motion you do, Dhalsim will either travel behind the opponent or in front of the opponent. The kicks travels away from the opponent and the punch travel closer to the opponent. Use your best judgement as to when to use this move. Unlike most teleporters, Dhalsim has very little recovery time from this move and its near impossible to counter, Dhalsim can also do this teleport in the air and continously teleport without hesitation! Use this to get out of corner traps and even move through supers and blast your opponent with a Yoga Inferno!

Yoga Meditation: D,DB,B+3K

Well all the manual called this move was Fly, so I decided to give a name for it! This is Dhalsim's flying move similar to Magneto's and War Machine's. However like anybody who can fly, you cannot block in the air, but it does offer alot of advantages, usually opponents will use alot of ground based supers like a Shinkuu Hadouken, but Dhalsim can fly over them and use a Yoga Inferno to counter! If Dhalsim is hit out of it he will stop the flying all together.

Yoga Spear: D+K(air)

The short version goes at a 25 degree angle, the forward version goes at a 55 degree angle and the roundhouse version goes at a 80 degree angle, almost straight down. This move should be used in alot of Dhalsim's jump in attacks, but not often because even if Dhalsim misses the opponent will have loads of time to attack because Dhalsim can only stop his mummy when his foot reaches the ground and the recovery time is very poor.

Yoga Mummy: D+FP

This has more horizontal range than his forward version of his Yoga Spear but less horizontal range than his short version. You should consider using this over the Yoga Spear because Dhalsim can recover in the air instead of waiting to hit the ground. This does have good priority over most standing attacks, but most launchers will either over power it, or trade hits.

Supers

Yoga Inferno: D,DF,F+2P

It does have start up delay, but it still comes out fast, but for some reason on the PSX version I can't seem to OTG it successfully into a combo. Once Dhalsim starts he unleashes a barrage of flames brought to him by his favorite food curry. You can aim in a 150 degree arc around his whole frontal area so you can use this to stop jumping opponents or dashing opponents. This chips a fair amount of damage and also does good damage and you should use this move to counter missed supers or Dragon Punches alike.

Yoga Strike: D,DF,F+2K

Ouch! Sometimes I feel this super ranks with other level 3 supers like the Chaos Dimension or Final Mission. This super does an amazing amount of damage possibly just as much as a Final Atomic Buster. This is Dhalsim's somewhat anti-air counter as he does a somersault and tries to grab the opponent with his limbs

and slamming the opponent down into the pavement. Dhalsim can be hit out of this rather easily and it has just as much priority as the Shun Goku Satsu, meaning that it barely has any priority and simple jabs can knock Dhalsim right out of it, but if the opponent is trying to throw Dhalsim out of it they will probably lose to this move. Also this will not grab the opponent standing next to him and can only connect while he is in the air. Don't use this move often because it has horrible recovery time, but the nice part about this super is the fact that it can be chained off of his launcher, but you must use this as the opponent falls down from his launcher.

Team Super

Dhalsim: Yoga Inferno

A nice team super to back up almost anybody's team super. This super has a lot of range but it won't hit opponents if they are all the way to the other side of the screen. You can't aim the Yoga Inferno in a team super but instead Dhalsim spreads it automatically, and this super lasts longer in a team super.

Team Counter

Dhalsim: Yoga Flame

A pretty good team counter, due to the fact that it has a lot of range and can even catch opponents from a distance. Dhalsim is hit out of it rather easily and it doesn't have that much priority over most supers because he has a bit of a start up delay while doing this move.

Variable Assist

Dhalsim: Yoga Fire

Well, it's not as good as Ryu's but it can help set up some supers like the Weapon X or Final Justice, but the opponent has to be really dumb to fall for this because it comes out slow and it travels slow, but you can use this to help back you up in fireball fights.

Combos

Combos: 42/100

Supers: 78/100

Overall: 58/100

Dhalsim is definitely not a beginner's character. His strong point is that he can attack from a distance without having to resort to projectiles or beam supers. That way his attacks come out much quicker and it will often catch opponents by surprise. He has very slow speed, but has a surprisingly fast dash. His supers do a lot of damage and are very useful, however once again they are hurt by bad recovery time. Also note that he is one of the weakest characters in the game so trading hits is definitely out of the question.

Special Game notes: Dhalsim

-- Dhalsim's long limbs can make him attack from a distance, but the opponent can damage Dhalsim by hitting his long limbs, but if you are playing against Ken, he will often use his Shoryuu Reppa to counter, but it will hit your limbs and damage you, but you will be able to block off the rest of his Shoryuu Reppa and counter.

-- Dhalsim has two crouching roundhouses, one is a slide and another is an ankle

trip. To do the slide hold the controller DB+RK.

-- Dhalsim's slide does have a huge attribute though, it slides under opponents projectiles! This way Dhalsim doesn't have to counter their projectiles with his, he basically becomes unscathed while traveling under projectiles!

-- Dhalsim's launcher is his standing strong, but you must be close to the opponent for him to use it.

-- Dhalsim's ground magic series is a little awkward, only two of his punches go into a combo, and that's the jab into the strong, or a Jab into a fierce. Everything else doesn't have a magic series.

-- When opponents miss time their air combos against Dhalsim, Dhalsim automatically teleports before they can strike again!

Ground Magic Series: Weak Start(punch only)/None(kicks only)

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: S.Strong

Small Launcher: none

Strikes: S.Roundhouse

Air Launcher: none

Knockdowns: C.Roundhouse

Team Super: Yoga Inferno

Team Counter: Yoga Flame

Variable Assist: Yoga Fire

AC Finisher: Fierce, DN.Roundhouse

1. J.DN.Roundhouse \ / C.Forward --> Yoga Fire

2. D.S.Jab, S.Strong --> Yoga Strike

This is a bit tricky, after you launch your opponent, don't cancel immediately, but wait just as they recover from the launcher, then pull it off, they can't do a thing about it as they recover!

3. Partner Attack --> Yoga Inferno

Simple as that, but Akuma works best.

4. J.DN.Short, J.DN.Forward, J.DN.Roundhouse \ / D.S.Jab, S.Strong --> Yoga Strike

Just like number two, but more hits are added.

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

Skip the strong because it completely messes up his combo.

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

EX Combos

1. Yoga Inferno --> Team Super

2. Yoga Fire --> Team Super

3. J.DN.Short, J.DN.Forward, J.DN.Roundhouse \ / C.Forward --> Yoga Fire --> Yoga Inferno --> Team Super

Strategies

Akuma: This is a very tough fight for Dhalsim. Watch for Akuma to teleport alot also and if you ca predict where he will land, hit him with a Yoga Inferno or Yoga Flame. Play keep away in this battle and if Akuma jumps in at you, use your standing strong and launch him into your Yoga Strike for easy and painful damage. Also he will play the fireball game against you to, so slide under those projectiles and trip him.

Apocalypse: Basically in this fight you should stay in the ground and stay near and behind his arm. Your Yoga Strike is useless in this battle, but your projectiles should make this match a short one. When you are near his arm constantly use your Yoga Flames, Yoga Drops, or Yoga Fires whichever you prefer, then when you have enough super use your Yoga Inferno. Also watch for the Satelites, knock them out immediately or teleport out of their way.

Armored Spider-Man: A very tough battle once again for Dhalsim. He will be constantly on an offensive surge so use your standing strong into either an air combo or your Yoga Strike depending on your levels. When he misses with his Maximum Spider, use your Yoga Inferno to put him out and don't try to jump in on him because he will counter your weak attacks. Also play constant keep away and when he does pin you in the corner, teleport out of it.

Blackheart: One of the more even fights for Dhalsim. Look for him to miss with his Inferno counter it with your Yoga Inferno. Do alot of teleporting and getting behind him to use your supers or air combos. Watch for him to drop alot of demons above you, use your Yoga Drop to nullify them.

Captain America: Once again a very tough battle. When Captain America misses with his Hyper Stars n' Stripes or Hyper Charging Star, use your Yoga Inferno to counter or your Yoga Drop against his missed Hyper Stars n' Stripes or your Yoga Flame against his missed Hyper Charging Star. Teleport behind him often and surprise him with your attacks, don't slide on him too often because he will get you with his jab Shield Slash. Use your standing strong into a Yoga Strike to counter his jumping attacks.

Chun-Li: Also a tough fight for Dhalsim. She will constantly dash in on you and try to combo in that Senretsu Kyaku, before she does use your slide to counter in advance. Watch for her to miss with her Kikousho, Hazan Tenshou Kyaku, or her Senretsu Kyaku, counter all of these with your Yoga Inferno or Yoga Flame. She will tend to jump in with Stomp Kicks often, so you may want to teleport out of the way before she hits you.

Cyber Akuma: A very, very, very tough battle for Dhalsim. Watch for him to dash in with a crouching short into the Scramble Gou Punch, which is probably the cheapest tactic that he does in the entire game. Watch for him to do alot of teleporting and keep away tactics. What you should do is continuously try to teleport behind him and throw him, he may tech hit out of a few of your throws but not all of them. Also when he does jump in use your Yoga Strike to send him back to the ground, the Yoga Strike does just as much damage against him as the Final Atomic Buster so with about 2 Yoga Strikes, you are more likely to win.

Cyclops: Dangerous opponent for Dhalsim. Teleport behind him often and use your Yoga Flames and blast him, watch for him to play keep away with you with those Optic Blasts of his and you really can't do much about it besides teleporting behind him and throwing him and its already cheap enough that he has to play keep away with you anyways. Watch for him to jump in as well, use your standing strong into a Yoga Strike for some easy and very painful damage.

Dan: Dan will give Dhalsim a tough time so don't expect this joke character to be a walk-in-the-park. Watch for him to jump in with his jumping roundhouse, counter it with a standing strong launcher into a Yoga Strike. Also Dan will taunt a ton in this match so hit him with a Yoga Flame or Yoga Inferno to light his taunting tactics!

Dark Sakura: Also a tough fight, but not as hard as the last one. Look for Dark Sakura to miss with her Shouken often, use your Yoga Drop or your Yoga Strike to counter quickly. Watch for her Shinkuu Hadouken, if you can anticipate it you have two options, one of them is which you can teleport behind her before she starts and use either a Yoga Inferno or Yoga Flame to counter, and the second option is to jump into the air with a level of super and use your Yoga Inferno. Don't worry about her jumping attacks because you can easily counter with a standing strong into a Yoga Strike.

Dhalsim: Well your counterpart will do alot of teleporting but try to anticipate as to where he will land and use your best judgement and blast him with your Yoga Inferno. Also launch him when he tries to jump in with your standing strong into an air combo, don't bother using your Yoga Strike because he will automatically teleport out of it, if its not a combo. Also match projectiles with him until you see an opening to teleport behind him and blast him with your Yoga Flame or Yoga Inferno.

Hulk: Very tough match but it can be one. Watch for Hulk to use his Gamma Charge often, use your standing jab into a standing strong into a Yoga Strike. You really can't do much about Hulk's jumping roundhouse so teleport away from him as soon as you see him coming. Also if he misses with his Gamma Crush, use your Yoga Inferno or Yoga Flame to counter. Don't jump in on him too often because its going to be too predictable for Hulk and he can counter very easily.

Ken: Here in this battle watch for Ken to use alot of Shoryuken's, even out of nowhere! Also all his supers lights you on fire, so what should you do? Well obviously fight fire with fire! Counter all of his missed supers with your Yoga Inferno, or your Yoga Strike if he misses with his Shoryuu Reppa or Shinryuken. Counter his jumping attacks with your standing strong into your Yoga Strike.

M.Bison: Well this battle really isn't too much of a problem for Dhalsim. Watch for him to miss with his Scissors Kick Nightmare, counter that with your Yoga Inferno or Yoga Flame. When he goes for his Psycho Crusher, block it and wait for it to pass through you and use your Yoga Inferno, or you can jump into the air before he hits you and use your Yoga Inferno. Also when he does do his Head Press, expect a Somersault Skull Diver afterwards, before he uses his Somersault Skull Diver counter with a Yoga Drop or Yoga Inferno aiming up before he can attack you.

Mechanized Zangief: Not a hard fight for Dhalsim, constantly pelt him with your Yoga Flames and Yoga Fires, but don't use your Yoga Drops because he will just break through it and counter you. Also watch for his Siberian Blast, it will counter your projectiles, but its not very quick and it does rather weak damage. Use your Yoga Inferno whenever you have the chance, also your Yoga Strike does an amazing amount of damage against this guy, but it rarely connects because he is always jumping in with an attack and also you can launch him. Basically in

this battle do alot of teleporting and throwing your projectiles to counter.

Mephisto: One of the more even fights for Dhalsim. Look for him to miss with his Inferno counter it with your Yoga Inferno. Do alot of teleporting and getting behind him to use your supers or air combos. Watch for him to drop alot of demons above you, use your Yoga Drop to nullify them.

Norimaro: Well this is more of a fair fight than an advantage or disadvantage for Dhalsim. Watch for Norimaro to throw out alot of his Tourist Treasure, fight back against that with your projectiles. Counter all of his jumping attacks with your standing strong into a Yoga Strike. Watch for him to miss with his supers and use your Yoga Inferno to blast him into dust.

Omega Red: A very tough match for Dhalsim since he really can't defend against those coils. But do alot of teleporting and getting behind him and use your Yoga Fires to keep him away. When he does do his Omega Destroyer jump into the air and either teleport or fly to avoid any chipping damage. You really can't counter his jumping jab, but you can jump in on him because his anti-air attacks stink.

Ryu: Well you might think this is a tough match, but rather its more the easier matches in the game. Ryu tends to make alot of mistakes when playing against Dhalsim. First off Ryu's jumping attacks have very low priority when it comes to Dhalsim's jumping attacks, secondly Ryu uses his Shinkuu Hadouken way too often, third he can't counter Dhalsim's teleports real well. Watch for Ryu to use his Shinkuu Hadouken alot, when he does jump up in the air and use your Yoga Inferno and blast him, also he will throw alot of projectiles at you, but teleport behind him and throw him because his recover time stinks. Also throw out alot of jab Yoga Fires and teleport as soon as Dhalsim snaps out of it because Ryu has two things to worry about, the Yoga Fire and you. Also he doesn't even know where you will land!

Sakura: Not a tough fight for Dhalsim and it is managable. Watch for her to miss with her Shouken's alot, use your Yoga Flame to counter. Also when she does miss with her Shinkuu Hadouken, don't wait for her to recover, but instead blast her with your Yoga Flame or your Yoga Inferno. Her jumping attacks really have low priority against your launcher, so if she does launch her with your standing strong and into the Yoga Strike.

Shadow: A tough match, but with Dhalsim's teleports, its practically unfair! There are two supers you have to watch out for, his Shadow Break and Shadow Justice, don't worry about the Cross Shadow Blitz because its way too slow for you to worry about. Watch for Shadow to OTG you alot into his supers, counter all his missed supers with a Yoga Inferno. Also when he goes for a Shadow Break, teleport behind him immediately and blast him with your Yoga Flame or Yoga Inferno. Do alot of teleporting against him, because he will always be charging for that Shadow Boom and after he throws it he will follow in on you, but you can throw a Jab Yoga Fire and immediately teleport behind him. So its basically a battle of who can out smart who.

Shuma Gorath: This is not that much of a tough fight. When Shuma Gorath activates his Chaos Dimension, teleport all over place to confuse, him. Dhalsim ability to keep away from Shuma Gorath's Chaos Dimension is just no natural also Dhalsim's Yoga Strike will out prioritize Shuma Gorath's Chaos Dimension grab. Also launch Shuma Gorath with your launcher into your Yoga Strike whenever he is jumping in.

Spider-Man: A very tough battle once again for Dhalsim. He will be constantly on an offensive surge so use your standing strong into either an air combo or your Yoga Strike depending on your levels. When he misses with his Maximum Spider,

use your Yoga Inferno to put him out and don't try to jump in on him because he will counter your weak attacks. Also play constant keep away and when he does pin you in the corner, teleport out of it.

U.S.Agent: Once again a very tough battle. When U.S. Agent misses with his Hyper Stars n' Stripes or Hyper Charging Star, use your Yoga Inferno to counter or your Yoga Drop against his missed Hyper Stars n' Stripes or your Yoga Flame against his missed Hyper Charging Star. Teleport behind him often and surprise him with your attacks, don't slide on him too often because he will get you with his jab Shield Slash. Use your standing strong into a Yoga Strike to counter his jumping attacks.

Wolverine: A very tough battle for Dhalsim. Watch for Wolverine to dash in often, and also use your crouching roundhouse in advance to counter his dash in. Also don't wait for him to come down if he misses with his Fatal Claw, use your Yoga Drop or Yoga Inferno to counter before he even recovers. Also watch for him to miss with his Berserker Barrage X, there is a minimal chance that you can counter with a Yoga Inferno, but your best bet is just a crouching roundhouse slide. Also his jump in attacks really don't have much priority so you can counter with your launcher into a Yoga Strike.

Zangief: This battle will be quite hard to win, but not too hard. Watch for Zangief to jump in alot and try to combo in his throws, but use your standing strong into your Yoga Strike. His launcher is semi-useful against Zangief's Siberian Splash, but just don't trade hits with it. Watch for his Final Atomic Buster, Team Super, or Siberian Bear Crusher.

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Hulk

During his early days he was a scientist doing nuclear testing on bomb test sites. His career was going well until one day changed it all, someday a maniac drove into the testing site without warning, Bruce Banner willing to risk his own life to save others jump into the testing area just before the bomb went off and pushed away the driver into safety, however Bruce could not save himself and the bomb detonated on him bombarding him with Gamma Radiation. With so much radiation that would have killed anybody else, but something unusual happened to Bruce Banner, he was changing into a green giant with the brute force of a million men. Bruce Banner was devastated by his discovery and immediately sought for another goal, to cure himself. However as the years changed he seemed to like his condition because it benefitted others, and often he would revert back to the scientist himself whenever he was calm, but turned into the green giant whenever he was in a rage. He has fought with his inner demons and conquered them, but with that his hopes of ever becoming human was next to zero, when he is in his green giant form he can control himself and doesn't have to worry about hurting others.

Character Quotes

"Brains and a body, what a perfect combo."

"Don't ever call me Banner!"

"Don't make me angry! You wouldn't like me..."

"Hulk Smash! Smash! Smash! Only kidding..."

"I am a mean, green, fighting machine."

"I beat the Thing. You are no Thing!"

"I do not care about the fight, only your pain!"

"What do you think? Green or Gray?"

Gamma Slam: D,DF,F+P

Well this move is a pretty decent projectile if you want to call it that. What Hulk will do is send the ground asunder as pieces of Earth comes rippling towards the opponent, the waves of Earth that comes near the opponent eats fireballs and damages the opponent in stun animation. This move does good damage and the harder the punch button the more damage, chipping damage, and rocks that come at you. Hulk's super armor should protect him from being countered back by projectiles and hits, so this can also be used as an anti-air attack, just make sure he doesn't become hit by a beam super, this move will OTG but I don't see how that is possible since he doesn't have any knockdowns.

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

A rather funny move to use. If it connects Hul will grab the opponents neck and swing them around and toss them to the other corner everytime. This throw does alot of damage and can be comboed, but the problem with this move is that it is blockable and the opponent will have loads of time to attack the green giant because his recovery time stinks! Also this throw does have alot of range given by Hulk's arm extension and can be used to counter missed supers and against attacks this is a safe move to pull off because his super armor should protect him from being stunned temporarily by your opponents' attacks.

Gamma Charge: B(charge 2 sec.) F+K, then hold direction+K

This is Hulk's prime move in my opinion, simply because it comes out quick, its highly comboable, it does a ton of damage, and Hulk can do a second Gamma Charge afterwards. Always be charging for this move because its a painful counter against missed supers or special attacks also this will eat projectiles but Hulk is forced to take the damage of the projectile while doing this move. You should use this against fireballers because even if you take the damage of the projectile you will deal out alot more damage towards the opponent. His Gamma Charge can go into another Gamma Charge resulting in a two hit combo that does just as much damage as most supers! Just watch for the recovery time because its basically a window of oportunity for the opponent to attack.

Gamma Charge: D(charge 2 sec.) U+K, then hold direction+K(anti-air)

Basically its the regular Gamma Charge but except this move can be used as a powerful anti-air attack and it has an immense amount of priority and will beat out anything. This also combos off of his launcher and will attack opponents that are up close to him and can also be used in a double hit combo that does just as much damage as most supers. Watch for the recovery time though because he will fall back down unable to block.

Supers

Gamma Wave: D,DF,F+2P

A very devastating super that does almost as much damage as the Chaos Dimension. This is the super version of his Gamma Slam and it comes out much faster than his normal Gamma Slam and can be comboed easily. There is a slight start up delay though as Hulk rips the ground asunder and sends the opponent flying across the screen. Just make sure if you want more damage out this super have Hulk's back to the corner, just like the Magnetic Tempest or Cajun Explosion. The recovery time is basically nothing and Hulk is left completely safe to block afterwards, but it does a fair amount of chipping damage and opponents can easily push block this super. You can use this as an anti-air attack because Hulk's super armor will protect him from attacks, and this can be used as a counter against missed supers.

Gamma Crush: D,DB,B+2P

Well the damage that this thing does from Marvel Super Heroes has been toned down, and I do mean DOWN and it no longer does chipping damage on the way up. It does probably just as much damage as Dark Sakura's Shinkuu Hadouken and sometimes the opponent can easily dodge the falling comet. The good part about this super is the fact that it does do alot of chipping damage for one hit, the chipping damage is unrecoverable, but Hulk doesn't chip any damage when he comes up, but it does chip damage as he is coming down. You can make this super stronger though, and that's if you combo it off of his launcher, for some reason if you combo it off of his launcher the falling comet that Hulk comes down with does twice as much damage as it normally would. Put this super in combos and watch the damage because it can be just as strong as a Weapon X or Final Justice. Also Hulk can control the comet's direction when he is up there but he only has a split second to make his decision before the direction he makes his permanent. Also opponents tend to know where the rock is coming from due to the shadow on the ground, if Hulk misses with this super he will bounce off the opponent unable to block, which is a short amount of time, but more than enough time for a Final Justice to connect. Just make note that this super has alot of priority and will beat out anything the opponent tries to throw at him.

Team Super

Hulk: Gamma Wave

An excellent team super overall, because it has alot of range and damage potential, and combine this with another Gamma Wave, then I hope your opponent has health insurance. This super fits nicely with most beam supers and can back them up real well, and its perfect back up would have to be either the Berserker Barrage X or the Crawler Assault. The recovery time on this super is next to nothing and even if Hulk misses he will be safe to block.

Team Counter

Hulk: Gamma Charge

A vastly superior team counter and also a deadly one as well. It comes out very quick and with Hulk's super armor he can take a hit without feeling the effects of it and will bust through some supers and basically any attack thrown at him. Don't use this against beam supers because it does not do well against beam supers. Also this can also be used as a launcher, so when you are in versus mode use this as a backup and you can immediately super jump and combo the opponent!

Variable Assist

Hulk: Gamma Charge

Just like the counter, it goes horizontal wise and does a ton of damage. You can also set up supers with this move, or super jump and combo the opponent because this serves as a launcher as well and it comes out very quickly. Use this often and if the opponent does try to hit Hulk counter with your super!

Combos

Special Game Notes: Hulk

-- All of Hulk's regular attacks do chipping damage. No matter how strong the punch or kick is, they will always do one pixel of chipping damage. So even if the opponent blocks, you can still peck away!

-- Hulk cannot perform all the hits in his super jumping magic series, so he

will have to either skip one or two hits depending on the size of the opponent.

-- Both of Hulk's launchers must double hit to launch the opponent, if the opponent is in the air he only needs one hit to connect.

Ground Magic Series: Weak Start
Jumping Magic Series: Stronger
Super Jumping Magic Series: ZigZag
Launcher: C.Fierce, S.Roundhouse
Strikes: S.Fierce
Small Launcher: none
Air Launcher: none
Knockdowns: none
Team Super: Gamma Wave
Team Counter: Gamma Charge(horizontal)
Variable Assist: Gamma Charge(horizontal)
AC Finisher: Fierce, Roundhouse

1. D.S.Short, S.Fierce
Simple combo, the fierce automatically leaves Hulk safe.
2. In corner: S.Fierce --> Gamma Charge --> Gamma Charge
3. J.Roundhouse \ / C.Roundhouse --> Gamma Charge --> Gamma Charge
4. C.Fierce/S.Roundhouse --> Gamma Slam
Cancel immediately after the first hit.
5. C.Fierce/S.Roundhouse --> Gamma Wave
Once again, cancel immediately after the first hit.
6. J.Roundhouse \ / C.Fierce / \ SJ.Jab, SJ.Short, SJ.Forward --> AC Finisher
7. J.Short, J.Forward \ / S.Short, S.Forward --> Gamma Charge --> Gamma Charge
My favorite combo in the game, make sure you charge ahead of time.
8. J.Short, J.Forward \ / D.S.Short, C.Fierce --> Gamma Crush
9. J.Short, J.Forward \ / D.S.Jab, S.Strong --> Gamma Wave
Yes you can combo it off of his S.Strong, cancel quickly for best effect.
10. In corner: J.Short, J.Forward \ / D.S.Short, C.Fierce --> Gamma Charge -->
Gamma Charge \ / S.Fierce --> Gamma Tornado(OTG)
Make sure you charge down, and immediately hit the opponent as they land and cancel.
11. In corner: J.Jab, J.Forward \ / D.S.Jab, C.Fierce --> Gamma Charge --> Gamma
Charge \ / C.Short, C.Fierce --> Gamma Crush

Again, just like the one above, OTG and cancel quickly.

12. In corner: J.Short, J.Forward \ / D.C.Short, C.Fierce --> Gamma Charge --> Gamma Charge \ / D.C.Short, C.Fierce \ / SJ.Jab, SJ.Short, SJ.Forward, SJ.Fierce, SJ.Fierce \ / C.Jab, S.Fierce(OTG)

Well, this is by far the biggest combo Hulk can pull off, but I don't mind if someone can prove me wrong, by coming up with another one. Just make sure you charge in advance for the anti-air Gamma Charge.

EX Combos

1. In corner: J.Short, J.Forward \ / D.S.Jab, C.Fierce --> Gamma Slam --> Gamma Wave --> Gamma Crush

Cancel quickly and cancel into the Gamma Slam after the first hit.

2. In corner: J.Roundhouse \ / C.Fierce --> Gamma Wave --> Team Super

Like the one above, cancel quickly and cancel into the Gamma Wave after the first hit.

Strategies

Akuma: Well this fight should be a quick one, a combo here, a standing fierce here and he's gone like a bad meatloaf. Always jump in on him with your jumping roundhouse, and you can always trade hits with this guy. Use your Gamma Wave to counter his missed Messatsu Gou Shouryuu or a crouching fierce into an air combo. Just combo the heck out of this guy and use your Gamma Charges, it'll snap him like a twig.

Apocalypse: This battle is pretty straight forward. Watch for his Stun Cannon, it gets Hulk dizzy extremely fast. Also when you are near him use a standing jab, into a standing fierce for easy and painful damage. Also give Apocalypse a "hand" to his face with your jumping fierce. Your Gamma Wave really won't do much against him, but your Gamma Crush will. Pound on him until he's just a pile of junk.

Armored Spider-Man: Very tough fight. Watch for Armored Spider-Man to jump in alot, use your standing roundhouse to knock him into the sky. Also if he does block your standing roundhouse cancel immediately into a Gamma Slam so he doesn't dash in and retaliate. Also you can trade hits against him, but it will take a while because of his armor. Use your Gamma Wave to counter his missed Maximum Spider and his missed Crawler Assault with your Gamma Crush.

Blackheart: Well this battle isn't hard. Watch for him to throw out alot of demons at you. Counter his jump-ins with your standing roundhouse and don't worry about retaliation he's just too slow. Watch for his Judgement Day, Hulk has alot of trouble avoiding it, and if Blackheart misses with his Armageddon use your Gamma Slam or Gamma Wave to counter. Also watch for him to miss with his Inferno, use your Gamma Wave to counter his miss.

Captain America: Well this guy can be quite a pain since due to the fact that he counters so many of your mistakes with his Final Justice so easily. First off always cancel your missed launchers into a Gamma Slam, this way he won't have much of a chance of using his Final Justice. Watch for him to miss with his Hyper Charging Star, use your Gamma Wave or Gamma Slam to counter. Watch for his missed Hyper Stars n' Stripes, you can counter with an air combo, a Gamma Wave, or your either one of your launchers into a Gamma Crush. Also if he misses with

his Charging Star use your standing short into a standing fierce. Also don't eat Captain America's standing fierce, it'll do a number on Hulk.

Chun-Li: Well watch for her to do alot of dashing in and alot of Hyaku Retsu Kyaku to chip away your life. Your jumping roundhouse should be able to trade hits with her standing roundhouse or over power it. When she misses with her Senretsu Kyaku, use your standing short into a standing fierce for easy and painful damage. Watch for her to miss with her Kikousho and Hazan Tenshou Kyaku, counter both of these with your Gamma Slam or Gamma Wave. When she does jump in, launch her and combo, if she blocks, cancel into a Gamma Slam to avoid being countered.

Cyber Akuma: A pretty even fight if you ask me, but never trade hits with this guy, believe it or not he is stronger than you and has better defense, and his defensive skills are top notch. Watch for alot Bolt Hadoukens, always use your Fierce Gamma slam to counter them and hit him at the same time, your Gamma Wave does do a rack of damage against him, so make him pay for throwing out projectiles. Launch him with your standing roundhouse into an air combo, or if he blocks, into a Gamma Slam to push him back. Don't try jumping in on him too often because he will knock you back with his Shining Circuit Shouryuken.

Cyclops: Watch for this guy, Hulk has alot of trouble against his Optic Blasts even though he has a dominating projectile, Cyclops can still escape quickly. Jump in on him alot with your jumping roundhouse because he has nothing to counter it, besides his Gene Splice. If he does jump in on you launch him into an air combo. And as usual if he blocks, cancel into a Gamma Slam. But in this battle jump in on him often and pound his visors away.

Dan: Well you can easily trade hits with this guy. Jump in on him often and pound him alot, counter his missed supers with your Gamma Wave, Gamma Slam, or your launcher into an air combo. He will taunt often, show him your not afraid by using your standing fierce to pound his face in or use your double Gamma Charge and make this fight a quick one. If he does jump in on you launch him, you really don't need to worry if he blocks because he is just too slow to counter.

Dark Sakura: Well watch for her to miss alot with her Shouken, use your standing fierce to counter those misses. If you do get hit with her Shinkuu Hadouken, don't worry about it, chances are it'll make you laugh at the pathetic damage that it does on you. Jump in on her often because she can't do anything about it except block. Pound away and look for this fight to be a short one.

Dhalsim: Well watch for his Yoga Strike because Hulk can fall victim to this rather easily, it does massive damage on Hulk and three of them will just end the match, so always jump in and attack. Don't miss with your Gamma Crush either because the Yoga Inferno will be their waiting for you. Watch for his long limbs to attack from a distance, counter them with your standing fierce. Watch for him to miss with his Yoga Inferno, you can counter with a standing fierce or a double Gamma Charge. When he does miss with his Yoga Strike, hit him into your launch before he lands and go for either a Gamma Crush or an air combo.

Hulk: Well watch for your double. Don't trade hits with him unless you plan to trade his standing fierce with your double Gamma Charge. Stay away from his standing roundhouse and let him come to you, because your standing roundhouse can over power his jumping roundhouse, and as usual cancel into a Gamma Slam if he blocks your launcher because he will be going for his Gamma Charge to counter. Counter his missed Gamma Crush with your Gamma Crush before he comes down, or wait for him to miss and counter with a double Gamma Charge combo or a Gamma Wave.

Ken: Well watch for this guy, he is quick and quick to counter your jumping attacks. Trade hits with him to win the battle, but chances are he won't let you do that. Don't worry if he connects with the Shouryu Reppa because you will land before him and have time to counter with your launcher into an air combo or a Gamma Crush. Do a lot of defensive play in this battle and launch him with your standing roundhouse because his jumping attacks are rather weak.

M.Bison: Just watch for his Psycho Crusher in this battle. Counter his misses Scissors Kick Nightmare with your standing jab into a standing fierce or use your Gamma Wave. If you do block his Psycho Crusher wait till it goes through you and counter with a Gamma Wave. Do a lot of jumping in and combining this guy because your attacks will make this battle a quick one. Also don't miss with your Gamma Wave because he will counter with a Psycho Crusher, and watch for him to do a lot of Psycho Shields so counter with your standing fierce before he does.

Mechanized Zangief: Well this battle is unfair, well for Mech Zangief that is, Hulk's Gamma Tornado works very well against this guy and will drain a lot of his life energy. Even if Mech Zangief goes for his Final Atomic Buster, Siberian Bear Crusher, or Team Super use your Gamma Tornado and throw him across the room. Also your attacks do a lot of damage against him, and don't try to trade hits with him because he will out last you and he will also go for his Final Atomic Buster when you least expect it.

Mephisto: Well this battle isn't hard. Watch for him to throw out a lot of demons at you. Counter his jump-ins with your standing roundhouse and don't worry about retaliation he's just too slow. Watch for his Judgement Day, Hulk has a lot of trouble avoiding it, and if Mephisto misses with his Armageddon use your Gamma Slam or Gamma Wave to counter. Also watch for him to miss with his Inferno, use your Gamma Wave to counter his miss.

Norimaro: Well, since he is the joke character of the game, then this battle would surely be a joke for Hulk right? Right. This guy has nothing to stop Hulk and it will take him a while to counter Hulk's misses, you will probably block in time before he can do anything. Just pound on this guy's face until he decides to get a new camera. Not a hard battle and trading hits with this guy is like a dream come true.

Omega Red: Watch out for his Omega Destroyer. So don't miss with your Gamma Crush and pound on him until he is rubble. His defensive skills are very weak when compared to Hulk's jumping attacks and he really can't do much to counter your missed attacks besides the Omega Destroyer. Also don't let him catch you with his coils because they do a lot of damage on Hulk, and watch for him to jump in with his jumping fierce, counter that with your standing roundhouse into either an air combo or Gamma Crush. Also if he does block your launcher cancel into a Gamma Slam so he has almost no chance of retaliating.

Ryu: One thing you have to watch for is his Shinkuu Hadouken. While it won't do much damage on Hulk it's still a threat, and watch for Ryu to throw out constant Hadoukens to keep you away also his launcher has good priority against his jumping roundhouse, and if he misses with his Shinkuu Tatsumaki Senpuku Kyaku, use your Gamma Crush to counter. Also if he misses with his Shin Shouryuken, counter with a Gamma Wave or your launcher into an air combo.

Sakura: Once again she is not that hard of an opponent. Watch for her to miss with her Shouken often, you can either counter the miss with a standing fierce or a Gamma Charge, don't bother using your Gamma Wave because she will recover too quick for it to connect. Watch for her to miss with her Haru Ichiban, counter it before she lands with a Gamma Crush or wait till she comes down and launch her into an air combo, or use a Gamma Wave. Jump in a lot with your

jumping roundhouse because she has nothing that she can do to stop it, nothing!

Shadow: Well this battle can be tough for both Shadow and Hulk, but the odds really tip in Hulk's favor due to his slow supers. Watch for his Shadow Justice to miss, counter that with either a Gamma Crush, crouching fierce launcher into an air combo, double Gamma Charge combo, or a Gamma Wave. Watch for him to jump in alot as well, counter that with your standing roundhouse into a an air combo, or if he blocks your launcher, cancel into a Gamma Slam to keep him back. Also he will throw out a Shadow Break from time to time, there isn't much Hulk can do here except jump over them with his jumping roundhouse, possibly trade hits, but if I were you then I would just block.

Shuma Gorath: Well this isn't a tough match. The only real concern is the Chaos Dimension! It does an overwhelming amount of damage on Hulk. So be careful when he has three levels of super. Jump in on him often with your jumping roundhouse and combo him, he really won't do alot of jumping in on you, because all he will really do is keep throwing out Mystic Stares at you or his Mystic Smash. Do alot of jumping in on this battle and expect a quick victory, unless of course...Chaos Dimension!

Spider-Man: Very tough fight. Watch for Spider-Man to jump in alot, use your stnading roundhouse to knock him into the sky. Also if he does block your standing roundhouse cancel immediately into a Gamma Slam so he doesn't dash in and retaliate. Also you can trade hits against him, but it will take a while because of his armor. Use your Gamma Wave to counter his missed Maximum Spider and his missed Crawler Assault with your Gamma Crush.

U.S.Agent: Well this guy can be quite a pain since due to the fact that he counters so may of your mistakes with his Final Justice so easily. First off always cancel your missed launchers into a Gamma Slam, this way he won't have much of a chance of using his Final Justice. Watch for him to miss with his Hyper Charging Star, use your Gamma Wave or Gamma Slam to counter. Watch for his missed Hyper Stars n' Stripes, you can counter with an air combo, a Gamma Wave, or your either one of your launchers into a Gamma Crush. Also if ne misses with his Charging Star use your standing short into a standing fierce. Also don't eat U.S. Agent's standing fierce, it'll do a number on Hulk.

Wolverine: This battle is one of the classics in comics, but in the comics its the Hulk who wins this battle. This is not the case in this game, as Hulk has a very difficult time in this battle. But have Hulk do alot of jumping in with your jumping roundhouse and combo this guy, his healing factor will not be able to handle it, also counter all of his jump ins with either a crouching fierce or a standing roundhouse, if he blocks, always cancel into a Gamma Slam. Counter his missed Berserker Barrage X with a Gamma Charge or standing fierce. Don't ever miss with your Gamma Crush though because once you here those claws, then this battle will be pretty quick for Wolverine.

Zangief: This guy can give Hulk major problems. His Siberian Splash has good priority against Hulk and this time he can block! Zangief will have an easier time with this guy because your missed Gamma Charge is so easily blocked and countered by Zangief. His Final Atomic Buster is absolutely devastating on Hulk. Have Hulk do alot of jumping in with his jumping roundhouse and watch for the Spinning Lariat.

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Ken
The old and long time rival of Ryu. He is an excellently skilled fighter, but

however he does not always concentrate on the fight. His girlfriend(well now wife) is one of the obvious reasons, he constantly thinks about her and just wants to spend time with her. Ken does however, have a great fighting spirit he has taught himself how to master his own Dragon Punch and that's arguably the only move he has out mastered Ryu. With his quick speed and lightning fast attacks he hopes he can someday best Ryu, and that his Shouryuken can out last his Hadouken.

Character Quotes

"Handsome and cheap... Can you compete with that?"
"I had better challenges back in the day..."
"I've beaten the best, and you're not even close!"
"My feet need exercise... Get up!!"
"So now you know what it feels like to be a loser!"
"Washing my boat would've been a better workout!"
"You had no chance against me, but maybe Sean...?"
"You've got a lot to learn before you beat me!"

Hadouken: D,DF,F+P

Well this isn't the projectile that it was in X-Men vs. Street Fighter but it still has decent range to say the most. This projectile only goes half screen's distance and can be used in the air as it goes down a 45 degree angle in the air. The only real problem with this move is the fact that it plays useless in the keep away department and old keep awayers like Cyclops and Ryu will have no sweat contesting. This projectile has been given more width though, but I really don't see how that helps.

Shouryuken: F,D,DF+P

This is quite possibly the best anti-air counter. This moves combos off anything that Ken has and the recovery time for an anti-air attack move is remarkable. This does alot of damage and has alot of horizontal range for an anti-air attack and Ken is the only Shatoken that can used it as an AC Finisher. All of Ken's Shouryuken's light the opponent on fire no matter what button you use and also the stronger the button used the more the hits on the ground.

Tatsumaki Senpoo Kyaku: D,DB,B+K

This is quite possibly the strongest hurricane kick among the Shatokens. This move has been drastically changed from X-Men vs. Street Fighter, instead of it going completely horizontal it goes diagonally upwards and it ends in an Axe Kick that knocks the opponent down. The short version should be used the most and especially against dashing opponents, this move sorta looks like an auto combo now and it does look a little more flashier. Just watch for the recovery time on this move because the opponent will have ample time to counter.

Overhead Axe Kick: F+FK

Well basically all Shatokens have an anti-crouch counter and if you don't have one than your probably not a Shatoken(Dan!). Like all anti-crouch counters it has a mean start up delay and cannot be comboed or comboed afterwards like you can in SFA2. This does a fair amount of damage and also it leaves Ken open to attack if he misses with it.

Supers

Shouryuu Reppa: D,DF,F+2P

Possibly one of the fastest supers in the game. It comes out extremely fast and combos like magic. It does good damage and does alot of chipping damage, use this to counter missed supers or counters, the real problem with this super is that it bounces the opponent too often and its not as reliable countering air attacks like the Hyper Stars n' Stripes or Shadow Justice. With this problem an airborne opponent hit with this super can block after a few hits and this super is exactly like the Messatsu Gou Shouryuu and with a heavy recovery time and is push blocked easily. The one bonus about this move is that it is invincible during start up and will go through anything, except beam supers of course. The major downside to this move is that against bigger characters like Hulk, Shuma Gorath, or Blackheart is the fact that the opponent falls before Ken does and it gives them time to counter, but Zangief for some reason feels the full effect of it and will get launched into the air.

Shinryuken: D,DF,F+2K

This is by far Ken's strongest super and it does a major amount of damage and it chips alot of it as well. Ramming hte button works real well, but that's if you want the extra hits, but it doesn't really add more of a punch to it then you think. This can be used as an anti-air counter and Ken is completely invincible while this move and nothing will penetrate the tower of fire. This combos perfectly off of his launcher and it will hit opponents that are near him, and it comes out just as fast as his Shouryuu Reppa. Just watch for the recovery time on this move though because it practically sucks.

Shippuu Jinra Kyaku: D,DB,B+2K

Well we've all seen it in MARvel vs. Capcom, Street Fighter 3, and Street Fighter Alpha 3, and its exactly the same no matter where you see it. This super doesn't come out as fast as his Shouryuu Reppa not does it chip as much. It does an excellent amount of damage, and the damage is in between the Shinryuken and Shouryuu Reppa. The really reliable thing about this move is that it can counter air borne opponents with more reliability and won't bounce the opponent around like his Shouryuu Reppa. Once it connects Ken sets the opponent on fire as he continously kick the opponent and bring them up in the air and smacks them down with an Axe Kick. Ken will only fly in the air if it connects, and the max hits you can get is 14, so don't go ramming on the buttons expecting to see more hits, because frankly you won't.

Well if you are interested here's how it looks like:

S.Forward(one-hit), S.Forward(two-hits), S.Roundhouse, S.Forward(two-hits), S.Roundhouse, --> Shien Tatsumaki Senpoo Kyaku

The Shien Tatsumaki Senpoo Kyaku hits 7 times ending with an Ane Kick.

Double Shinkuu Hadouken: D,DF,F+FP+RK(D,DF,F+P+K same strength)(level 2)

In the arcade, Saturn, and Crossover Mode you can perform the team super by using the Fierce ad Roundhouse button, but in battle and versus mode you perform the motion bysing the same punch and kick strength. Well if Ryu is his partner and it doesn't matter who starts the team super just as long as Ryu and Ken are partners they will perform this deadly team super that does monster damage and it chips nicely as well, Ken or Ryu can easily combo in this team super. It has little start up delay and almost no recovery time making this a safe move to use.

Team Super

Ken: Shouryuu Reppa/Shinkuu Hadouken(with Ryu as partner only)

A good team super overall because of its range and chipping potential. It does good damage and easily backs up most supers, and works really well with beam supers. Also it works perfectly with Shouryuu Reppa type supers like the Shadow Justice or Hyper Stars n' Stripes. Ken can only use his Shinkuu Hadouken if Ryu is his partner, the double Shinkuu Hadouken does a ton of damage, but the chipping damage is not all that great.

Team Counter

Ken: Shouryuken

An excellent team counter overall. It does alot of damage and it invincible during start up and will counter alot of attacks and basically any super besides beam supers. Use this often against jumping characters because it has alot of priority and will beat out almost any attack.

Variable Assist

Ken: Shouryuken

Well its not the best team attack, but it is effective against jump in characters. You can't combo after this super due to the fact that Ken knocks away the opponent. It is a good surprise move on jump in opponents though.

Combos

Combos: 83/100

Supers: 84/100

Overall: 85/100

Ken, despite being changed drastically from the last game he still plays like he does in XSF in terms of combos. He has the fastest speed of all the Shatokens and his supers are quick enough to counter without being blocked as often. He has a very dominating launcher and has excellent priority on his attacks. His jump in attacks are pretty weak though. He is an excellent beginner's character though.

Ground Magic Series: Stronger

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: C.Fierce

Strikes: S.Roundhouse

Small launcher: none

Air launcher: none

Knockdowns: C.Roundhouse

Team Super: Shouryuu Reppa

Team Counter: Shouryuken

Variable Assist: Shouryuken

AC Finisher: Fierce, Roundhouse, Tatsumaki Senpoo Kyaku, Hadouken, Shouryuken

1. J.Fierce --> Hadouken

2. D.S.Jab, S.Fierce --> Tatsumaki Senpoo Kyaku

3. J.Roundhouse \ / S.Fierce --> Shouryuu Reppa

4. J.Roundhouse \ / C.Roundhouse --> Shouryuu Reppa
There is a real problem with this combo though, the opponent will be able to block after the first few hits, so it is a bit risky.
5. D.S.Short --> Shinryuken
6. D.C.Short, C.Fierce --> Shinryuken
7. J.Roundhouse \ / C.Fierce / \ SJ.Jab, SJ.Strong, SJ.Forward --> AC Finisher
8. J.Jab, J.Strong \ / D.S.Jab, S.Forward, S.Fierce --> Shouryuu Reppa
Let the standing forward double hit, but against smaller characters cancel into the fierce after the first hit of the forward.
9. J.Jab, J.Strong \ / D.S.Short, S.Forward, C.Fierce --> Shinryuken
Like the one above, cancel into the fierce after the first hit against smaller characters.
10. J.Jab, J.Fierce \ / D.S.Jab, S.Strong, S.Fierce --> Shippuu Jinra Kyaku
11. J.Jab, J.Fierce \ / D.C.Short, C.Forward, C.Fierce / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
You may have to skip the forward against medium and smaller characters.
12. In corner: J.Jab, J.Strong \ / D.C.Short, C.Forward, C.Fierce --> Shinryuken, C.Short, S.Strong, S.Roundhouse(OTG)
Once again you may have to skip the forward against medium and smaller characters, once the super connects, immediately OTG the opponent as you get down.

EX Combos

1. J.Jab, J.Forward \ / D.S.Jab, SJ.Strong, S.Fierce --> Hadouken --> Shouryuu Reppa --> Team Super
2. J.Roundhouse \ / D.S.Jab, S.Fierce --> Shouryuu Reppa --> Shippu Jinra Kyaku -> Shinryuken

Strategies

Akuma: Well your counterpart will give you some trouble since he combos alot like you do. Watch for him to miss with his Messatsu Gou Shouryuu, counter that with your crouching fierce launcher into an air combo or a Shinryuken. Wait for Akuma to come to you because your defense can overwhelm his offensive skills. Don't miss with your supers though because you can always expect a Messatsu Gou Hado.

Apocalypse: Well not much trouble here. Use a crouching short, crouching

forward, crouching roundhouse, Hadouken combo. Also you can use your Shouryuu Reppa if you want, but stick with the Shinryuken when you are near him or go for a team super. Do alot of Tatsumkai Senpoo Kyaku's to his face and don't let him retaliate because he can recover alot of his life back from Ken's attacks.

Armored Spider-Man: Tough, tough battle for Ken. His overwhelming speed and combo ability will amaze you. But don't let his abilites fool you into letting Ken think he is unstoppable. Use your crocuhing fierce launcher to knock him into the sky and into an air combo whenever he jumps in because he has nothing he can do to stop you. Watch for his Maximum Spider, don't immedaitely counter with a Shouryuu Reppa instead dash in on him and perform a crouching short, crouching forward into the Shouryuu Reppa, so he won't be able to block after the first couple of hits. Jump in on him with your jumping roundhouse because mostly all of other Ken's attacks lack priority.

Blackheart: Well watch for this guy to drop alot of demons on you and using the Inferno. If he misses with the Inferno, immediately dash in and perform either an air combo or Shouryuu Reppa. Watch for his supers, push block his Armageddon, and his other supers Ken really can't do much, this is where Blackheart has the advantage, all of Ken's supers leave him open to attack, all of Blackheart's supers leave Blackheart just fine. In this battle do alot of jumping in and comboing him don't play much defense though because he will counter with those demons into a Judgement Day.

Captain America: Tough battle. Jump in on him alot and don't hold back, and definately don't miss with your supers because Captain America will counter them very easily. Counter his missed Hyper Stars n' Stripes with your Shinryuken or an air combo. Counter both his missed Final Justice and Hyper Charging Star with a Shouryuu Reppa. Launch him when he tries to come in for an attack and combo him.

Chun-Li: Not much of a tough fight. Watch for her to dash in alot, if you can anticipate it, use your Shouryuu Reppa, if not use your crouching roundhouse in advance to trip her. Watch for her to miss with his Senretsu Kayku, counter that with a short Tatsumaki Senpoo Kyaku or a Shouryuu Reppa, counter her missed Hazan Tenshou Kyaku with your Shinryuken or an air combo. Also when she misses with her Kikousho, quickly dash in and combo your Shouryuu Reppa, you may want to play defensive in this battle because her launcher will out prioritize you.

Cyber Akuma: The toughest fight for Ken. Watch for Cyber Akuma to do alot of teleporting, if you can anticipate as to where he will land, use either your Shouryuu Reppa or Shippu Jinra Kyaku to counter. Don't jump in too often because you will be knocked back by a Shining Circuit Shouryuken. Counter his missed Scramble Gou Punch with your Shinryuken or an air combo, and do not let him land, otherwise your opportunity will be wasted. Play alot of defense in this battle.

Cyclops: Not too tough of an opponent. Watch for his cheap keep away tactics, jump over them, don't block them, otherwise you will lose too much chipping damage. Jump in on him often and combo him since he has poor defensive skills, also launch him whenever he tries to jump in on you, but basically the only threat in this battle that you have to worry about is the fact that he will play a keep away game with you.

Dan: Well this guy is more of joke, than of a Challenge. Thing only thing you have to worry about is his launcher. Try not to jump in on him to much because he will out prioritize you. Watch for him to miss with many of his supers, counter his missed Shinkuu Gadouken with your Shouryuu Reppa, counter both his missed Kouryuu Rekka and Hisshou Buraiken with your Shinryuken. Let him jump in on you if he is constantly launching you, and launch him with your crouching

fierce into an air combo or Shinryuken.

Dark Sakura: Well overall this battle is pretty easy. Watch for her to miss alot with her Shouken, use your Tatsumaki Senpoo Kyaku to counter, unless she does the jab version, then launch her into an air combo or Shinryuken. Constantly put an offensive surge in this battle because her attacks really can't counter much since due to the fact that they are so slow. Watch for her to miss with her Haru Ichiban, counter that with a Shinryuken, also counter her missed Midare Zakura with your dashing attacks into either an air combo or Shouryuu Reppa.

Dhalsim: Well there really isn't much of a secret to beating this guy. Watch for Dhalsim to use his Yoga Strike often, counter that with either your jumping attacks, or if he does it out of nowhere, quickly get near him and use your Shinryuken. Jump in often and perform alot of combos on this guy to make this match a short one. Just don't miss with your supers because Dhalsim himself has firepower as well...a Yoga Inferno that is!

Hulk: Tough match. Never use your Shouryuu Reppa unless you are sure it will finish him off otherwise he will counter even harder. Watch for his Gamma Charge, use your Shippuu Jinra Kyaku against him to counter. You Shippuu Jinra Kyaku in this match is probably your main weapon, sice if you connect it won't leave you so open to attack. Don't try to jump in too often because he will just counter with his launcher, instead play defense and knock him out of the sky with your jab Shouryuken.

Ken: Well your double can pose some major pains for you. But in this match play defense and launch him every time he tries to jump in on you and just launch into either an air combo or your Shinryuken. Counter both his missed Shinryuken and his Shouryuu Reppa with your Shinryuken, and his missed Shippu Jinra Kyaku with your Shouryuu Reppa or your Tatsumaki Senpoo Kyaku. Watch for him to use alot of Shouryukens out of nowhere in this battle, counter them with your dashing attacks into air combos or Shouryuu Reppa.

M.Bison: Well this battle isn't too hard. Watch for his Scissors Kick Nightmare and counter with your Shouryuu Reppa. Also he will use his Psycho Shield alot, if you can predict as to when he will use it, use your Shouryuu Reppa to counter his mistake. Also do alot of jumping in and comboing this guy because he can do very little about it. Watch for him to use his Psycho Crusher, if he does block it and let it go through you and quickly counter with a Shippuu Jinra Kyaku.

Mechanized Zangief: This battle can be a real problem for Ken due to the fact that he has alot of difficulty keeping this guy away, even using your Shouryuken will result in an automatic counter because even if Ken connects with this move he will still get knocked out of it by Mech Zangief's jumping attacks. Never use your Shouryuu Reppa against him, for two reasons, it does little damage against him and it leaves you open for a serious counter, namely the Final Atomic Buster! When he does go for his grabs, quickly jump around him and use a crouching short, crouching forward, crouching roundhouse, Hadouken method. Stay away from this guy at all costs because a few quick grabs and you can find Ken short on a victory.

Mephisto: Well watch for this guy to drop alot of demons on you and using the Inferno. If he misses with the Inferno, immediately dash in and perform either an air combo or Shouryuu Reppa. Watch for his supers, push block his Armageddon, and his other supers Ken really can't do much, this is where Mephisto has the advantage, all of Ken's supers leave him open to attack, all of Blackheart's supers leave Mephisto just fine. In this battle do alot of jumping in and comboing him don't play much defense though because he will counter with those demons into a Judgement Day.

Norimaro: This is not a tough fight at all. Do alot of jumping in and combo the crap out of this guy until his glasses fall off. He is not worth anybody's time, and counter his missed supers with your Shouryuu Reppa, and his missed Super Grand Champion Jump with your Shinryuken. Don't bother playing defense because this battle should end very quickly when playing against him, so play offense and knock him senseless!

Omega Red: Well the real thing you have to worry about his is Omega Destroyer. Also do alot of jumping in on this guy and comboing him because his launcher sucks as an air defense. If he does jump in on you use your crouching fierce launcher into either an air combo or your Shinryuken. If he does miss with his Omega Destroyer there isn't much Ken can do about it except block or try to avoid it by super jumping. You can miss with your Shippu Jinra Kyaku because he has trouble trying to counter that, but never miss with your other supers because that's basically why most Ken players lose to this guy.

Ryu: Well show your rival that you are better than he is. Let him come in to you and launch him with your crouching fierce into either an air combo or Shinryuken. Try not to jump in on him too often because he does have potent weapons to bounce you back. Never miss with your supers because you can expect a Shinkuu Hadouken to bring you out of the battle. Counter his missed Shin Shouryuken with your Shinryuken or your crouching fierce launcher into an air combo. Avodi throwing out projectiles from a range because he can fry you with his Shinkuu Hadouken, and also avoid his projectiles and jump over them.

Sakura: This battle isn't too hard for Ken. Watch for her to miss with her Shouken though, use your short Tatsumaki Senpuu Kyaku to counter. Jump in on her often and combo her and counter her missed Haru Ichiban with either an air combo ro your Shinryuken. Counter her missed Shinkuu Hadouken with your Shouryuu Reppa, and that goes the same for her missed Midare Zakura. Don't bother playing defense because your offense will just over power her and this fight should be a short one.

Shadow: This battle is one of the tougher battles in the game for Ken. He plays almost like you in terms of combos. Watch for him to miss with his Shadow Justice, counter that with you Shinryuken or your crouching fierce launcher into an air combo. Don't jump in on him too often because he will counter alot of your attacks with his crouching fierce launcher. His others supers that he pulls off, Ken really can't do much about them since due to the fact that he recovers instantly from them, so don't try to counter with a super. Play defense in this battle and avoid too much jump ins.

Shuma Gorath: Well this isn't a hard fight for Ken. Watch for Shuma Gorath to do alot of Mystic Stares and Mystic Smashes. There isn't much Ken can do about them except jump or try to avoid the block damage. Jump in on him often and combo the crap out of him. Watch for his Chaos Dimension, do your best to stay away from him once he activates it. If he does jump in on you launch him with your crouching fierce launcher into either an air combo or a Shinryuken. Try not to use your Shouryuu Reppa on him because he can counter with a Chaos Dimension grab.

Spider-Man: Tough, tough battle for Ken. His overwhelming speed and combo ability will amaze you. But don't let his abilites fool you into letting Ken think he is unstoppable. Use your crocuhing fierce launcher to knock him into the sky and into an air combo whenever he jumps in because he has nothing he can do to stop you. Watch for his Maximum Spider, don't immedaitely counter with a Shouryuu Reppa instead dash in on him and perform a crouching short, crouching forward into the Shouryuu Reppa, so he won't be able to block after the first couple of hits. Jump in on him with your jumping roundhouse because mostly all of other Ken's attacks lack priority.

U.S.Agent: Tough battle. Jump in on him alot and don't hold back, and definately don't miss with your supers because U.S. Agent will counter them very easily. Counter his missed Hyper Stars n' Stripes with your Shinryuken or an air combo. Counter both his missed Final Justice and Hyper Charging Star with a Shouryuu Reppa. Launch him when he tries to come in for an attack and combo him.

Wolverine: Tough, tough match. Watch for him to dash in alot and perform alot of combos, if you can anticipate them hit him with either your Shouryuu Reppa or crouching roundhouse before he comes in. When he misses with his Fatal Claw combos, don't wait for him to drop, instead dash in and use your Shinryuken to knock him out of the sky. Also when he misses with his Berserker Barrage X, use your Shouryuu Reppa to counter his miss. In this battle play alot of defense and launch him with your crouching fierce launcher into either an air combo or your Shinryuken whenever he tries to jump in and combo you.

Zangief: Well one thing's for sure, and that is stay away from his throwing range. Also when he does go for his Final Atomic Buster, Siberian Bear Crusher, or Team Super, use your Shouryuu Reppa to counter. He can't land before Ken for some reason even though the other bigger characters do. Also jump in on him often and combo him because he is too slow to counter most of Ken's jumping attacks. Just stay away from his grab range in this battle.

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M.Bison

Never has the world seen a more fearful and powerful leader as M.Bison, with his Psycho Power at hand his power has never been over come by anyone. With years and years of persuit he cannot defeat you, for if he does, he would unleash Ryu's "evil intent" with it, then the world would face unprecedented danger. However M.Bison has set new sites on defeating Cyber Akuma so that he may aquire the technology used to build Cyber Akuma and create his own legion of cyborgs.

Character Quotes

"Break, burn, freeze... Just die!"
"I am the only one worthy of this worlds riches..."
"I do not destroy, I only create..."
"I shall rule all in this pathetic world!"
"I wonder what powers you will add to me? Ha!"
"Psycho Power is the source of life!"
"You were foolish to challenge me!"
"You were not even worth the effort..."

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

Well this is definately far from being the best projectile in the game. It does decent damage, and depending on which button you press will go in a certain pattern. It has a mean start up delay, but after the start up delay it travels extremely fast, but don't expect this to bail you out against fireball fights because M.Bison will most likely fall against keep awayers.

Psycho Field: F,DF,D,DB,B+P

Frankly, I don't see much use for this move besides setting up his Scissors Kick Nightmare. It chips well though, but it chips less than it looks simply because you might see it hit nine times doesn't mean it will chip nine pixels, but this will only chip 3 pixels of block damage. It does good damage and depending on

the button strength determines the location it will explode. I must remind you though, it has an even worst start up delay than his Psycho Shot and cannot be comboed. And during the first half of the duration of this move M.Bison is left open to attack and if he is hit before the field explodes it will just nullify on its own.

Double Knee Press: B,DB,D,DF,F+K

Frankly I would call it the Scissors Kick, because this was what it was called in the old street fighter years and that's what his super is called. It does alot of damage if it connects, it can be put in both ground and air combos, and the recovery time is minimal. Use this often to counter mistakes like missed Dragon Punches or missed supers. The stronger the button the more distance that it has.

Head Press: D(charge 2 sec.)U+K

Well this is used as more of a surprise move than anything else. It comes out quick but it takes time to reach the opponent so it cannot be comboed unless from a distance. He can follow up with a Somersault Skull Diver after this connects just by pressing punch along with the directional pad. M.Bison can be hit on the way up, but this move coming down has good priority and will most likely beat out any attack. There is almost no recovery delay after this move making it safe to use.

Somersault Skull Diver: D(charge 2 sec.)U+P or P after Head Press

Well just like the original Super Street Fighter 2, you can either follow up with this move after the Head Press or just start out with it. This move does alot of damage, but it lacks combo ability and opponents will often block it. This has fair priority since I have used Wolverine's launcher to knock him out of this move. Once again this is just a surprise move only, so don't expect to be winning.

Bison Warp: F,D,DF+P or K

Well lets see:

Jab: Top left corner

Strong: Top middle of screen

Fierce: Top right corner

Short: Bottom left corner

Forward: Bottom middle of screen

Roundhouse: Bottom right corner

Well this is his teleport. He can also use this in the air. Its useful for getting him out of corner traps and through supers. To have a better memory of where he will teleport, think of the usual 6 button arcade layout as a map. Just watch for the recovery time, I mean it is decent but opponents can predict ahead of time as to where he might land, but the mirror images around the place will confuse the opponent.

Psycho Flying: D,DB,B+3K

Well once again, the manual called this "Fly" and I mean this was just a name I made up, but every special move has to have a name right? Basically this is just like Dhalsim's Yoga Meditation, but M.Bison does have a slight disadvantage to this move he really can't do much in the air like Dhalsim. Once M.Bison performs wither the Double Knee Press or the Psycho Crusher, he will automatically snap out of his fly, and you must start the motion again to fly. I would not

recommend using this move unless you just want to have fun laughing at your opponent. Usually this is more like an escape tactic, teleport to another location once the opponent thinks they have you, then quickly perform a Psycho Crusher from behind!

Supers

Psycho Crusher: D,DF,F+2P

Well this move has been given some beef and will do a lot of damage. However the easy ability to combo this move is now gone and the block damage is weakened from X-Men vs. Street Fighter. This still combos though and is his prime weapon to counter mistakes. Even if the opponent blocks he will go through the opponent, just like in the original Street Fighter 2. The recovery time on this move is very minimal and opponents will have a tough time countering. But once he goes through the opponent he is completely left open to attack for a brief second, which is more than enough time for a Crawler Assault or Shinkuu Hadouken to come out and counter. This move does chip good damage though and has good priority, even though a Final Justice will show him stars.

Scissors Kick Nightmare: D,DF,F+2K

Well this was called the Knee Press Nightmare in Super Street Fighter 2 Turbo, but I don't know why they have changed the name though. This is M.Bison's strongest super but only by a small margin, and it will chip away a lot of life. Once this move connects a mirror image will form and hit the opponent as well, this super ends in a roundhouse slide knocking down any opponent besides Mech Zangief. The major problem with this move are at the ends of this super, it has a very nasty start up time and very poor recovery time making it near impossible to combo and giving your opponent the chance to counter, but if this connects, then I hope your opponent has medical insurance.

Team Super

M.Bison: Scissors Kick Nightmare

Well, I wish it was the Psycho Crusher since it was so much more easier to combo, but we can't have everything. This should be mainly used as a back up super because it really bulks up the damage of the supers. This is still an excellent team up super though because it does a lot of chipping damage and will protect his partner from counter attack because he starts out late and continues well after your partner finishes his super. Just watch for the recovery time though because it stinks.

Team Counter

M.Bison: Double Knee Press

This is an overall fairly good team counter. It comes out quick and has excellent range and counters practically anything. The major downside with this team counter is the fact that M.Bison is easily hit out of it and won't really connect against supers that are usually counterable like the Crawler Assault or Berserker Barrage X.

Variable Assist

M.Bison: Psycho Shot

Very crappy team attack indeed. It takes far too long for it to come out and it gives your opponent a shot at hitting both M.Bison and his partner with a beam

super. Just stay away from this move.

Combos

Combos: 68/100

Supers: 84/100

Overall: 70/100

M.Bison is definitely not a beginner's character. He has average speed and strength and durability is a factor. However his Psycho Crusher is by far one of the most effective supers in the game. Not only does it does chunky damage, but its quick and does good block damage. His special attacks can hardly be put in combos (besides his Double Knee Press, a.k.a. Scissors Kick) and opponents can easily see them and block. Defense is one of his weak points and he will have alot of trouble fighting against Spider-Man or Wolverine. But it does take true skill to win with him though.

Special Game Notes: M.Bison

-- His crouching fierce may look like a launcher, but actually its not, its easy to confuse this attack with his real launcher, just like Juggernaut's crouching and standing fierce.

Ground Magic Series: Weak Start

Jumping Magic Series: Weak Start

Super Jumping Magic Series: Stronger

Launcher: S.Fierce

Strikes: none

Small Launcher: none

Air Launcher: none

Knockdowns: C.Roundhouse

Team Super: Scissors Kick Nightmare

Team Counter: Double Knee Press

Variable Assist: Psycho Shot

AC Finisher: Fierce, Roundhouse, Psycho Crusher, Double Knee Press

1. S.Forward --> Double Knee Press

2. Fierce Psycho Field --> Head Press

Make sure you are about 2/3 screen's distance away and charge ahead of time, but this combo is vicious!

3. D.S.Jab, S.Fierce --> Psycho Crusher

4. Strong/Fierce Psycho Field --> Scissors Kick Nightmare or Team Super

Well there are two things needed for this to work, one of them is that you need to be at least half a screen's distance away and cancel quickly, the other thing is that your opponent must be dumb^_^

5. J.Roundhouse \ / D.S.Jab, S.Fierce / \ SJ.Jab, SJ.Strong AC Finisher

6. Fierce Psycho Field, J.Short, J.Forward \ / D.S.Jab, S.Fierce / \ SJ.Short, SJ.Strong --> AC Finisher

Well personally this is the biggest combo I can pull off tallying 17 hits. Basically be about 2/3 screen's distance away.

7. Fierce Psycho Field, J.Short, J.Fierce \ / D.S.Short, S.Fierce / \ SJ.Jab, SJ.Strong --> Roundhouse Double Knee Press \ / C.Short, S.Fierce / \ SJ.Jab, SJ.Forward --> AC Finisher(OTG)

Well this I'm not sure about, I land before my opponent but I can't seem to pick them off the ground, and I will need help on this one. *possible*

EX Combos

1. Psycho Shot --> Psycho Crusher

That's it! That's the only one, I can think of!

Strategies

Akuma: This battle is pretty hard and will be a tough one. Watch for Akuma to miss with his Messatsu Gou Shouryuu, counter that with a Psycho Crusher or an air combo. He also tends to do alot of teleporting, try to predict as to where he will land and catch him with your Psycho Crusher. Alot of these battles forces M.Bison to play defense, and this battle is one of them. Basically wait for Akuma to make mistakes and counter.

Apocalypse: Not that much of a tough battle. Watch for Apocalypse do use his Drill alot, jump over it or push block it, never try your luck with your supers against it! Use your standing short, standing roundhouse into a Double Knee Press when you are near his arm. And Psycho Crusher his face don't try to Psycho Crusher his arm because you will end up on the other side and Apocalypse can counter with a Ground Zero Eye Beam.

Armored Spider-Man: Tough match. Watch for him to combo you alot and jump in alot as well. There really isn't much you can do about that except block his attacks and hope that he makes a mistake. Your best bet is to stay in the air, but don't fly in this match because a Maximum Spider will be waiting at your door step. when he does jump in, jump up and counter him with your jumping fierce or roundhouse. Counter his missed Maximum Spider with either a Scissors Kick Nightmare or Psycho Crusher. Counter his missed Cralwer Assault with your Psycho Crusher. Always keep at least one level of super, its going to be M.Bison's main weapon to winning this battle.

Blackheart: Probably one of the more even matches in the game. Watch for him to miss with his supers, there isn't much you can do about them, except when he misses with his Armageddon, you should use your Psycho Field to knock him out of it. Jump in on him alot and use that Psycho Crusher often.

Captain America: Tough match. Watch for Captain America to jump in often, if he does just teleport out of there. Use your Psycho Crusher to counter his missed Hyper Stars n' Stripes and his Hyper Charging Star. Don't try to jump in on him too often because his priority will get to you. In this battle do alot of teleporting and countering.

Chun-Li: This is also a very tough battle. Watch for her to miss with her Kikoushou, if you are out of the range of the Kikousho, then use your Scissors Kick Nightmare in advance. If you are trapped in the bubble, wait until she finishes and use your Psycho Crusher or an air combo to counter. Practically counter all her missed supers with a Psycho Crusher. Don't bother jumping in too much, do alot of teleporting and confusing her, then when she tries to predict

as to where you will land, counter her missed super with a Psycho Crusher.

Cyber Akuma: Tough, tough battle. Watch for him to throw out multiple Bolt Hadoukens, non-stop. Stay in the air and teleport often. Also you might want to fly often and wait until he pulls off a Thunder Gou Shower, and use a Psycho Crusher to counter. Also when he does his missed Scramble Gou Punch, counter with a Psycho Crusher.

Cyclops: Tough opponent once again. Watch his keep away methods. Teleport often and if he goes for a super counter with a Psycho Crusher, if you do get behind him. Also jump in a lot with your jumping roundhouse and combo him. Don't miss with your supers, otherwise you will be eating his supers.

Dan: Well, for me this is a tough battle, since Dan's attacks do a lot of damage against M.Bison and his launcher is very difficult to get through. Don't bother playing defense, and when he taunts (believe me, he will!) counter with a Psycho Crusher. Counter basically all of his supers with a Psycho Crusher and also his taunts!

Dark Sakura: Well this battle is fairly easy. Watch for her to do a lot of Shououkens. Counter them with a Double Knee Press or Psycho Crusher. Counter her Haru Ichiban with either a Psycho Crusher, air combo, or a Scissors Kick Nightmare in advance. Do a lot of jumping in because she really can't do much about your jumping attacks.

Dhalsim: Well this battle is a little difficult for M.Bison, due to the fact that M.Bison cannot keep up with his teleport and also the fact that Dhalsim is an avid keep away character. Just don't miss with your supers, otherwise expect a new flame broiled military hat. Watch for this guy to use his Yoga Strike, it will cause a lot of pain to M.Bison, so always jump in with an attack, and teleport a lot, because that's what he will be doing.

Hulk: Tough match up for M.Bison. Play defensively in this battle and wait for Hulk to use his Gamma Charge. Counter that with either a Double Knee Press or a Psycho Crusher. Don't jump in on him too much, and don't let him jump in on you too much either. Do a lot of teleporting, counter his missed Gamma Crush with a Psycho Crusher or Double Knee Press.

Ken: Tough battle once again. Watch for him to miss with his supers, counter all of them with your Psycho Crusher. Watch for him to jump in a lot, counter that with your standing fierce and air combo him. Teleport around the entire place and watch him miss with supers, and counter. Just make sure that you teleport randomly.

M.Bison: Well your counterpart isn't too tough of an opponent. Watch for him to jump in with a Head Press often and cancel into a Somersault Skull Diver, teleport before the Somersault Skull Diver and counter if you did teleport within range. Counter his missed Scissors Kick Nightmare with your Psycho Crusher, and if he uses his Psycho Crusher, wait for it to go through you and counter with your own Psycho Crusher.

Mechanized Zangief: Well this battle isn't too tough use your Psycho Shot often. Don't use your Scissors Kick Nightmare on him because he will counter with a Final Atomic Buster. Watch for him to use a lot of jump in attacks into grabs, always use your Psycho Crusher against him, it does good damage, and he can't Final Atomic Buster you out of it. The only thing you have to worry about is the fact that he can use his Spinning Lariat or Spinning Clothesline, it's better to take damage from that than his Final Atomic Buster. Avoid using two moves, your crouching roundhouse slide and Double Knee Press, Mech Zangief will easily counter those with his powerful throws.

Mephisto: Probably one of the more even matches in the game. Watch for him to miss with his supers, there isn't much you can do about them, except when he misses with his Armageddon, you should use your Psycho Field to knock him out of it. Jump in on him alot and use that Psycho Crusher often.

Norimaro: Well this is one of the rare occasions where you get to play offensively. Jump in on him often and combo the glasses out of him. Counter all of his missed supers with your Psycho Crusher or Double Knee Press, and when he jumps, just jump up and counter. Also you can use your Head Stomp into a Somersault Skull Diver as well, its only his 3rd Place Not So Grand Jump that you have to worry about, and even if it did connect you incur little damage along the way.

Omega Red: Well this has got to be one of the tougher battles for M.Bison. Watch for him to use his Omega Destroyer, there ins't much you can do about it except super jump out of harm's way. Avoid using your Scissors Kick Nightmare because it is easily countered with an Omega Destroyer. Jump in on him more often than playing defense because in this battle you can over power his standing attacks with your jumping attacks.

Ryu: Well, watch for this guy, he can counter your attacks with alot of variety. Just try to avoid using your Scissors Kick Nightmare, he will counter that with any super he wishes. Also don't get air comboed because his Shinkuu Hadouken will be waiting for you. And try not to counter his missed supers with your Scissors Kick Nightmare because you risk a chance of you being countered. Always use your Psycho Crusher to counter his mistakes, and watch for the keep away patterns, use your Head Press whenever you see him about to throw his Hadouken.

Sakura: Well this battle is pretty fair and even, but the odds go to Sakura. Counter her missed Shououkens with your Double Knee Press, counter her missed Shinkuu Hadouken or Haru Ichiban with your Psycho Crusher, also try not to use your Scissors Kick Nightmare too often because she can easily counter with a Midare Zakura or an air combo. Jump in on her often and combo her, and also punish her missed supers.

Shadow: Tough fight, apparently Shadow doesn't like the fact that he is one of your minions and doesn't like the fact that he is not the real Charlie. Don't jump in on him because he has alot of attacks to counter. Mainly do alot of teleporting and getting behind him when he does his Shadow Break, and countering with a Psycho Crusher, counter his missed Shadow Justice with your Psycho Crusher or a Scissors Kick Nightmare in advance. Also when you here that sparkling sound go off and he is in his Cross Shadow Blitz, then immediately pull off your Psycho Crusher.

Shuma Gorath: Well its a tough match nonetheless. Watch for alot of Mystic Stares and Mystic Smashes. Also stay away from his Chaos Dimension, either with your teleport, Psycho Crusher or your Psycho Flying, just stay away from it. Jump in often and combo him, also if he does jump in you can try to out prioritize his jumping attacks with your standing fierce into an air combo or teleport out of the way.

Spider-Man: Tough match. Watch for him to combo you alot and jump in alot as well. There really isn't much you can do about that except block his attacks and hope that he makes a mistake. Your best bet is to stay in the air, but don't fly in this match because a Maximum Spider will be waiting at your door step. when he does jump in, jump up and counter him with your jumping fierce or roundhouse. Counter his missed Maximum Spider with either a Scissors Kick Nightmare or Psycho Crusher. Counter his missed Cralwer Assault with your Psycho Crusher. Always keep at least one level of super, its going to be M.Bison's main weapon

to winning this battle.

U.S.Agent: Tough match. Watch for Captain America to jump in often, if he does just teleport out of there. Use your Psycho Crusher to counter his missed Hyper Stars n' Stripes and his Hyper Charging Star. Don't try to jump in on him too often because his priority will get to you. In this battle do alot of teleporting and countering.

Wolverine: Just watch out for this guy. Don't miss with your supers or expect either a Weapon X or Berserker Barrage X. Counter his missed Berserker Barrage X, and if he misses with his Fatal Claw combo, immediately jump up in the air and counter the miss with your Psycho Crusher. Do alot of teleporting and staying in the air, and counter Wolverine's misses.

Zangief: Well this battle isn't as hard as the Mech Zangief battle, so that's a relief. Whenever he goes for his special grabs or supers, use your Psycho Crusher. Don't hesitate to retaliate, and Zangief can do nothing to counter your missed Psycho Crusher. Just don't miss with your Scissors Kick Nightmare, otherwise you can expect a Final Atomic Buster to ruin your day. Jump in alot in this battle and use your Psycho Crusher whenever you can.

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Mech Zangief

Well, I'm not exactly sure how he became a metal unstoppable machine, but I can tell you about Zangief's real history. I guess these crossover games don't make much sense. With his country in depression, the Red Cyclone searches for opponents, and pounding them into the ground with his Spinning Pile Driver. He always loves a good laugh and has a good natured heart and is never in a downed mood. He wrestles bears and dominates them, just for fun, because he feels that wrestlers don't offer much competition. What if the real Zangief was out wrestling bears and no one was around to defend the country from Omega Red? Zangief is no where near to be found and Omega Red will sucking the life out of everybody, what can be done of this madman? A prototype of Zangief has been built years ago for a time like this, the problem is that the scientists never bothered to test the walking android. But they have no choice now, but to hope that the Mech Zangief can defend the country against the artificial mutant.

Character Quotes

"Are you feeling dizzy? Want another ride? Ha ha!"

"Cross me again and I will crush you."

"For the love of mother... Russia?"

"I am the strongest in the world!"

"I love to get pain, but I love to give more!"

"I will break you into tiny little pieces."

"No one can compare to me. Not even a mayor!"

"Ouch... That hurt! Do it again! Ha, ha!"

Spinning Clothesline: 3P

A powerful attack that can be used as an anti-air attack, as long as it is timed early. This move cannot be put in air combos and also it combos on the ground real easily. The priority of this move is pretty good and will strike the opponent and can also be used to stop most dashing in players. Mech Zangief should use this often because it knocks opponents out of supers so easily and painfully. Also the recovery is very minimal.

Spinning Larait: 3K

Well the manual called both of the moves a Double Lariat, but back in the old Street Fighter 2 days, the manual would call it different. Well this move is probably a better advantage over his Spinning Clothesline because it comes out quicker and the recover is very minimal just like the one above and it combos easily and painfully. The real advantage to this move is that Mech Zangief is invincible low during the start up of this move, so Mech Zangief will completely move right pass any low attacks! This move has less priority though and its not as successful as catching jumping in opponents.

Banishing Flat: F,D,DF+P

Well this move has limited range, but it nullifies projectiles and can still hit the opponent in stun animation. This move can be comboed and it does alot of damage if it connects, the start up delay is noticeable but minimal and the recovery time is next to nothing. Just don't use this from a distance and be close to your opponent while performing this move. It doesn't serve all that well as an anti-air attack, but it serves well as an anti-dash attack though.

Siberian Blast: D,DF,F+P

This move has alot of uses, it can be put in ground combos and often stop alot of supers that are out of Zangief's Clothesline range. However the damage that this thing does is very minimal, but its the move with the most range that Zangief has and can also nullify projectiles with it you can play a semi-keep away game, but with Mech Zangief, why would you? Use this to stop supers even in the middle of the process.

Aerial Russian Slam: F,D,DF+K

Ouch! An unblockable anti-air attack from the Red Cyclone himself? Unbelievable. Well as you can tell from the expression, this move hurts. It does just as much damage as the strongest Dragon Punch in the game, yes you got it, the Kouryuken! I really haven't found a way to combo this though and I think it probably is impossible! Well if you connect with this move you won't be sorry, the recovery time is probably better than the Shouryuekn! Personally this is my favorite anti-air attack because its both unblockable and very painful!

Siberian Bear Crusher: B,DB,D,DF,F+K(afar)

Well remember back in the Street Fighter days, this was what they would call it? I don't know why Capcom made so many name adjustments these past years. What Mech Zangief will do is run and grab his opponent, well not run more actually a walk. Its slow but very powerful and does probably just as much damage as a Gamma Charge if not more! Don't use this too often because opponents will just tend to jump over it and counter from behind. But you should use this when an opponent rolls, because they will roll right into your arms! But you should use this against players that use a Berserker Barrage X or a Crawler Assault because it will stop them right in the middle of their tracks!

Siberian Suplex: B,DB,D,DF,F+K(close)

Man, does this move hurt! I mean it just completely eliminates opponents. When done up close Zangief will deliver a double bounce suplex that does major, major, major damage! Use this too counter missed supers or missed Dragon Punches alike. Just make sure Mech Zangief is close to the opponent otherwise a Siberian Bear Crusher will come out instead.

Spinning Pile Driver: 270 Degree Motion+P

If you thought the Siberian Suplex was powerful, wait till you get a load of this special move. Like all of Mech Zangief's special grabs it is unblockable. The real problem with this move is that it can be TECH HIT out of and that's what pisses me off! It shouldn't be so escapable, but I guess Capcom made it this way because by the damage that it does. It does just as much damage as a Shouryu Reppa or Messatsu Gou Shouryu! Yes you heard right, super damage without a super! The scary part about this move is the fact that Mech Zangief can use this as a painful air combo finisher!

Siberian Splash: D+FP(air)

A very useful move that you should always jump in with because it has alot of priority and does alot of damage. This looks like his regular jumping fierce but it works better than his jumping fierce because it allows him to set up his special grabs and throws! This can also be used as an AC Finisher as it can snuff out basically any normal attack and most launchers.

Diving Knee Press: D+FK(air)

Well this name looks appropriate, but I'm not sure what the official Capcom name is for it. This move gets Mech Zangief closer to his opponent and is actually the first hit in a two in one Spinning Pile Driver! Well the computer says its two hits, well it'll be explained in the combo section. If you have trouble grabbing your opponents with the Siberian Splash because it leaves him too far out, then I would suggest you use this move. This does good damage on its own has decent priority.

Supers

Final Atomic Buster: 270 Degree Motion+2P

Well if you wanted a quick and impressive way to finish off your opponent, then this would be it! It has the same amount of range as his Siberian Bear Crusher and the same priority. This is the perfect counter against missed supers and also when an opponent has just switched in. First Zangief does a Siberian Suplex, then a Jab Spinning Pile Driver, followed by a Super Spinning Pile Driver! Now that's damage, well how much damage does it do you ask? It does more damage than the level 3 Shun Goku Satsu or maybe more damage than the level 3 Chaos Dimension, I'll tell you that! Also spin the joystick or joypad in continous 270 degree motions, and the more and faster you spin it the redder Mech Zangief gets and the more damage that it does! The damage is just a tad bit more but it works with all his other slams. What I mean is, you can get more damage out of his other slams in this super by rolling the joypad or joystick, even though he doesn't turn red, he still does alot of damage. So don't be surprised if he takes away half your opponent's life!

Siberian Blizzard: 270 Degree Motion+2K

An overall excellent attack. While it lacks alot of horizontal range, it has excellent vertical range and can be used as an anti-air attack. It chains off of his launcher rather easily, but I'm not sure as to why Capcom made it a 270 Degree Motion, it should have been: D,DF,F+2K instead because this is no grab super. This super does do alot of damage probably as much as a Mega Optic Blast if not more! Just watch for the recovery time on this move, it has little recover time, but if it doesn't connect he will be spinning in the air for quite a while, but who cares, Mech Zangief can't block anyways!

Russian Lariat: D,DF,F+FP+RK(D,DF,F+P+K same strength) (level 2)

Well in the arcades, crossover mode, and the Saturn its the usual motion of fierball into a fierce and roundhouse at the same time, while in versus, battle, and training mode its easier to perform with using the punch and kick at the same time. Zangief must be the partner, or resting if you wish for him to do this super. Once he starts out with this super he does a super version of his Spinning Lariat. This super is an excellent back-up with practically any super besides the Omega Destroyer, Berserker Barrage X, Crawler Assault and most Dragon Punch supers. This super does alot of damage and chipping damage and has mean priority against most attacks, the only problem with this move is that ducking opponents completely avoid damage from it, I just wish Capcom would do something about that, but again if it connects major damage.

Double Final Atomic Buster: D,DF,F+FP+RK(D,DF,F+P+K same strength)

Well the name saids it all. A ton of damage if it connects and I do mean a TON. Its not much stronger, probably not even one bit, than the Final Atomic Buster. The real benefit with this is that it comes out real quick and its easier to perform. Its still probably the strongest team super you can perform, just make sure you are close to your opponent for this to connect, otherwise Mech Zangief will just stand there in his missed pose leaving himself vulnerable to attack. The bonus part of this super is that mainly 90% of this super's damage is unrecoverable!

Also I found that in training mode that you cannot get more damage from this super if your partner is a power character, besides Norimaro does just as much damage as Hulk if he was Mech Zangief's partner.

Team Super

Mech Zangief: Double Final Atomic Buster/Russian Lariat

If Zangief starts the team super that means he will use the Double Final Atomic, if his partner starts the team super he will perform the Russian Larait. Either way don't expect your opponent to be winning if it connects. The Double Final Atomic Buster does half your life instantly but it lacks range, the Russian Lariat does alot of damage and chips a ton and has alot of horizontal range. Use your best judgement as to when to use these supers.

Team Counter

Mech Zangief: Siberian Bear Crusher

Possibly the strongest team counter. Mech Zangief will perform his Siberian Bear Crusher, and since Mech Zangief cannot be stunned he is forced to take every single hit, so unless you are in versus or battle mode, I would suggest not using him as a team counter against beam supers. You should use this against blocked supers like the Final Justice or Weapon X, and even against other supers that are still in the middle of their supers like Berserker Barrage X or Crawler Assault.

Variable Assist

Mech Zangief: Spinning Clothesline

Well, opponents can duck from this attack making it pointless to use against small and ducking opponents. If it does connect it will do major damage and fling the opponent across the screen. It can also be used as an anti-air attack but must be started early.

Combos

Combos: 32/100
Supers: 80/100
Overall: 84/100

Surprisingly Mech Zangief is one of the most dominating characters in the game. His inability to get stunned is just incredible and he can even take Chun-Li out of her Kikousho with his Final Atomic Buster! He has the most priority on his attacks than any other character in the game because he simply cannot be fazed! But also that means he can't block and opponents will take advantage of that and blast away. You must constantly be on the offensive with this guy, just make sure your opponent isn't Omega Red!

Special Game Notes: Mech Zangief

-- Mech Zangief cannot block, however he cannot be stunned nor knocked down. This guy is a major problem for Wolverine and Spider-Man players because their supers are easily interrupted and the Weapon X does not work on him(hint, hint^_^).

-- Some auto supers work on Mech Zangief, those included are the Midare Zakura, Cross Shadow Blitz, and Maximum Spider. The only way the Maximum Spider will work is if Mech Zangief does his special attacks, mainly his running grabs. If Spider-Man performs his Maximum Spider during the middle of any of Mech Zangief's special attacks it will connect as normal, but except Mech Zangief won't be flung across the stage like other characters, and it still does the same amount of damage as if he had connected against any other character.

-- Take note that Mech Zangief can stop any super, even in the middle of it, only beam supers will give him a hard time because they push him back, and the Omega Destroyer is a real problem for Mech Zangief.

-- His foot speed and jumping speed is much slower than Zangief's.

-- Mech Zangief cannot do the Spinning Clothesline or Spinning Lariat in the air, unlike his counterpart.

-- Mech Zangief can be throw, Hulk's Gamma Tornado is a perfect example and that includes Cyclops' Running Stun Drop. Regular throws work as well, but other throws that requires a certain set up like the Carbonadium Coil or Web Throw will not work.

-- Mech Zangief's dash is a grab, its slow and if he connects with it you can hit the punch or kick button to make him do a throw or bite. If you do nothing Zangief will do nothing and let the opponent go free as the wind, and allowing them to counter.

Ground Magic Series: None
Jumping Magic Series: None
Super Jumping Magic Series: Stronger
Launcher: C.Strong, Strong Throw
Small Launcher: S.Roundhouse
Strikes: none
Air Launcher: none
Knockdowns: C.Roundhouse
Team Super: Double Final Atomic Buster/Russian Lariat
Team Counter: Siberian Bear Crusher
Variable Assist: Spinning Clothesline
AC Finisher: Fierce, Roundhouse, Spinning Pile Driver

1. J.DN.Forward --> Spinning Pile Driver

The computer even thinks this is a combo, as the combo message saying "2 HITS" comes up. Just start the motion of the Spinning Pile Driver immediately after you have wnet into the Diving Knee Press. Use this even if they block because this should be his prime combo.

2. S.Strong --> Spinning Pile Driver

Another easy variation, it even says "2 HITS" as well! Cancel quickly.

3. C.Fierce --> Banishing Flat

4. J.Spinning Lariat \ / Spinning Lariat

Simple two hit combo. Easy damage and safe to do.

5. J.DN.Fierce \ / C.Strong /\ SJ.Jab, SJ.Forward --> Spinning Pile Driver

The strongest non-super linked combo in the game. It does more damage than a Final Justice or Weapon X!

6. S.DN.Forward \ / S.Roundhouse --> Siberian Bear Crusher or other grab

Simple, its best if you use a Team Super, because the Team Super grabs them the instant they fall!

7. J.DN.Forward \ / C.Strong /\ SJ.Short, SJ.Strong --> Spinning Lariat, SJ.Short, SJ.Strong --> Spinning Lariat, etc.

Can this possibly his infinite? It worked in X-Men vs. Street Fighter, the arcade version, but I have trouble connecting with this one. I'm not sure if Capcom took it out or not.

8. J.DN.Fierce \ / C.Strong /\ SJ.Jab, SJ.Strong --> Spinning Lariat, S.Strong --> Spinning Pile Driver

Painful, simply painful. This is the biggest Zangief combo that I can perform, but can anyone else prove me wrong?

EX Combos

1. J.DN.Fierce \ / Spinning Clothesline --> Siberian Blizzard

2. J.DN.Forward \ / C.Fierce --> Banishing Flat --> Final Atomic Buster or Team Super

Strategies

Akuma: Well this fight is one of the easier battles for Mech Zangief. Counter his missed Messatsu Gou Shouryuu with your Team Super, Siberian Bear Crusher, Final Atomic Buster, or an air combo. Do alot of jumping in because Akuma has no priority against your attacks. Use your supers against his misses often because he will fall in an instant! Counter his jumping attacks with either your crouching strong into an air combo or a Spinning Clothesline.

Apocalypse: Not much of a tough fight. Jump up continuously to his face and use a jumping roundhouse. On the ground use either a crouching fierce or a crouching roundhouse. Just basically be on the offensive in this battle, your attacks do alot of damage against him and this battle shouldn't take too long.

Armored Spider-Man: Tough match, look for him to play keep away. There isn't much you can do about his missed Maximum Spider, except try to get in range and trip him with your roundhouse. If he misses with his Crawler Assault use your Final Atomic Buster or Siberian Bear Crusher to counter. Jump in alot on him with your Siberian Splash and use your Spinning Pile Driver whenever he blocks. Try using your Siberian Splash to help you set up alot of grabs and throws.

Blackheart: Well this is one of the easier matches. Watch for him to play keep away often, and make relentless persuits after him with your Siberian Splash or Diving Knee Press into either of your Special grabs. Your special grabs and throws can make quick and short work of Blackheart.

Captain America: Not too tough of a battle, watch for his standing fierce and Shield Slashes, jump in on him often and use your special grabs. Your Siberian Splash or Diving Knee Press on him often, and there is little he can do about it. Counter his missed supers with either a Final Atomic Buster or Siberian Bear Crusher, also jump in on him often and combo him as well, a few quick grabs and this fight should be over with in a hurry.

Chun-Li: Not that much of a tough match. Counter her missed Senretsuo Kyaku with either an air combo, Running Bear Grab, Final Atomic Buster, Spinning Pile Driver, or Team Super. That goes the same for her missed Hazan Tenshou Kyaku. Jump in often and combo her with your Siberian Splash. This tactic is the same for every character with Mech Zangief, just counter and be on the constant offensive and don't let your opponent out of your sites.

Cyber Akuma: Fairly tough match, just don't eat any of his supers though. Immediately when the battle starts jump in at him iwht your jumping roundhouse followed by a crouching roundhouse, surprisingly this does major damage on him and keep on doing this until he finally realizes to block or do something else. Jump in on him often with your Siberian Splash and into your psecial grabs and throws, he doesn't tech hit out of your Spinning Pile Driver much and it does a ton of damage on him.

Cyclops: Stay away from pretty boy here because he will constantly blast you with his Optic Blast. Also constantly jump in, because there is very little you can do about his Mega Optic Blast and Super Optic Blast. Keep him within your throw range and combo him often, throws do a number on him and this fight should be a quick one.

Dan: Not much of a fight at all. Constantly jump in on him and use your special grabs, watch for Dan's throws though, they do a ton of damage and he can make this fight a short one. Try to avoid using your Siberian Bear Crusher because he can easily jump around and use his Shinkuu Gadouken. Jump in on him often and combo him or use your special grabs.

Dark Sakura: Not much of a tough fight, use your special grabs to counter her Shououken and jump in on her relentlessly. Don't expect her to be winning much after you have connected with a few grabs and throws. This fight isn't hard, make sure you jump in alot and avoid playing defense.

Dhalsim: Watch for his Yoga Strike, I can't strees that enough. Jump in on him often and use your special grabs and throws. Watch for him to teleport often, you really can't do much about that except use your Spinning Lariat and hope

that he teleports into it.

Hulk: Tough battle, watch for his Gamma Tornado, it works on Mech Zangief and does painful damage. Watch for him to use his Gamma Charge quite often. Counter that with your special grabs. Do alot of jumping in in this battle because you can ill afford to take damage from him because most of the damage that he does is unrecoverable anyways.

Ken: Watch for his Shinryuken, he is completely invincible during this move and nothing will break through it. Wait for him to recover and use your Final Atomic Buster to teach him never to stay in the air again! Jump in on him often and use your special grabs, that's basically all Mech Zangief has to do to win.

M.Bison: Well this battle is fairly tough, watch for his Psycho Crusher though, you can't do much about it except use your Spinning Lariat to knock him out of it. Jump in on him often and combo him and use your special grabs to knock him out of this battle.

Mechanized Zangief: Well your double really won't give you much trouble, just as long as you can grab in first before he tries and grabs you. Watch for him to use his Final Atomic Buster, in this battle whoever starts the grab second will win, so if he were to pull off a Final Atomic Buster, then you should pull off a Final Atomic Buster and it will grab him! Keep using your grabs and finish this battle quickly.

Mephisto: Well this is one of the easier matches. Watch for him to play keep away often, and make relentless persuits after him with your Siberian Splash or Diving Knee Press into either of your Special grabs. Your special grabs and throws can make quick and short work of Mephisto.

Norimaro: Not a tough fight at all. Just watch for his Hyper Strong Miracle Treasure. It will do alot of damage against you and also don't let this guy throw you because he tends to do it often. Jump in on him often and pound away until you have broken his glasses.

Omega Red: One major problem with this guy..."Omega Destroyer!!" Stay away from it at all costs, its the quickest super that will finish off Mech Zangief and Mech Zangief can do nothing to stop it. Either stay near him or stay all the way at the opposite screen, don't stay in between. When you are near him don't let him out of your sites! Continously Siberian Splash him and never go for your Siberian Bear Crusher whenever you see him have a level f super, because he will pull off the OD on you. When you are far away jump alot and away from him, his Omega Destroyer can't damage you much here. When he doesn't have a level of supers, jump in and attack constantly, even if it means throwing him normally!

Ryu: Watch for his Shinkuu Hadouken, it'll do alot of damage against you, so stay in the air and pound on him with your Siberian Splash into special grabs and throws. Use your special grabs or supers to counter his missed Shin Shoryuken, and do not get sucked into that Shinkuu Tatsumaki Senpoo Kyaku!

Sakura: Not much of a tough fight, counter her Shououken with your Siberian Bear Crusher or Final atomic buster. Jump in on her constantly with your Siberian Splash or Diving Knee Press and into your special grabs and throws. Watch for her to throw a shinkuu Hadouken as you are jumping in.

Shadow: Watch for this guy to throw alot of Shadow Booms. Jump over them and pound him with your Siberian Splash into special grabs or supers. Counter his Shadow Justice with your Final atomic Buster and continously make a relentless persuit and pound him in, don't stop at any moment, continue to do that and this fight should be a short one.

Shuma Gorath: One thing to worry about..."Chaos Dimension!!" Painful damage if it connects and it do as much damage as the Omega Destroyer against you. There really isn't much Mech Zangief can do about this except continuously use your Spinning Lariat and keep him away. Watch for his Mystic Smash and Mystic Stare, he will use those two often in this battle. Constantly jump in on him and use your special grabs before he reaches level 3.

Spider-Man: Tough match, look for him to play keep away. There isn't much you can do about his missed Maximum Spider, except try to get in range and trip him with your roundhouse. If he misses with his Crawler Assault use your Final Atomic Buster or Siberian Bear Crusher to counter. Jump in alot on him with your Siberian Splash and use your Spinning Pile Driver whenever he blocks. Try using your Siberian Splash to help you set up alot of grabs and throws.

U.S.Agent: Not too tough of a battle, watch for his standing fierce and Shield Slashes, jump in on him often and use your special grabs. Your Siberian Splash or Diving Knee Press on him often, and there is little he can do about it. Counter his missed supers with either a Final Atomic Buster or Siberian Bear Crusher, also jump in on him often and combo him as well, a few quick grabs and this fight should be over with in a hurry.

Wolverine: Easy, easy fight. Jump in on him constantly and use your special grabs. If he misses with a Fatal Claw use your Siberian Blizzard to bring him down. If he goes for a Berserker Barrage X, use your Spinning Clothesline to knock him out of it, don't worry about his Weapon X, it won't even make you flinch remember!

Zangief: Well your human counterpart should be an easy fight. Don't let him get the drop on you though because you can always expect a special grab to be comboed. Jump in on him often and use your special grabs, throws, and supers to make this fight a quick one.

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Mephisto

If there was anyone more evil than the name itself than this guy would be it. Ruler of his underworld dimension he seeks the souls of heroes to help expand his realm. He is the father of the powerful Blackheart and has limitless power at his disposal, but his power is weak when he is on Earth or when he is out of his dimension. He has encountered the Avengers, X-Men, Spider-Man, Daredevil, X-Factor, the Defenders, The Fantastic Four, and the former host of the Ghost Rider Johnny Blaze. However he seeks the Soul of Thor and the Silver Surfer to expand his realm with power, he has many times tried to enslave Silver Sirfer but he has eluded him many times, the Soul of thor is passed onto the next being every time the Hammer is passed onto another human being on Earth. However none could explain such cruel acts put on Hawkeye when he had murdered Mockingbird(Hawkeye's wife) in front of his own eyes after the Avengers had interfered in his plans. Constantly wreaking havoc(no pun intended) it was sooner or later that he would lose his seat in the Underworld Dimension, then came his son Blackheart who had overpowered Mephisto and took over his realm. Mephisto's current whereabouts are unknown(well at least unknown to me!).

Character Quotes

"I am the malevolence. Named Mephisto."

"I'm everywhere, even in your heart."

"Now I tell you a truth. Your soul belongs to me."

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 Mephisto 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 Mephisto 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 Mephisto 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 Mephisto 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 Mephisto 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?

Supers

Armageddon: D,DF,F+2P

Boy I love this super! However its range is rather limited and the opponent must be pretty close to Mephisto for this move to fully connect. This super does have a start up delay though, but it can be comboed off of his launcher and this super does do good damage though. It also does good chipping damage as well, but the real problem is the fact that it can be pushed blocked but luckily Mephisto recovers long before the rocks stop falling. Just incase the opponent does push

block it just hope that they don't pull off a super like Ryu's Shinkuu Hadouken or Wolverine's Weapon X.

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

Remember this super in Marvel Super Heroes? Well in Marvel Super Heroes this super could easily come near 30 hits but not I find myself having trouble getting near 20 hits sometimes. It still does a heck of alot of damage though and its one of the coolest supers in the game. What Blackheart will do is rise into the air crossing his arms as demons come flying from the ground below the opponent at this time Mephisto laughs(which is pretty sweet mind you) then a giant pillar of light comes flashing from the ground. This super went on longer in Marvel Super Heroes but the grahical effects in this game look better. Also this super follows the opponent along the ground but it is easily dodged because its a dead giveaway when Mephisto rises into the air, but this super does do a ton of chipping damage and Blackheart is free to block immediately after this super.

Judgement Day: D,DB,B+2P

Well his new super for the game is pretty sweet! What Mephisto will do is let lose 19 flying demons from his chest, each one of them does individual chipping damage mind you and this super does pretty good damage as much as a Shinkuu Hadouken if it connects all the way. As you can expect from all of Mephisto's supers this does alot of chipping damage, just a pixel more than Ryu's Shinkuu Tatsumaki Senpuu Kyaku. This has alot of range but opponents close to Mephisto and ducking and basically escape any damage. This super can be used in the air as it comes down a 60 degree angle, but it is too slow to be used as an AC Finisher though. Once again this super chains off his standing roundhouse after the little demons cling onto the opponent. The recovery time for this move is almost non-existent, and that means all of Mephisto's supers leave him relatively safe from retaliation. Also this should be your main super if you want to counter anything the opponent misses.

Team Super

Mephisto: Armageddon

Well I wish his Team Super would be the Judgement Day since it has alot more horizontal range, but this super isn't as bad though but the opponent must be near him to recieve the full damage. But combine this super with the Omega Destroyer, Sakura's Shinkuu Hadouken, Mephisto's Armageddon, or Chun-Li's Kikousho then you've got alot of damage done!

Team Counter

Mephisto: Dark Thunder

Well not a very effective team counter because he is knocked out of it so easily, but it has range though and can tag opponents from screen's distance. However it does take a while for him to start this team counter making this one of the most easiest to block Team counters.

Variable Assist

Mephisto: Dark Thunder

Well this is not a bad team attack but I would rather prefer the Inferno. Mephisto will always do the jab version of his Dark Thunder but it has alot of range and once it connects the opponent is automatically stunned by it letting

you connect with a super(Mega Optic Blast). But once again he is easily knocked out of it and it still has that start up delay.

Combos

Combos: 68/100

Supers: 82/100

Overall: 68/100

Well I don't see much of a difference from Blackheart, even though his attacks do fire damage they do NOT cause more damage. Its only to the effects of his comic abilities.

Special Game notes: Mephisto

-- Mephisto's dash is not the best dash in the game. It is very slow and is not quick enough for him to start any combos. Also he is semi-invincible during this dash because he can avoid supers like Final Justice or Maximum Spider and basically all standing attacks. However he can be hit by low attacks, beam supers, and the Weapon X. Also his dash is uncontrollable so once you start it you just have to wait until it finishes unlike other character's dashes where they can stop in the middle of it.

-- Mephisto has an air dash, also he is the only one who can air dash backwards as well.

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

Team Super: Armageddon

Team Counter: Dark Thunder

Variable Assist: Dark Thunder

AC Finisher: Forward(yes, that's it)

1. S.Roundhouse --> Inferno

Just let the demons connect before you cancel

2. S.Roundhouse --> Judgement Day

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 or Team Super

7. Inferno --> Heart of Darkness

Cancel as soon as you can, before they hit the ground

8. J.Roundhouse \ / S.Roundhouse, S.Strong --> Switch out

Wait until the demons connect, then continue

EX Combos

1. J.Roundhouse \ / S.Roundhouse, S.Forward, S.Strong --> Armageddon --> Heart of Darkness

2. Inferno --> Heart of Darkness, Soul Steal

Your welcomed to cancel at anytime. Also when the opponent pops up from the Heart of Darkness, immediately jump up there and quickly zap a couple of more life from them!

3. J.Roundhouse \ / S.Roundhouse, S.Forward, S.Strong --> Armageddon --> Team Super

4. In corner: J.Roundhouse \ / S.Roundhouse --> Judgement Day --> Armageddon --> Heart of Darkness

5. Inferno --> Heart of Darkness --> Judgement Day

Strategies

Akuma: Well this is a very tough fight for Mephisto. Akuma will most likely be on the offensive against you and you will need some defense against him. When ever you see him jump in for an attack start your standing strong early, this will counter anything he throws at you, and I mean anything except for the Tenma Gou Zankuu of course. Watch for him to use his Messatsu Gou Shoryuu in combos, if by a chance he misses immediately go for the Armageddon while he is in the air, or you can start the Heart of Darkness early. Often from a distance he will go for a Messatsu Gou Hado, but since you are far away from him you can simply jump over his, air dash towards him and hit him with your Judgement Day. Akuma also likes to dash often as well, but he still recovers from it, so start your Judgement Day early to smack him just as he recovers from the Ashura Senkuu.

Apocalypse: Well not much of a tough fight against this guy. All of Mephisto's supers do excellent damage against this guy. First off you can stand behind his arm and keep pelting him with your standing Roundhouse. You should use your Armageddon when he has those satelites orbitting around you and while your near his arm, that way you will do damage to both him and destroy his satelites. When Apocalypse tries to go for his Drill, jump over it and use your Judgement Day.

Armored Spider-Man: Well this is a rather tough fight for Mephisto, but there are a few mistakes you can exploit. Whenever you see Armored-Spider-Man use your Armageddon, here Armored-Spider-Man will look to use his Maximum Spider after he push blocks, but what he doesn't know is that you recover before the rocks stop falling, even during the middle of your super the rocks will protect you from both his Crawler Assault and Maximum Spider. When Armored-Spider-Man performs

his Maximum Spider he will hit the rocks and bounce off, by that time the few remaining rocks will hit him, or if he does his Maximum Spider late and he bounces off, immediately go for your Judgement Day. Also when you block his Crawler Assault use your S.Roundhouse into a Judgement Day for some quick and easy damage, or you can use your S.Strong into his Armageddon for some quick damage. Also Armored-Spider-Man likes to use alot of those Spider Sting combos, counter that with your standing roundhouse into your standing strong into your air combo.

Blackheart: Well your son really won't bother you much. Look for him to use his standing roundhouse into the Inferno quite often. When he misses the Inferno use your Judgement Day or your Heart of Darkness while Blackheart is still in the mist of his attack. Also for some odd reason Blackheart will pull the Armageddon from a distance, you can counter that with your Judgement Day or your Heart of Darkness, and block when he tries to jump in on you because he will go for his little demons to sun you into the Inferno.

Captain America: This battle is pretty tough for Mephisto but he can still win. Watch for Captain America to use his Hyper Charging Star quite often, but he recovers poorly from it, so use your S.Roundhouse into the Judgement Day. Also his Hyper Stars n' Stripes will be used often, expect it block it, counter it with your Armageddon as he is in the air. Also you can counter his Charging Star with a standing strong into an air combo, and use your standing strong early to counter alot of Captain America's jumping attacks.

Chun-Li: Well watch for her to try and use her Kikousho in an OTG combo, roll out of it and counter with a Heart of Darkness or a Judgement Day, but if you do want to start the Heart of Darkness, start it before she finishes her super. Also counter her Hazan Tenshoukyaku with your standing strong into an Armageddon, or use your Judgement Day. Start your standing strong early to counter any of her jumping attacks.

Cyber Akuma: Well this guy you will have to stay in the air and make constant air dashes and keep dropping your green demons with that roundhouse button. Keep doing this because you won't win much ground wars against this guy. Also he will do alot of teleporting so make sure you constant keep away from him. Also when Cyber Akuma goes for his Thunder Gou Shock immediately jump up and use your Judgement Day, also use your Judgement Day on the ground as well but only when you are far away from him. So basically stay in the air, bombard him with your roundhouse demons, and keep him away.

Cyclops: Well you will have to stay in the air to avoid his Optic Blasts. Also he will tend to use his Running Stun Drop quite often so you will have to watch for that. Also stay in the air like you would for Cyber Akuma and continuously throw your demons at him. Often watch for his Mega Optic Blast when you miss your Armageddon so you might want to stay away from using this super. Also when he does his Running Stun Drop, use your standing Roundhouse to counter it and into a Judgement Day.

Dan: Well you won't get much trouble from this guy because he is rather slow. If he misses anyone of his supers use a Judgement Day to punish him, also when he goes for his Shinkuu Gadouken and when you are out of his range just blast him with your Judgement Day or your Heart of Darkness, if you have no supers use your Inferno or your Dark Thunder, whatever you do just play offense against this guy because he really can't do much about it.

Dark Sakura: Well you must watch out when you use your Armageddon because she can go for her Shinkuu Hadouken and plow right through your rocks. Also use your standing strong early to counter her attacks even though they don't have much priority. Also watch for her Shouken to miss quite a bit and that's her weak

point, since she relies on it to often. So counter that with your standing strong into an air combo or if you have a super use your Judgement Day to counter her miss. You can play offense if you want, but playing defense and letting her miss with her Shouken's is your key to victory.

Dhalsim: Well this guy really won't provide much trouble. And when you are jumping in on him make sure you use your jumping forward because sometimes you might miss with your demons and that can result in a Yoga Strike. Also when you are far away from Dhalsim he might use his Yoga Inferno, don't wait to use your Judgement Day, use your Heart of Darkness instead. Also he will tend to teleport quite a bit, and if he does try to teleport near you, try to predict when he will come to you and use your Armageddon, also if he happens to miss with his Yoga Strike use your Judgement Day to counter, or your Inferno.

Hulk: Well one thing you must do, and that is stay away from him. Continuously pelt him with your roundhouse demons to stun him into the Inferno or the Judgement Day. When you jump in on him he will try to use his Gamma Wave to counter, but before you come in on him and block, use your Judgement Day. Also when he goes for the Gamma Crush don't bother trying to counter with your Heart of Darkness, but you use your Judgement Day or Inferno instead. Also when he does do his Gamma Charge (and he will use this quite a bit) go for a standing forward into his standing strong into an air combo, or you can use your Judgement Day to punish him severely.

Ken: Well watch for Ken to miss with all of his supers and counter with your supers because each one of your supers can counter each one of his missed supers. When Ken goes for the Shinryuken, during the middle and near the end of this super have Mephisto use his Heart of Darkness, when Ken misses with the Shoryu Reppa have Mephisto counter with his Armageddon, and when Ken misses with his Shippu Jinra Kyaku have Mephisto counter with his Judgement Day. Also look for Ken to be on the offensive but have Mephisto use his standing strong early to counter anything Ken tries to jump in with.

M.Bison: Well this battle is a little hard but Mephisto should be more than a match for him. When M.Bison goes for his Psycho Crusher block it and wait until it goes through you and counter with your Judgement Day immediately. Also M.Bison will use his Psycho Shield often but if you are quick enough use your Inferno to counter, and when he does do his Scissors Kick Nightmare block it and when he is trying to recover from it, use your Judgement Day or your Dark Thunder. You will have to play offense in this battle because M.Bison does often try to play keep away.

Mechanized Zangief: Well not much trouble from this fellow. Continuously attack him with your Dark Thunder and Inferno. When and if he does do his Siberian Blizzard use your Heart of Darkness before he even hits the ground. Also when he tries to come near you with his Final Atomic Buster, Team Super, or Siberian Bear Crusher, use your Judgement Day and it will push him back. Or you can just keep throwing out your roundhouse or fierce demons.

Mephisto: Well your double really won't bother you much. Look for him to use his standing roundhouse into the Inferno quite often. When he misses the Inferno use your Judgement Day or your Heart of Darkness while Mephisto is still in the mist of his attack. Also for some odd reason Mephisto will pull the Armageddon from a distance, you can counter that with your Judgement Day or your Heart of Darkness, and block when he tries to jump in on you because he will go for his little demons to sun you into the Inferno.

Norimaro: Watch for Norimaro to use his Hyper Strong Miracle treasure quite often. But basically be on the offensive against this guy because Norimaro really can't defend against your attacks especially the jumping forward. Use

your Judgement Day or Dark Thunder to counter Normiario's missed Hyper Strong Miracle Treasure or Super Grand Champion Jump. Counter his Multi-Hand Slaps of Fury with your jab Dark Thunder or your standing strong into the launcher. Basically play offensive and use your standing strong early to counter Norimaro's jumping attacks.

Omega Red: Well this will be a seriously tough fight. Watch for Omega Red to miss with his Omega Strike then counter with a strong Dark Thunder or use your Judgement Day if you have a level of super. When you can predict when he will use his Omega Destroyer jump up and use your Judgement Day, the demons should be able to plow through his coils, but not all of them though. Use your jumping forward when you try to come in for attacks because Omega Red has trouble countering it except for his crouching strong. Play keep away with this guy because he will look to come in and combo you.

Ryu: Well this fight is hard but not impossible. Watch for him to use his Shinkuu Hadouken, but before you block, jump up and avoid his Shinkuu Hadouken and air dash towards him and use your Judgement Day. Also when Ryu does his Shinkuu Hadouken in the air he has basically three times more recovery time than if he was to do that from the ground, so counter that with your Judgement Day or your Heart of Darkness. Also he will throw numerous Hadoukens at you, but if you can predict when he is going to throw them from a distance use your Heart of Darkness quickly or use your Judgement Day. Also use your jumping forward to at least overpower his dominating launcher or to at least trade hits, and start your standing strong early to counter his jumping attacks. When he misses with the Shinkuu Tatsumaki Senpū Kyaku use your Judgement Day or Heart of Darkness to counter after you have successfully pushed blocked away or if he just plain misses. And just use your Inferno or your Judgement Day to counter his missed Shin Shoryuken.

Sakura: Well this battle is a little tough, but like Dark Sakura she will often rely on her Shouken to win her battles. However her Shouken doesn't have as much recovery time as her counterpart so that will be a problem. What you can do is jump in on her with your jumping Forward and counter all of her attacks because she really can't do anything about your attacks since she is rather slow for her size. Use your Heart of Darkness to counter her missed Shinkuu Hadouken or her missed Haru Ichiban. Also try not to waste a super when trying to counter her missed Midare Zakura because it's pretty hard for Mephisto to counter it, but have him use his Inferno or Dark Thunder instead.

Shadow: Well this can be a tough battle but look for Shadow to make a couple of mistakes. Watch out for his Shadow Justice, hopefully you can block it and counter with an Armageddon or a team super. When you jump in block while jumping in and sometimes he will use his Shadow Kick to counter, then use your Judgement Day, Inferno, or your launcher into an air combo to counter his mistake. Watch for him to throw Sonic Booms rather quite often and use your standing strong early to counter his attacks.

Shuma Gorath: Well this guy is probably the most fair and even fight for Mephisto. Watch for him to use his crouching roundhouse to counter your jumping attacks and then he immediately uses his Mystic Stare. Don't bother countering his Mystic Smash with your supers because he recovers fast from it. Also use your standing strong early to counter his jumping attacks, and you might want to pelt your green demons from above in case he does go a little berserk with his Mystic Stare.

Spider-Man: Well this is a rather tough fight for Mephisto, but there are a few mistakes you can exploit. Whenever you see Spider-Man use your Armageddon, here Spider-Man will look to use his Maximum Spider after he push blocks, but what he doesn't know is that you recover before the rocks stop falling, even during the

middle of your super the rocks will protect you from both his Crawler Assault and Maximum Spider. When Spider-Man performs his Maximum Spider he will hit the rocks and bounce off, by that time the few remaining rocks will hit him, or if he does his Maximum Spider late and he bounces off, immediately go for your Judgement Day. Also when you block his Crawler Assault use your S.Roundhouse into a Judgement Day for some quick and easy damage, or you can use your S.Strong into his Armageddon for some quick damage. Also Spider-Man likes to use alot of those Spider Sting combos, counter that with your standing roundhouse into your standing strong into your air combo.

U.S.Agent: This battle is pretty tough for Mephisto but he can still win. Watch for U.S. Agent to use his Hyper Charging Star quite often, but he recovers poorly from it, so use your S.Roundhouse into the Judgement Day. Also his Hyper Stars n' Stripes will be used often, expect it block it, counter it with your Armageddon as he is in the air. Also you can counter his Charging Star with a standing strong into an air combo, and use your standing strong early to counter alot of U.S. Agent's jumping attacks.

Wolverine: Here this is a rather tough fight for Mephisto. Wolverine will constantly use his Berserker Barrage or his Drill Claw, there really isn't much you can do about countering his Berserker Barrage except for using the jab version of your Dark Thunder. When he misses with his Drill Claw have blackheart counter with a Judgement Day or an Inferno. Watch for Wolverine to miss with his Fatal Claw combos, so use your Heart of Darkness during the duration of his super to counter. Also jumping at him often with your jumping forward to nullify his standing attacks and use your standing strong early to counter his jumping attacks.

Zangief: Well this battle is pretty easy. Just make sure you stay away from him. Also watch for Zangief to use his Final Atomic buster often, at that time if you are away from his range use your Judgement Day to knock him out of it. Also he will try to use his Lariat and Clotheline to counter your jumping attacks, but before you jump in on him with your attacks use your Judgement Day to fool him, so try jumping in on him early on with your jumping attacks and when he leasts expects it go for your Judgement Day.

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Norimaro

Well not sure about his history, I have recieved serveral emails(probably 13!!) telling me he is an obccessed Otaku wanting to take Chun-Li's picture. All this time I though he was just a tourist because he had his camera around so often.

Character Quotes

"Gee... this looks so much harder in the comic book."

"Hmm... I thought you were taller..."

"I've only got a quarter! ..Sorry"

"It's like I'm a Super Hero or something!"

"That was one crazy fight!"

"These are some of earth's mightiest heroes!"

"Wow! I didn't know I could do that!?"

"Wait a second... How'd I do that!?"

Tourist's Treasure: D,DF,F+P

Well this is his basic projectile as he brings something out of his travel bag and throws out a random item whether it being a book, a barbie doll(?), hedgeclippers, or a piano leg it does the same damage not matter what. The

damage of his projectile is pretty average its not over powering nor is it too weak. It can be used as an AC Finisher and the start up delay is practically non-existent, also there's basically no recovery delay also making this a safe projectile to use. Also while this projectile goes in an arc form it can still counter Ryu's or practically anybody's ground fireball.

Personal Victory Jump: F,D,DF+P

Well despite this move looking awkward as he jumps up and smacks his opponent with a jumping bellyflop of some sort, it has high priority. This move combos off any of his standing attacks, and also it can be used as an anti-air attack as well. However despite this move being extremely quick it doesn't do as much damage as you would like as it is probably the weakest anti-air attack in the game. Also if he misses he will fall back to the ground unable to block.

Fierce Hand Current: D,DF,F+K

Ha! I love this move! What Norimaro will do is swing both his hands like a windmill while running towards the opponent, just imagine it like someone trying desperately to defend themselves. This move combos pretty well but its often hard to combo because most of his attacks push him to far back. Try not to do this move too often because he has extremely bad recovery time, even worst that Hulk's Gamma Charge! Basically because he falls trying to defend himself and gets back up slowly and I think even Soilder Man can counter with the Maximum Spider! Although this move chips alot for a normal move as it chips more than Cyclops' Optic Blast! So unless you are sure it will connect or if your opponent is a few pixels short of defeat I suggest staying away from this move unless your in for a good laugh.

Banana Split: RK

Well this isn't exactly a special move but it has some pretty funny and unique features. All this really is, is his standing Roundhouse, but he'll actually slip on his own banana peel and that banana peel goes flying towards his opponent. If the opponent is not blocking while the banana peel is touching the floor, then the opponent will slip! This move only does 2 pixels of damage, but I've seen his stop the Final Justice and Cyber Akuma's Shining Gou Shock! But for this move to connect you must be a little bit more than sweeping distance away. Also Norimaro has obsurd recovery time from this move, but he can just cancel into anyone of his special attacks.

Supers

Hyper Strong Miracle Treasure: D,DF,F+2P

This super is best used from a distance because the start up delay he has is just tremendous! Think of it as a Proton Cannon, but except the damage done is not really that much. This super does decent damage but only if your up close to your opponent. Also this super OTGs and can really rack up the chipping damage but only if you are close to your opponent as Norimaro will take a whole bunch of items from his travel back and go all out like a Barbie Doll(?) or a piano leg. Also the recovery time is absolutely horrible, it has just as much recovery delay, if not more, than the Maximum Spider.

Super Grand Champion Jump: F,D,DF+2P

While this super has excellent range for an anti air attack this is probably the weakest super besides the Gamma Crush. This super is the quickest of his three supers however and also it chains off any of his normal attacks and also has

excellent priority. This can be chained off his launcher but for one measely hit and also if he misses he will fall unable to block.

Ultra Variety Private Memory: D,DF,F+2K

This is by far his strongest super in the game as he pummels the opponent in an auto 19 hit combo that does tremendous damage. It is invincible during start up dealy and has high priority over most attacks and will go through projectiles during start up as well. Also if you look carefully he changed into Megaman as random images of his memory appear, each one of his memories hits his opponent as they flash randomly and after his opponent is knocked into the air he sorta blows himself up. An excellent super overall but the start up delay is horrible, the recovery time is bad but for some odd reason the I can't seem to counter it myself nor can anybody.

Team Super

Norimaro: Hyper Strong Miracle Treasure

An excellent team super overall because it has alot of range and chipping potential. Think of it like Shuma Gorath's Team Super or Judgement Day, just make sure that Norimaro is not the one who starts the team super because there's a ton of start up delay and opponents can easily predict it.

Team Counter

Norimaro: Fierce Hand Current

Not that much of an effective Team Counter because it comes out slower than if Norimaro does it himself and also the opponent sometimes have enough time to block, so if I were you just take that chipping damage unless your in Versus Mode.

Variable Assist

Norimaro: Tourist's Treasure

Not one of the best team attacks in the game. It has a bit of a start up delay and its really hard for this to connect, just don't bother calling out Norimaro for this attack because it simply just stinks.

Combos

Combos: 80/100

Supers: 80/100

Overall: 73/100

Norimaro is not as bad as a character that people might think. He has excellent combo ability and has average strength and defense. His supers are pretty effective if you know when to use them and also take fact that they do decent damage. Just watch for his attacks though, they have almost no priority whatsoever and he will have to rely on his quickness to get a few attacks out. His range basically sucks, but a good thing is that he is the smallest character in the game thus making combos harder to put on him. He's definitely not a beginner's character, but its sure is funny watching him fight!

Special Notes: Norimaro

-- Norimaro, despite him being the joke character of the game he can really show

some players how to combo! Most Spider Man users can get adapted to him rather quickly because his combos are sorta like Spider Man's.

-- Whenever he starts a round in versus mode it'll take him quite a while to come out of his taunt, so even if the round announcer says "Fight!" Norimaro will still be in his taunt, and combo characters like Wolverine or Spider Man can come in for a quick combo before he finishes his taunt.

-- If you don't do anything for about 2 seconds, Norimaro will sorta look around the screen, although this has very little effect on the game, I just thought you would like to know.

-- Norimaro has a double jump, just hit u/uf/ub after his jump

-- Although this is just another unimportant featured I thought I would just like to share it with you readers. Norimaro has a special intro when he fights the female fighters in this game mainly Sakura and Chun-Li and Dan(ha! Just kidding!). Usually you will see him freak out when he looks around and finally sees who his opponent is, but when he sees either Chun-Li or Sakura he will sorta be dazzled as hearts fly around him. Yeah I agree, he is pretty pathetic isn't he?

-- His Tourist Treasure will not gain him super meter gauge unless he hits the opponent. Odd but true.

Ground Magic Series: Stronger

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: S.Roundhouse

Strikes: S.Fierce

Small Launcher: C.Strong

Air Launcher: none

Knockdowns: C.Roundhouse

Team Super: Hyper Strong Miracle Treasure

Team Counter: Fierce Hand Current

Variable Assist: Tourist's Treasure

AC Finisher: Fierce, Roundhouse, Tourist's Treasure

1. D.C.Short, C.Roundhouse --> Hyper Strong Miracle Treasure

You can only OTG this super if you are close to your opponent after you have swept them.

2. Banana Split --> Hyper Strong Miracle Treasure

This only works if the opponent is really dumb, make sure to cancel early so that the opponent doesn't hit the ground.

3. Banana Split --> Ultra Variety Private Memory

just like the one above, just cancel before they hit the ground.

4. J.Jab, J.Strong \ / D.S.Jab, S.Roundhouse --> Super Grand Champion Jump

5. J.Jab, J.Strong \ / D.S.Jab, S.Strong, S.Fierce --> Character Switch Out

Basically when you want to switch to your partner but don't want the risk of eating a super.

6. Partner Attack --> Any Super

Primarily Akuma, but most characters should work.

7. J.Jab, J.Strong \ / D.S.Short, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse

8. J.Jab, J.Strong, J.Fierce \ / D.S.Jab, S.Foward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse

Just like the one above except this combo can be done against bigger character like Hulk. The combo is 100% guaranteed to work against Blackheart and for Zangief and Hulk just skip the jumping Fierce.

9. J.Jab, J.Roundhouse \ / D.S.Jab, S.Strong --> Super Grand Champion Jump

EX Combos

1. J.Jab, J.Strong \ / D.C.Short, C.Roundhouse --> Hyper Strong Miracle Treasure --> Ultra Variety Private Memory --> Hyper Strong Miracle Treasure

2. J.Short, J.Fierce \ / D.S.Jab, C.Roundhouse --> Tourist's Treasure --> Hyper Strong Miracle Treasure --> Team Super

Strategies

Akuma: Tough fight, probably these are all tough fights, except the one against Apocalypse and Cyber Akuma. Watch for him to miss with his Messatsu Gou Shouryuu. Counter that miss with your Hyper Strong Miracle Treasure or an air combo. Also try to time your launcher late until he is close to you to launch him, otherwise you will just get knocked around into an air combo. Watch for his teleport, he likes to do it often, so if you think he will teleport in front of you start your Hyper Strong Miracle Treasure or Ultra Variety Private Memory early.

Apocalypse: Quite possibly the easiest battle for Noriamro. The only thing you have to do when you are near this guy is do a crouching short, crouching forward, crouching roundhouse, Fierce Hand Current combo. When you have a level of super ready use your Hyper Strong Miracle Treasure. Also you can jump to his face and do a jumping jab, jumping strong, jumping fierce, Tourist's Treasure combo. Constantly pummel this guy, also take note that your attacks can barely stun Apocalypse.

Armored Spider-Man: Tough fight. Watch for him to combo alot. Use either your Hyper Strong Miracle Treasure or your Ultra Variety Private Memory to counter his missed Maximum Spider. If he misses with his Crawler Assault with your Super Grand Champion Jump or an air combo. Try to jump in on him with your jumping roundhouse and combo him. Also it may be a little cheap but throw him as well, the computer has no feelings remember? If you are playing against a human opponent use your punch throw and they'll get a good laugh out of it.

Blackheart: This battle is fairly easy and difficult. Use your Hyper Strong Miracle Treasure quickly when he misses with his Inferno. Also if he misses with Armageddon use your Hyper Strong Miracle Treasure to counter it, sure some of the rocks might block some of the dolls and protractors you throw out, but the

majority should still hit him. Try not to miss with your supers because he will counter with his Judgement Day. Try to jump in alot and combo him because all your combos work on this guy!

Captain America: Tough match up for Norimaro. You really have to wait in this battle and hope that he makes a mistake. Counter his missed Hyper charging Star and Final Justice with your Super Grand Champion Jump, and his missed Hyper Stars n' Stripes with your Hyper Strong Miracle Treasure or your Ultra Variety Private Memory. In this battle you will have to block alot of his jumping attacks because his priority is just so much higher than yours. Combo him if he misses with his Charging Star and Stars n' Stripes and avoid jump ins, throw out a couple of your Tourist's Treasure when you are at a distance.

Chun-Li: Well watch for this match. She will jump in alot and combo the crap out of you if you are not careful. Try to time your Ultra Variety Private Memory early if she misses with her Kikousho or you can settle for the Hyper Strong Miracle Treasure. This goes the same for her missed Hazan Tenshou Kyaku, if she misses with her Senretsu Kyaku use your Super Grand Champion jump to counter or an air combo. Watch for her stomp kick, you will have to use your Personal Victory Jump to counter that, and that should be what Norimaro should use throughout the match if she decides to jump in. This battle is like a waiting game, you will have to wait for her to make mistakes and counter them.

Cyber Akuma: Well surprisingly this isn't too tough of a battle(well at least for me anyways). Watch for Cyber Akuma to throw out alot of projectiles at you, in this battle stay in the air and keep super jumping and do anything in the air to gain your super meter. When you have a level of super use your Hyper Strong Miracle Treasure, it connects probably 70% of the time and it does good damage against him, also watch for him to teleport often, use your Ultra Variety Private Memory or Hyper Strong Miracle Treasure in advance if you know where he will land to catch him for some easy damage. Don't jump in on him and don't let him jump in on you, its essential to play keep away if you want to win this battle.

Cyclops: Tough match, watch for him to use his Optic Blasts all day, and once he has enough levels of super he'll just blast you with his Mega Optic Blast. Jump in on him and combo him, but don't do it too often because your jumping attacks are borderline between dominating and weak against his launcher. Use your Hyper Strong Miracle Treasure whenever you have the chance and chip his life away. There is very little you can do to counter his missed Mega Optic Blast and missed Super Optic Blast except block. Wait for him to pull of a Gene Splice and counter with an air combo or Hyper Strong Miracle Treasure depending on how far you are away from him and how high he misses with his Gene Splice.

Dan: Well this is a very tough match for Norimaro believe it or not. Don't jump in on him too often because his launcher will just out prioritize anything you try to jump in with. Watch for this guy to jump in, you really can't do much about that either except block. Wait for him to taunt, then air combo him. Also watch for him to miss with his supers, primarily if he misses all of them use your Hyper Strong Miracle Treasure or Ultra Variety Private Memory to counter his miss. Just like most other battles, its a waiting game and you will just have to counter his missed attacks.

Dark Sakura: Tough fight. Watch for her Midare Zakura and Haru Ichiban, they do a number on you and it can make the fight go very quickly for Dark Sakura. Jump in on her often because her attacks are too slow to counter your attacks and she will really need to time her attacks early to counter yours. Counter her missed Haru Ichiban with your Hyper Strong Miracle Treasure or Ultra Variety Private Memory, if you have no supers go for an air combo. Counter her missed Shououken and Midare Zakura with your Super Grand Champion Jump or an air combo. Watch for

her jumping attacks, they can easily overwhelm you.

Dhalsim: Jump in on him often and always attack while jumping in because you can expect a Yoga Strike if you are not prepared. Watch for him to use his teleports often, if you can predict in advance as to where he will land use either your Hyper Strong Miracle Treasure or your Ultra Variety Private Memory. Stay a far distance away from him at time to time and watch him use a Yoga Inferno, luckily you did what I said and counter that with your Hyper Strong Miracle Treasure because it should break through the flames. Watch for alot of keep away patterns from him he will occasionally throw out a Yoga Flame, try to counter with your Hyper Strong Miracle Treasure if you can predict it in advance.

Hulk: Tough fight. Watch for his Gamma Charge, counter that with either a Super Grand Champion Jump, air combo, or your Ultra Variety Private Memory. Watch for him to miss with his Gamma Crush, use your Hyper Strong Miracle Treasure or your Fierce Hand Current. Don't try to jump in on him too often or let him jump in on you too often because there is very little Norimaro can do about it. Play keep away in this battle and also watch for Hulk to make alot of careless mistakes like constant Gamma Charges(hint, hint).

Ken: Tough battle once again, boy these battles don't come easy for this Otaku. Watch for him to miss with both his Shinryuken or Shouryu Reppa, counter both of these with either an air combo, a Ultra Variety Private Memory or Hyper Strong Miracle Treasure. Don't jump in on him too much because he just has so many ways to counter your attacks with pain. When he does jump in use a late standing roundhouse to knock him back into the air and into an air combo. In this battle play defense and wait for him to make mistakes, and trust me, he will.

M.Bison: Another tough match for Norimaro. Watch for him to miss with his Scissors Kick Nightmare, use your Super Grand Champion Jump to counter that. Also don't miss with your supers otherwise you can expect a painful Psycho Crusher surprise to come ringing on your doorstep. Jump in on him often, but when you do jump in try to make it appear as if you were trying to cross him up, then combo him. That way you can avoid his launcher, or at least have more priority over it. This battle will be tough but you can outlast him with a few tactics. Watch for him to use his Head Press into a Somersault Skull Diver, if he does use your Personal Victory Jump to counter that after you have blocked his Head Press.

Mechanized Zangief: Tough match. Play keep away with him often and stay away from his grab range otherwise your fighting career will be a quick one. Use your Hyper Strong Miracle Treasure on him often, it does alot of damage on him, but the problem with it is that most of the damage is recoverable, but you have little choice because the rest of his supers don't do much against him anyways! Constantly use your Hyper Strong Miracle Treasure and keep him away, don't let him come close to you and avoid playing defense in this battle.

Mephisto: This battle is fairly easy and difficult. Use your Hyper Strong Miracle Treasure quickly when he misses with his Inferno. Also if he misses with Armageddon use your Hyper Strong Miracle Treasure to counter it, sure some of the rocks might block some of the dolls and protractors you throw out, but the majority should still hit him. Try not to miss with your supers because he will counter with his Judgement Day. Try to jump in alot and combo him because all your combos work on this guy!

Norimaro: Well lets see, its rare that you will see this match up unless you have the Japaneese version of the game or a Game Shark. Counter his missed supers with your Ultra Variety Private Memory or your Hyper Strong Miracle Treasure, just make sure you counter the instant he stops his super, otherwise

he can end up blocking. Jump in on him often and combo him and use your Hyper Strong Miracle Treasure whenever you can, sometimes you may even see him taunt, counter that mistake with either a Fierce Wind Current or an air combo!

Omega Red: Tough match for Norimaro. Watch for his Carbonadium Coils and his Omega Destroyer, there is very little you can do about these two except try and stay away from him. Jump in on him like you would M.Bison, make it appear as if you were trying to cross him up to avoid his launcher or at least have more priority over it, then afterwards combo him. Stay in the air in this battle and try to gain your super meter. Once you have enough super use your Hyper Strong Miracle Treasure, and you should use this whenever you have the chance.

Ryu: Tough battle once again like most of these matches. Watch for him to play keep away with you often, there is little you can do about them except jump over his Hadoukens and at least try to avoid chipping damage. Watch for him to pull a Shinkuu Hadouken in the air, if he is not super jumping while using his Shinkuu Hadouken then you can counter. Simply because if he uses his Shinkuu Hadouken in the air he has more recovery time from it. Use your Ultra Variety Private Memory to counter or your Hyper Strong Miracle Treasure, and believe me you will have time! Try to avoid jumping in on him because he has alot of weapons to bounce you back. Let him jump to you and use your standing roundhouse late, so you can launch him into an air combo. Also counter his missed Shinkuu Tatsumkai Senpū Kyaku and missed Shin Shouryūken with your Hyper Strong Miracle Treasure. In this battle you will have to play defense and wait for him to make a mistake.

Sakura: Well you will have to watch for this battle since she is a tough a opponent for you. Watch for her to miss with her Shinkuu Hadouken, counter that with your Hyper Strong Miracle Treasure, also she will use her Shououken often here, counter that with your Personal Victory Jump or Super Grand Champion Jump. Jump in on her often just like Dark Sakura because she really can't counter your jumping attacks quick enough. Counter her missed Haru Ichiban with either your Hyper Strong Miracle Treasure or Ultra Variety Private Memory. Also counter her jumping attacks with a late roundhouse and air combo her. In this battle play offensive more than you do defense and wait for her to make mistakes.

Shadow: Tough battle once again. Watch for Shadow to miss with his Shadow Justice, counter that with either your Hyper Strong Miracle Treasure or your Ultra Variety Private Memory. Don't jump in on him too often because he also has alot of weapons to bounce you back. In this battle play defensively and wait to counter his mistakes, and counter his jump in attacks with your standing roundhouse into an air combo.

Shuma Gorath: Tough battle yet again. Watch for him to use alot of Mystic Smashes and Mystic Stares, try to avoid both of these because they can cause alot of chipping damage. Also avoid his Chaos Dimension at all costs! Keep him away with your Hyper Strong Miracle Treasure and double jump out of his way. Jump in on him and try to combo him from time to time and always keep your supers ready.

Spider-Man: Tough fight...again. Watch for him to combo alot. Use either your Hyper Strong Miracle Treasure or your Ultra Variety Private Memory to counter his missed Maximum Spider. If he misses with his Crawler Assault with your Super Grand Champion Jump or an air combo. Try to jump in on him with your jumping roundhouse and combo him. Also it may be a little cheap but throw him as well, the computer has no feelings remember? If you are playing against a human opponent use your punch throw and they'll get a good laugh out of it.

U.S.Agent: Tough match up for Norimaro, its inevitable!. You really have to wait in this battle and hope that he makes a mistake. Counter his missed Hyper charging Star and Final Justice with your Super Grand Champion Jump, and his

missed Hyper Stars n' Stripes with your Hyper Strong Miracle Treasure or your Ultra Variety Private Memory. In this battle you will have to block alot of his jumping attacks because his priority is just so much higher than yours. Combo him if he misses with his Charging Star and Stars n' Stripes and avoid jump ins, throw out a couple of your Tourist's Treasure when you are at a distance.

Wolverine: Tough match again. Watch for Wolverine to miss with his Fatal Claw combos, if he ever does use your Hyper Strong Miracle Treasure to bring him back down. Also use your Super Grand Champion Jump if he misses with his Berserker Barrage X, also avoid jumping in on him and let him come to you, use your standing roundhouse to counter his jumping attacks. Stay in the air and its always essential for Norimaro to have levels of super no matter who his opponents are.

Zangief: Once again tough match. Like Mech Zangief stay away from his throw range and play keep away. Look for him to jump in alot with his Siberian Splash or Diving Knee Drop, counter that with your Personal Victory Jump. Try to jump in on him often and combo him, and if he goes ofr his Final Atomic Buster, Siberian Bear Crusher, or Team Super use your Ultra Variety Private Memory if you are out of range.

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Omega Red

He is an artificial mutant created by the Russian government. Consider him the Russian Version of Canada's Weapon X. The Russian army felt that with Omega Red at their side they would be unstoppable, in fact they were. Omega Red had taken all the vitality out of the Russian leaders so that the Russian army could rule Russia. But long before they had brought back the artificial muty, he has had his encounters with Wolverine. It was back then that the Canadian government had given orders to Wolverine and find out what had happened at the Russian military site, and they believed that it could pose a potential threat. Wolverine reluctantly agreed and went off, here the Russians had already finished their expieriment, namely Omega Red. After a long battle Omega Red was put in his place in the cold hard ice. Years later the Russian government had freed Omega Red from the ice. He know wreaks havoc among his own country and the only one's to stop him are Zangief and Collosus, but for some strange reason Omega has his eyes set on Ryu.

Character Quotes

"Destiny shall light me a path to victory!"
"For the love of my home, I will destroy you."
"I live to destroy the Weapon X!"
"I was brought back to life to purify the world!"
"I will remake the old country into greatness."
"My coils made quick work of you!"
"My coils will drain your life."
"You were not worthy of my time..."

Carbonadium Coil: D,DF,F+P, then P or K or Direction+P
Well once you have your opponent caught you can do three things:

Carbonadium Throw: Any direction+P

Death Factor: P(rapidly)

Energy Drain: K(rapidly)

The unique thing about this move is that Omega Red can do all of these things with the same Carbonadium Coil! The Carbonadium Throw is a regular throw, but

your opponent can't get tech hit out of it, the Death Factor drains the opponent's life gauge, and the Energy Drain takes away part of their super meter. You can drain from your opponent as much life from them as if they had been thrown, the Energy Drain drains a good amount of super meter and puts it in your own super meter and that goes the same for the Death Factor. What you can do is quickly drain both your opponent's super meter and life gauge by tapping the kick and punch button quickly and throw em! To me its a little cheap because Omega Red can gain life pass his red bar! Also when he does this in the air he can throw it in five directions:

Jab-- Straight across

Strong-- Diagonally upwards

Fierce-- Straight Upwards

Short-- Straight across

Forward-- Diagonally down

Roundhouse-- Straight down

And on the ground he can aim his Carbonadium Coils in three directions:

Jab-- Straight across

Strong-- Diagonally upwards

Fierce-- Straight upwards

If you press a punch button after the motion he will quickly retract his coils.

Omega Strike: D,DF,F+K

Well Omega Red doesn't have much special moves though, but this one has got to be his best one. I would call this the Dragon Strike since that's what Omega Red says when he does this move, but oh well. It comes out quick and combos easily, heck I've even trade hits with a Shinkuu Hadouken before! This move easily trades hits with projectiles just as long as you can time it early. If you use the short he will go completely horizontal, the forward makes him go upwards diagonal, and the roundhouse makes him go straight upwards. You can also do some other things with this move too after Omega Red has started the Omega Strike:
Omega Retract: B+K: Makes him retract back to where he started the Omega Strike
Omega Stop: D+K: Makes him stop completely in the middle of his Omega Strike
The recovery on this move is quite bad because even if you hit the opponent, they can still counter, but you can use either Omega Retract or Omega Stop, to avoid being countered.

Supers

Omega Destroyer: D,DF,F+2P

This is his main super and it does a ton of damage, but you really get the effects out of this super your opponent must be close to Omega Red, and closer he or she is, the more damage that it does. This super chips good damage and once he starts there is nothing to stop him, it fills the entire screen and also behind him and that means he can cross you up with it as well. The only way to avoid the coils is to super jump. The recovery time is very minimal and you will have a difficult time trying to counter. If the opponent is far away from Omega Red, they can escape alot of damage, pull this off mainly to counter missed supers because you cannot combo it except with the help of a partner attack. Use this super whenever you can.

Carbonadium Smash: D,DF,F+2P(air)

Well, I wish he could do this on the ground, but you can't have everything. If any of you have seen Chun-Li's Shichisei Senkui Kyaku in Marvel vs. Capcom then this is how you should treat it. While it can hit ground opponents, its very hard to connect because it has a start up delay and can barely combo. If it does though Omega Red will engage in an auto 12 hit combo that looks like this:

Carnadium Smash Start Up, J.Jab, J.Jab, J.Short, J.Strong, J.Forward,
J.Roundhouse, J.Fierce --> Carbonadium Coil Slam

The Carbnadium Smash counts as a hit, but it does no damage, the J.Fierce hits 5 times and the Carbonadium Coil doesn't count as a hit. Also its called Carbnadium Smash because that's what it says when you win with it, despite the fact that the manual calls it the "Carbonadium Smasher." Painful damage if it connects though. The recovery time is next to nothing, so it won't matter if you miss.

Team Super

Omega Red: Omega Destroyer

An excellent team super overall, mainly because of its power and range. This works best with super like the Kikousho or Skaura's Shinkuu Hadouken, but your best partner would probably be Blackheart, the Omega Armageddon does a ton of damage if paired up together, but he works well with beam supers, but only when he is used as a back up. Otherwise he will lift the opponent out of the beam's way.

Team Counter

Omega Red: Omega Strike

An excellent team counter because it reaches full screen distance, does alot of damage, and has good priority. He can still be hit out of it, but rarely, use this against most standard attacks or rushing supers like the Crawler Assault.

Variable Assist

Omega Red: Standing Fierce

Yes, you heard me! That's all he does! Really not much of a purpose to this move at all though, but it does alot of damage if it ever connects. I don't know why Capcom didn't just make it an Omega Strike instead, but he is still a very formidable opponent.

Combos

Combos: 89/100

Supers: 84/100

Overall: 82/100

Omega Red is an excellent character to use, he's even better than he was in X-COTA and his attacks do excellent damage. His Carbonadium Coils are similar to Shuma Gorath's Chaos Drain, it can refill his unrecoverable life and quickly turn the tides in his favor. He does alot of damage with his supers and they barely leave him open to attack. He does have excellent air priority and ground priority but defense is not his strong point. So blocking and waiting for an attack so you can launch your opponent is a bit risky unless of course the character that jumps in on you has low air priority. He's more of an intermediate character and after you've mastered Ryu you should try Omega Red.

Special Game Notes: Omega Red

-- Omega Red has an air dash, just hit F,F or 3P while in the air, use this to escape ground based supers.

-- His crouching roundhouse can be aimed by using the direction pad D/DB/DF

-- His crouching roundhouse lets coils pop from the ground, but why is this important? It completely nullifies projectiles at no risk!

-- His crouching strong is an excellent air defender, it has high priority.

Ground Magic Series: Stronger

Jumping Magic Series: stronger

Super Jumping Magic Series: ZigZag

Launcher: S.Strong

Strikes: none

Small Launcher: none

Air Launcher: none

Knockdowns: none

Team Super: Omega Destroyer

Team Counter: Omega Strike

Variable assist: Standing Fierce

AC Finisher: Fierce, Roundhouse, Carbonadium Coil

1. J.Roundhouse --> Carbonadium Coil
Cheap, but effective.

2. S.Forward --> Omega Strike

3. D.C.Jab, C.Fierce --> Omega Strike

4. D.C.Short, C.Forward, C.Fierce --> Omega Strike
Try to cancel before all the hits in the fierce come out.

5. J.Roundhouse \ / S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
Basic combo for Omega Red, master it and you will already be a master at him!

6. J.Jab, J.Strong \ / D.S.Jab, S.Jab, S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
Like the one above, except more hits.

7. J.Jab, J.Forward \ / D.S.Short, S.Forward, S.Roundhouse --> Omega Strike

8. Back to corner: S.Jab, S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward--> Jab Air Coil, Death Factor (P rapidly), Throw into wall --> Carbonadium Smasher

Thanks to Solid Snake for this! When your back is to the corner throw your opponent(B+P) into the corner and cancel! It takes time and patience for this to work. Don't use the UB+P throw because it'll completely mess up the combo.

9. AD.Short, AD.Forward, AD.Roundhouse \ / D.S.Jab, S.Jab, S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce --> Carbonadium Coil

I've only gotten the air dashing part to work on Blackheart since he's so tall, its very difficult to get this combo to work on other characters though.

Once your in the air cancel into the coil after the first couple of hits (maybe after first 4) then catch your opponent!

EX Combos

1. Partner Attack --> Omega Destroyer --> Omega Destroyer --> Omega Destroyer
Painful, remember this works best if you are in the corner!
2. Partner Attack --> Carbnadium Smash --> Carbnadium Smash --> Carbnadium Smash
You can cancel at the 12th hit, it doesn't do much damage though, but its fun to watch. Mainly Cyclops and Akuma will easily set this up!
3. Partner Attack --> Omega Destroyer --> Team Super

Strategies

Akuma: Pretty even fight for Omega Red. Use your Omega Destroyer to counter his missed Messatsu Gou Shouryuu. Try not to jump in on him too often because he can easily knock you back. Watch for his beam super and use your Omega Destroyer whenever you have the chance. Launch him with your standing strong into an air combo or use your crouching strong to knock him back.

Apocalypse: Too easy of a fight. Basically jump up to his face often and use your jumping fierce and keep pounding on him with that same fierce, do this until you have a level of super, then Omega Destroyer! Omega Destroyer! Omega Destroyer! It does a ton of damage on him because he can't move out of the way and your Omega Destroyer goes on longer!

Armored Spider-Man: Jump in on him often with your jumping jab and combo him, don't let him get you in the corner or he can start that jumping jab, jumping strong, jumping fierce corner trap. Watch for him to miss with his Maximum Spider, use your Omega Destroyer to counter it and if he misses with his Crawler Assault use your standing strong launcher and into an air combo. Also if he does overwhelm you with his jumping attacks use your crouching strong to peck him back out.

Blackheart: Not much of a hard fight. Jump in on him often and combo him until he is pulp. If he misses with his Armageddon use your Omega Destroyer before the rocks stop falling. Don't worry about him jumping in too often, but watch for him to drop alot of demons, if you can predict when he will drop those demons on you, use your Omega Strike to counter him back.

Captain America: Tough battle. Watch for him to to jump in alot, poke him out with your crouching strong. If he misses with his Hyper charging Star or Hyper Stars n' Stripes counter it with your Omega Destroyer. If you do jump in, jump in with your jumping roundhouse and combo him, watch for him to throw Shield Slashes from a distance, use your Carbonadium Coils to catch him before he tries to throw out another one.

Chun-Li: Tough match. Watch for her to jump in alot with her Stomp Kick, use your crouching strong or Forward Omega Strike to counter. Also watch for her to miss with her Hazan Tenshou Kyaku or Kikousho, counter both of them with an Omega Destroyer. If she misses with a Senretsuo Kyaku, use your standing strong launcher and into an air combo. Don't try to jump in on her too often because she can knock you back with her launcher, let her come to you and you can either wait for a mistake or you can use your Strong or Fierce Carbonadium Coil to

counter.

Cyber Akuma: Well its fairly tough. Watch for him to pelt you with a ton of both Bolt Hadoukens and Zankuu Bolt HAdoukens, use your crouching roundhouse to snuff him in advance and use your Omega Destroyer whenever you have the chance. Also watch for him to teleport often, use either an air combo or your Omega Destroyer if you can predict where he is going to land, your Carbnadium Smash does a load of damage on him but its hard to connect, try to wait for him to use his Thunder Gou Shower and catch him in the air.

Cyclops: Pretty even match up for Omega Red. Watch for him to play keep away often, don't bother blocking or trying to nullify his Optic Blast with your crouching roundhouse, instead jump over those Optic Blast and try to catch him in the air with your Forward Carbonadium Coils. Jump in on him often with your jumping jab and combo him, watch for his Mega Optic Blast and Super Optic Blast, there is very little you can do about it except block. Counter his jumping attacks with your launcher or crouching strong and just keep comboing him until he's gone.

Dan: Well this fight is pretty easy. Try to avoid jumping in on him too often because his launcher has high priority. Let him come to you and launch him into an air combo, also watch for him to miss with all of his supers, counter them with either an air combo or a Omega Destroyer. Also watch for him to taunt alot too, counter that wiht your Carbonadium Coil.

Dark Sakura: Not much of a tough fight. Jump in onften with your jumping jab or jumping roundhouse and combo her. Counter her missed Haru Ichiban with either an air combo, Omega Destroyer, or Carbnadium Smash. Counter her jumping attacks with your launcher or coruching strong, and use your Omega Destroyer whenever you have the chance to do so.

Dhalsim: Not much of a tough fight. Watch for him to use his Yoga Flame and Yoga Inferno, if you are out of range, counter with an Omega Destroyer. Jump in on him often and always jump in with an attack because you never know when he can pull off a Yoga Strike. He will teleport often as well, use your best judgement as to where he will land and use your Omega Destroyer or launch him, but be quick about because he can recover rather quickly from his Yoga Teleports.

Hulk: Tough match. Whenever he misses with his Gamma Charge and Gamma Crush use your Omega Destroyer or an air combo to counter. Jump in with your jumping fierce alot because it will nullify his super armor and allow you time to attack and pull of an air combo. Keep him out with either a crouching strong or your Omega Strike.

Ken: Well fairly even match, but the odds tip in your favor. Watch for Ken to miss with all of his supers, counter all of them with either an air combo or a Omega Destroyer if you have a level of super. Try to avoid jumping in on him too often because he does have alot of weapons to counter your attacks. In this battle wait for him to come to you and launch him and watch for him to make alot of mistakes.

M.Bison: Easy match for Omega Red. Jump in on him often and combo him alot. If he goes for his Scissors Kick Nightmare, block it and either counter with an air combo or a an Omega Destroyer. If he goes for his Psycho Crusher block it and let it go through you and counter with an Omega Destroyer, you can also try to block his Psycho Crusher in the air as well and once it passes through you can use your Carbnadium smash! Counter his jumping attacks with your launcher into an air combo and watch for the Head Press, Somersalut Skull Diver tactic.

Mechanized Zangief: Easy battle. Play alot of keep away and use your Omega

Strike, but don't stop in the middle, just keep doing this and you should go through him each time. Also stay in the air and gain some levels, once you have it get near him and Omega Destroyer! Omega Destroyer! Omega Destroyer! Use your Omega Destroyer whenever he tries to jump in or goes for his Siberian Bear Crusher or Final Atomic Buster. Two or three Omega Destroyers up close and he should be history!

Mephisto: Not much of a hard fight. Jump in on him often and combo him until he is pulp. If he misses with his Armageddon use your Omega Destroyer before the rocks stop falling. Don't worry about him jumping in too often, but watch for him to drop alot of demons, if you can predict when he will drop those demons on you, use your Omega Strike to counter him back.

Norimaro: Easy easy battle. Jump in on him often and combo him. Counter all of his missed supers with your Omega Destroyer. Don't even bother to waste time playing defense, constantly be on the offensive in this battle and it should be a quick victory. Watch for him to jump in as well counter that with your launcher into an air combo, but just play offensively in this battle.

Omega Red: Well tough oppponent. Watch for him to use his Omega Destroyer often as well. Jump in on him often and combo him, since he rarely uses the defensive tactics you use and if he does jump in on you, use your crouching strong to counter him, his jumping jab will easily overwhlem your launcher so becareful.

Ryu: Tough opponent. Watch for him to throw out alot of Hadoukens to keep you away. Use your crouching strong to nullify them and quickly use your Omega Strike before he recovers from his stun animation. Try not to jump in on him too often because he has alot of weapons that can easily counter your attacks. Let him come to you and use your launcher and into an air combo. Watch for him to miss with his Shin Shouryuken and Shinkuu Tatsumaki Senpue Kyaku, counter both of these misses with an Omega Destroyer.

Sakura: Not much of a tough fight. Jump in on ften with your jumping jab or jumping roundhouse and combo her. Counter her missed Haru Ichiban with either an air combo, Omega Destroyer, or Carbnadium Smash. Counter her jumping attacks with your launcher or coruching strong, and use your Omega Destroyer whenever you have the chance to do so.

Shadow: Pretty even fight for Omega Red. Try to avoid jumping in on him too often because he has alot of weapons that can counter your jumping attacks. Watch for him to miss with his Shadow Justice, counter that with either a Team Super, Omega Destroyer, or an air combo. Let him come to you and use your crouching strong to knock him out of the sky or your standing strong into an air combo. In this battle play defensively and counter his mistakes, and nullify his Shadow Booms with your crouching roundhouse.

Shuma Gorath: Not much of a tough fight. Jump in on him with your jumping roundhouse often and combo him. Watch for him to activate his Chaos Dimension, make sure you have 3 levels of super when he does and use your Omega Destroyer to counter, even if he blocks he will get pushed back, constantly do this and his Chaos Dimension mode will be gone. Watch for alot of Mystic Stares and Mystic Smashes, and counter his jumping attacks with your launcher into an air combo.

Spider-Man: Jump in on him often with your jumping jab and combo him, don't let him get you in the corner or he can start that jumping jab, jumping strong, jumping fierce corner trap. Watch for him to miss with his Maximum Spider, use your Omega Destroyer to counter it and if he misses with his Crawler Assault use your standing strong launcher and into an air combo. Also if he does overwhelm you with his jumping attacks use your crouching strong to peck him back out.

U.S.Agent: Tough battle. Watch for him to to jump in alot, poke him out with your crouching strong. If he misses with his Hyper charging Star or Hyper Stars n' Stripes counter it with your Omega Destroyer. If you do jump in, jump in with your jumping roundhouse and combo him, watch for him to throw Shield Slashes from a distance, use your Carbonadium Coils to catch him before he tries to throw out another one.

Wolverine: Well, you live to destroy the Weapon X, so do it! Watch for him to miss with his Fatal Claw, you can either use your Omega Destroyer while he is in the middle of the super or use your Carbnadium Smash. Try to avoid jumping in on this guy because he has a dominating launcher, instead play defensively and use your launcher and into an air combo, or you can use your crouching strong. Use your Omega Destroyer to counter his missed Berserker Barrage X and also whenever you have the chance. Basically in this battle play defensively and counter his mistakes.

Zangief: Not much of a tough fight. Jump in on him and combo him alot. Make sure you stay away from his throw range. Use your Omega Destroyer whenever he goes for a grab like his Final Atomic buster, Siberian Bear Crusher, or his Team Super. Watch for his Siberian Splash, use your roundhouse Omega Strike or fierce Carbonadium Coil to counter his jumping attacks.

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Ryu

He is the warrior that lives for the fight and never goes soft on an opponent. He is probably the most honorable fighter you can find because he fights with his own knowledge and training, not on cheating tactics(Bison!) and hidden weapons. He also cares for the well being of his opponents, except of course when he goes up against Akuma or Apocalyspe! Lately Ryu senses someone is following him throughout his journey, but he doesn't believe it to be M.Bison. His long time rival and best friend Ken, is probably is only equal, sure Captain America and Cyclops are pretty good fighters, but its mainly Ken that he wishes to fight.

Character Quote

"I will find a better challenge somewhere else!"

"Look into your soul in order to find the way."

"Never stop improving yourself!"

"Strive to be the best you can be!"

"To live is to fight, to fight is to live!"

"Unless you believe in yourself, you cannot win!"

"We all have potential. Few will ever realize it."

"With discipline comes the rewards you seek."

Hadouken: D,DF,F+P

An excellent projectile overall. Mainly because its quick and it does good damage. This is his prime weapon and his useful for playing keep away against opponents, it has good width and will also catch alot of dashing opponent. Try to avoid using this against Cyclops because he will just nullify your projectile and still hit you with his. This can also be used as an AC Finisher, but try not to use this in the air because the recovery time is worst in the air.

Shouryuken: F,D,DF+P

The move from the original Street Fighter 2 has changed one bit, well except ofr the fact that it has a harder time going through porjectiles and he can't start the motion while he is knocked down or in the air. But this is probably and arguably the best anti-air attack, mainly because it has alot of priority and does alot of damage. He can easily combo this off of his launcher and can also knock opponents out of some supers like the Final Justice or even the Gamma Crush! Watch for the recovery time as you come down though because you can be eating some supers.

Tatsumaki Senpoo Kyaku: D,DB,B+K

An excellent move overall, it has good range(depending on which button you use) and it does good damage and will hit twice if you are close to the opponent and they are in the corner. It can be used in the air to travel across ground based supers and also an effective AC Finisher. the recovery time is very minimal and it can be easily comboed and also has decent priority. But practically all opponents can duck under this attack and avoid chipping damage.

Overhead Punch: F+SP

Like all normal move anti-crouch counters it has a mean start up delay and cannot be comboed, and the recovery time just stinks. But this move cannot be blocked low and it often fools opponents. In Marvel vs. Capcom you can cancel into a Hadouken after this move, but you can't in this game. Use this against turtlers or just as the opponent gets up.

Supers

Shinkuu Hadouken: D,DF,F+2P

The prime super for Ryu to use, mainly because of its damage and its quickness. This super also has alot of range, it can be used as an AC Finisher, or it can easily counter opponent's mistakes or missed supers. Try to avoid using this in the air though because the recovery time is horrible, I mean I've even gotten a Cross Shadow Blitz to connect after this super! But on the ground it has almost no recovery time and the only way to counter his if the opponent is near you and has a fast super like the Shouryuu Reppa or Berserker Barrage X. The chipping on this damage is very minimal though so don't expect to cheese your opponent often with this super.

Shinkuu Tatsumaki Senpoo Kyaku: D,DB,B+2K

Although the fact that it comes out quick, it cannot be comboed unless you OTG with it. Once it starts Ryu creates a giant whirlwind of Tatsumaki Senpoo Kyaku's going around in a circle and pulling in opponents who are within range. The chipping damage on this super is incredible and you won't even be dissappointed if the opponent blocks it. But the problem with this super is that the opponent can push block it and they can use a beam super to counter. This move does have high priority even against auto supers like Final Justice or Weapon X, but a Maximum Spider can easily break through it. Treat this super like you would a Crawler Assault except without the range, and also this is Ryu's strongest super.

Shin Shouryuken: F,D,DF+2P

Taken from Street Fighter 3, this super is here to dominate and destroy. It does alot of damage, and is his weakest super believe it or not. It can combo off anything he has on the ground has is invincible during start up. It has poor horizontal range but excellent vertical range and will chain off of his launcher. On the ground he does a 3 hit Shouryuken combo that does major damage

and if the opponent is hit with this in the air he will do a 7 hit combo version. Don't bother chaining this off of his launcher though because its extremely weak in the air, probably as weak as Dark Sakura's Shinkuu Hadouken. Watch for the recovery time on this move though because it basically stinks.

Double Shinkuu Hadouken: D,DF,F+FP+RK(D,DF,F+P+K same strength) (level 2)
Well if Ken is his partner both him and Ken will perform a Shinkuu Hadouken that does catastrophic damage and will drain about half your opponent's life. It does do decent chipping damage if combined however and it comes out quick and both Ryu and Ken recover from this super very quickly making it hard to counter. Use this to counter missed supers painfully!

Team Super

Ryu: Shinkuu Hadouken/Double Shinkuu Hadouken
Probably the best super to back up or to start with. With Ken and only Ken will he do his Double Shinkuu Hadouken. It has alot of range, it comes out quick and can complement beam supers and draong punch supers easily. The recovery time and start up delay is instant so don't expect too many counters if you miss.

Team Counter

Ryu: Hadouken
One of the best team counters in the game. The best part about this is that Ryu is partially invincible during start up and this team counter can knock almost any opponent out of their attacks! Use this when you block a Berserker Barrage X or a Hyper Stars n' Stripes.

Variable Assist

Ryu: Hadouken
An excellent team attack because you can help back up your partner if they are overwhelmed in a fireball fight. It comes out quick and Ryu quickly recovers from it.

Combos

Combos: 88/100
Supers: 92/100
Overall: 94/100

Ryu is possibly the best character in the game! He has a ton of priority and fast attacks and can easily combo in his supers for quick damage. He is very dominating and even Spider-Man and Wolverine often lose to him if used properly! He can counter basically anything with his supers and combos and he has good speed, defense, and attack power. Also he is an excellent beginner's character as well and does loads of damage with his air combos. He has very little weaknesses making him possibly the best fighter in all of the marvel series!

Ground Magic Series: Stronger
Jumping Magic Series: Stronger
Super Jumping Magic Series: ZigZag
Launcher: C.Fierce
Strikes: none
Small Launcher: none
Air launcher: none
Knockdowns: C.Roundhouse

Team Super: Shinkuu Hadouken/Double Shinkuu Hadouken(w/Ken only)

Team Counter: Hadouken

Variable Assist: Hadouken

AC Finisher: Fierce, Roundhouse, Hadouken, Tatsumaki Senpoo Hyaku, Shinkuu Hadouken

1. C.Forward --> Hadouken

2. J.Roundhouse --> Shinkuu Hadouken

Real simple and real cheap, beware of fist fights and limit the use.

3. D.S.Jab, S.Fierce --> Hadouken

4. D.S.Short, S.Roundhouse --> Shinkuu Hadouken

5. D.S.Jab, S.Strong, S.Fierce --> Shinkuu Hadouken or Team Super

6. Partner Attack --> Any super

Akuma is probably the only who can set up all of Ryu's supers.

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

Basic combo for Ryu, master it and you will already be a master at you!

8. J.Jab, J.Forward \ / D.C.Short, C.Forward, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.UP.Forward --> Shinkuu Hadouken

Skip the forward against small characters. In the air cancel after the first hit of the strong and continue from there.

9. In corner: J.Jab, J.Forward \ / D.C.Short, C.Fierce --> Shin Shouryuken, C.Fierce --> Shin Shouryuken, C.Fierce --> Shin Shouryuken

Well, you don't have to repeat the same pattern over and over, you can just go into an air combo or a Shinkuu Tatsumaki Senpoo Kyaku at any time.

10. J.Jab, J.Fierce \ / D.C.Short, C.Forward, C.Roundhouse --> Shinkuu Tatsumaki Senpoo Kyaku or Shinkuu Hadouken(OTG)

Quick and effective its also hard to roll from as well, quickly cancel.

EX Combos

1. D.S.Jab, S.Strong, S.Fierce --> Hadouken --> Shinkuu Hadouken --> Team Super

2. D.C.Short, C.Roundhouse --> Shinkuu Tatsumaki Senpoo Kyaku --> Shinkuu Hadouken

3. In corner: C.Roundhouse --> Shinkuu Hadouken --> Shinkuu Tatsumaki Senpoo Kyaku --> Shinkuu Hadouken

4. D.S.Jab --> Shin Shouryuken --> Shinkuu Tatsumaki Senpū Kyaku --> Shinkuu Hadouken

Cancel after the first hit of the Shin Shouryuken and continue from there.

Strategies

Akuma: Fairly tough fight. You can afford to trade hits with him though. Constantly dash in on him with a crouching short, crouching fierce into an air combo. When he jumps in launch him with your launcher and into either a Shin Shouryuken or an air combo. Watch for him to teleport often as well, try to predict where he will land and blast him with a Shinkuu Hadouken. counter his missed Messatsu Gou Shouryū with your Shin Shouryuken or an air combo, and play defensively in this battle.

Apocalypse: Not that much of a fight at all. Watch for him to use his Drill, if he does plow through him with your Shinkuu Hadouken and jump over hit. Do a jumping fierce into a Hadouken to his face, and when you are on the ground use a crouching short, crouching forward, crouching roundhouse, Hadouken combo. Use your Shinkuu Hadouken whenever you can and also your Shinkuu Tatsumaki Senpū Kyaku near his arm.

Armored Spider-Man: Fairly tough match. Watch for him to miss with his Maximum Spider, use your Shinkuu Hadouken to counter, and if he misses with his Crawler Assault use your Shinkuu Tatsumaki Senpū Kyaku to counter. Let him jump in on you and launch him into an air combo or jump in on him with your jumping roundhouse into a Shinkuu Hadouken for easy and cheap damage. Play defensively and offensively in this battle and watch for him to make some mistakes.

Blackheart: Not even a match for Ryu. Do alot of jumping in on him and comboing him. Use your Shinkuu Hadouken to blast right through his rocks if he misses with his Armageddon. Watch for alot of missed Inferno's as well, counter them with your Shinkuu Hadouken. If he does jump in on your use your crouching fierce and into an air combo.

Captain America: Pretty even match for Ryu. Watch for him to miss with his Hyper Charging Star and Hyper Stars n' Stripes, counter both of them with anyone of your supers, or if you don't have a super available use an air combo. Try to avoid jumping in on him because his priority will get you, instead let him jump in to you and launch him with your crouching fierce and into an air combo. And play keep away from a far distance and out of his Final justice reach.

Chun-Li: Pretty easy fight for Ryu. Watch for her to miss with her Kikousho or her Hazan Tenshou Kyaku, counter them both with your Shinkuu Hadouken. Watch for her to dash in often, use your crouching roundhouse in advance and into an OTG Shinkuu Tatsumaki Senpū Kyaku. Try to avoid jumping in in this battle and let her come to you, your crouching fierce should at least trade hits with her Stomp Kick or over power her, either way you will do more damage.

Cyber Akuma: Not really much of a porblem for Ryu believe it or not. Constantly throw your Hadoukens at him. Then when he you know he will try to match projectiles with you, blast him with your Shinkuu Hadouken. Also try to stay in the air and if he does go for his Thunder Gou Shock, jump up into the air and counter with a Shinkuu Hadouken if you are out of its range. Watch for him to use his Dving Rocket Kujin Kyaku, there is very little you can do about that except block, and counter his missed Scramble Gou Punch with a Shinkuu Tatsumaki Senpū Kyaku.

Cyclops: Tough keep away player, but not a tough opponent. Jump in on him alot

and combo him. Whenever you have a level of super jump in with a roundhouse and immediately cancel into a Shinkuu Hadouken it'll teach him a lesson about playing keep away. Also when he does jump in use your crouching fierce into an air combo and watch for him to use his Running Stun Drop, trip him if he goes for it.

Dan: Not even a challenge! Watch for him to taunt, counter them with either a Hadouken, Shinkuu Hadouken, or an air combo if he is within range. Avoid jumping in on him because of his powerful aluncher and let him come to you and launch him with your crouching fierce into an air combo. Counter all of his missed supers with a super of your choice (depending on your position) or an air combo, also blast him with a Shinkuu Hadouken even if he throws a Shinkuu Gadouken, chances are he will eat it.

Dark Sakura: Well your Dark Counterpart can't pose much problems. Watch for her to miss with her Shououken's alot, use your Shinkuu Hadouken to counter or a crouching roundhouse into a Shinkuu Tatsumaki Senpoo Kyaku. Do alot of jumping in in this battle and combo her, if she does jump in launch her with your crouching fierce and into an air combo.

Dhalsim: Watch for his Yoga Strike if you are jumping in, so constantly jump in with an attack to knock him out of it. Stay away from his range of Yoga Flames and Yoga Inferno, then if he pulls either of them off blast him with either your Team Super or a Shinkuu Hadouken. Don't bother playing defense in this battle because its not needed.

Hulk: Tough opponent. But Ryu should easily take out the trash. Watch for alot of missed Gamma Charges and Gamma Crush, counter both of them with your Shinkuu Hadouken. Watch for Hulk to jump in alot and counter with a jab Shouryuken. Avoid jumping in on him because he will counter you with his launcher.

Ken: Well your rival won't even make you sweat. Play keep away from him all day if you want. Play defensively in this battle and counter his missed Shouryu Reppa and missed Shinryuken with your Shinkuu Hadouken. Counter his missed Shippu Jinra Kyaku with your Shinkuu Tatsumaki Senpoo Kyaku, and when he does jump in on you use your crouching fierce launcher into an air combo. Also if he does have a level of super jump in on him blocking, and he might use a Shinryuken, then as he snaps out of it combo him ir counter with a super!

M.Bison: Not much of a tough fight at all. Counter his missed Scissors Kick Nightmare with your Shinkuu Hadouken. If he goes for his Psycho Crusher block it and wait until it goes through you and counter with your Shinkuu Hadouken. Do alot of jumping in with your jumping roundhouse and combo him. Also watch for a Head Press into a Somersault Skull Diver pattern, block the Head Press and counter the Somersault Skull Diver with your jab Shouryuken.

Mechanized Zangief: Not much of a tough fight. Use your Shinkuu Tatsumaki Senpoo Kyaku if he is trying for a special grab or Final Atomic Buster. Use your Shinkuu Hadouken against him because it does alot of damage and also play keep away against him and stay out of his throw range and block or tyr to avoid his jumping attacks.

Mephisto: Not even a match for Ryu. Do alot of jumping in on him and comboing him. Use your Shinkuu Hadouken to blast right through his rocks if he misses with his Armageddon. Watch for alot of missed Inferno's as well, counter them with your Shinkuu Hadouken. If he does jump in on your use your crouching fierce and into an air combo.

Norimaro: Not much of a battle for Ryu. Jump in on him constantly and combo him, if he does jump in on you just launch him and air combo him. Counter all of his

missed supers with either an air combo or a Shinkuu Hadouken. Avoid using your Shin Shouryuken in this battle and just be on the offensive!

Omega Red: Pretty even match for Ryu. Watch for him to use alot of Omega Destroyers, and play keep away with him if you want. Jump in on him with your jumping roundhouse and combo him, if he does jump in on you launch him into an air combo with your crouching fierce, and keep a close eye on him because its more than likely he will blast out an Omega Destroyer, so if you know when he will use it, use your Shinkuu Hadouken to fry him.

Ryu: Well your double really can't pose much porblems except in the keep away department. Try to match Hadoukens with him then when he leasts expects it blast him with your Shinkuu Hadouken as he is trying to fire out a Hadouken. Avoid jumping in on him too often and wait for him to come to you and launch him into an air combo.

Sakura: Well your rival wants a fight, and she's got it. Jump in alot with your jumping roundhouse and combo her. If she does jump in on you use your crouching fierce launcher into an air combo. Watch for her to miss with her Shinkuu Hadouken and Haru Ichiban, counter them with your Shinkuu Hadouken. Watch for her to use alot of Shououken's counter them with a crouching roundhouse into a Shinkuu Tatsumaki Senpue Kyaku or launch her into an air combo.

Shadow: This battle is pretty even. Watch for him to use his Shadow Justice, counter that with either a Shinkuu Tatsumaki Senpue Kyaku or a Shinkuu Hadouken. Don't jump in n him too often because he will just bounce you away with his launcher, instead let him come to and air combo him. In this battle you might have to play a waiting game and launch him when he gets near and counter his mistakes, also watch for him to throw out alot of Shadow Booms.

Shuma Gorath: Not that much of a tough fight. Jump in on him often and combo him, if he trys to jump in on you use your crouching fierce into an air combo. Aso watch for his Chaos Dimension, play keep away he he does activate it and use your Shinkuu Hadouken. Also watch for alot of Mystic Smashes and Mystice Stares.

Spider-Man: Fairly tough match. Watch for him to miss with his Maximum Spider, use your Shinkuu Hadouken to counter, and if he misses with his Crawler Assault use your Shinkuu Tatsumaki Senpue Kyaku to counter. Let him jump in on you and launch him into an air combo or jump in on him with your jumping roundhouse into a Shinkuu Hadouken for easy and cheap damage. Play defensively and offensively in this battle and watch for him to make some mistakes.

U.S.Agent: Pretty even match for Ryu. Watch for him to miss with his Hyper Charging Star and Hyper Stars n' Stripes, counter both of them with anyone of your supers, or if you don't have a super available use an air combo. Try to avoid jumping in on him because his priority will get you, instead let him jump in to you and launch him with your crouching fierce and into an air combo. And play keep away from a far distance and out of his Final justice reach.

Wolverine: In my opinion its a pretty even fight. Watch for alot of dashing, use your Shinkuu Tatsumaki Senpue Kyaku after you have knocked him down with your crouching roundhouse in advance. Also if he ever misses with his Fatal Claw combos, jump up and meet him and use your Shinkuu Hadouken. Avoid jumping in on him too often and if he does come in on you use your launcher and knock him into an air combo. And counter his missed Berserker Barrage X with your Shinkuu Hadouken.

Zangief: Well this fight is pretty tough, but not that tough. Use your Shinkuu Hadouken whenever he goes for his special grabs or supers and jump in on him often with your jumping rondhouse and combo him until he is pulp. Counter his

Siberian Splash if he tries to jump in with one, with a jab Shouryuken. Jump in alot and combo him and this fight should be a quick one.

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Sakura

Well this schoolgirl is probably and argueably the biggest fan of Ryu. She has trained hard and despretely to see if Ryu would see her as a worthy opponent. She has not studied under the master that Ryu did, but on her own and that can explain why her attacks look so much more differently than the rest of the Shatokens. She does have a great fighting spirit however and her potential equals that of Ryu's, she even tries to act like him sometimes looking for a worthy opponent.

Character Quotes

"I'd never date someone as weak as you!"
"I'll find my victory in youth and perseverance!"
"I'm late for class! See ya!"
"I've done my homework! Looks like you haven't!"
"If I keep this up I might have a chance with him!"
"That's all? I'll go home for a better challenge!"
"The fight is all. A great man once said that."
"You didn't expect me to be this good, did you?"

Hadouken: D,DF,F+P

This is probably the strongest projectile in the game, next to Cyber Akuma's of course. Unlike her counterpart Dark Sakura, this projectile goes vertical diagonal at a 45 degree angle instead of horizontal. This can be used as a anti-air attack, but with it's awkward angle it makes it very hard to stop most of the jump in attacks, this does however have practically no start up delay. Don't bother using this against other projectiles because she will be hit, use this to counter jump in attacks or in combos because this move can hit opponents who are close to her.

Shououken: D,DF,F+P

Well instead of like the other Shatokens this move is used for Horizontal defense. It has alot of priority and combos off anything that she has. This move also does alot of damage and that blue aura in front of her protects her from projectiles and can still hit the opponent who are in stun animation, but don't try your luck against beam supers because it just won't work. Also this move can be used as an AC Finisher and its one of the coolest looking AC Finishers in the game, but if she misses she will bounce off the opponent unable to block for a short while, but she can be countered by certain supers or special moves.

Shunpuu Kyaku: D,DB,B+K

This move is a little awkward, but it comes out quick and can be used in air combos. The stronger the kick button used, the more horizontal range and higher the arc that it has. The recovery time really isn't something to worry about because she can safely block before being countered and it does good damage.

Overhead Arc Kick: F+FK

Just like Ryu's and Ken's, this is her anti-crouch counter, but it has mean

start up delay and cannot be comboed. It does look like a regular standing attack at first, but then when she arcs over her foot onto the opponent's head, then they would know next time not to block low when fighting Dark Sakura! Also watch for the recovery time because it stinks.

Supers

Shinkuu Hadouken: D,DF,F+2P

Well just like her regular Hadouken this super goes diagonally vertical at a 45 degree angle, but it chips alot of damage and does excellent damage. This can also be used as an anti-air attack, and the comboability on this super is amazing! It combos off any of her standing attacks, but be forewarned, it has little horizontal range and an opponent can easily counter with a Final Justice, Weapon X, or even a beam super if she misses with this super.

Midare Zakura: D,DF,F+2K

This super is a funky auto combo super instead of a Shoryuu Reppa type super like it was in the Alpha series, it does good damage and is her prime weapon to counter alot of mistakes put out by opponents. Well this is a good counter towards missed supers, but it does have a start up delay like Captain America's Final Justice, but its more easily comboed but it doesn't go as fast as the Final Justice and the range is bit shorter than the Final Justice. This super is very lethal against anybody including Cyber Akuma himself, but just watch for the recovery time, its not really that good, but I find it hard to counter sometimes.

Well here's how the super looks like:

Midare Zakura Charge, S.Forward, S.Strong, S.Jab, S.Short, S.Forward, S.Short --> Short Shunpoo Kyaku, S.Roundhouse --> Shououken

The Midare Zakura Charge counts as a hit, the Short Shunpoo Kyaku hits twice, and the Shououken hits 6 times.

Haru Ichiban: D,DB,B+2K

In the Alpha series this was a wicked dashing super that was unblockable low and it came out instantly and can easily punish mistakes, but this time it goes vertical instead of horizontal. This combos perfectly off of her launcher or off of all her standing attacks, it comes out just as fast as a Berserker Barrage X, but its weak point is the lack of much horizontal range, its invincible during start up and will out prioritize practically any jumping attack making it a very useful anti-air attack, also there is another downside besides it rediculously horrible recovery time, and that's the fact that she can be hit from above only if the opponent is directly above her, prime examples include Wolverine's Head Stomp and Chun-Li's Stomp Kick. Use this to counter missed supers especially the Shinryuken.

Team Super

Dark Sakura: Shinkuu Hadouken

Well it lacks alot of horizontal range, but it fits well with other team supers like the Kikousho or Omega Destroyer. This super does good damage and alot of chipping damage to back up any super use this on jumping opponents that like to jump in often like Spider-Man.

Team Counter

Dark Sakura: Shououken

An excellent team counter because of its range and it comes out instantly. The only problem with this team counter is that she is hit out of it too easily, and sometimes she will just end up eating the entire super you are trying to counter! You should use this against some supers like Berserker Barrage X or regular attacks, but its pointless against beam supers, unless of course your are playing the PSX version of the game and you are in versus or battle mode.

Variable Assist

Dark Sakura: Shunpuu Kyaku

Probably one of the better team attacks in the game due to its range and damage possibilities. It will arc over projectiles and most beam supers except the Mega Optic Blast of course, and also knock down the opponent. You can still add a beam super of your own though to combo with the attack, but Dark Sakura will still recover from it and the opponent will have an opportunity to get in an extra hit, so don't use this too often.

Combos

Combos: 88/100

Supers: 77/100

Overall: 80/100

Sakura is very similar to Dark Sakura except her Shinkuu Hadouken is completely different. She is rather slow though which is awkward, but she can really pester the opponent with her Shououken combos. Overall nothing much from Dark Sakura.

Special Game Notes: Sakura

-- Despite the fact that she is one of the smaller characters in the game, her speed is very slow and she must use her crouching fierce in advance if she hopes to have any chances of counter an air attack.

-- Her Hadouken is her strongest AC Finisher and it does a heck of alot of damage.

-- When you AC Finish with her Shouken, make sure you use only the jab or strong version, the fierce version takes too long to come out.

-- Her taunt actually does damage, but only one pixel of damage, but it does have alot of priority against dash in attacks and good priority against jump in attacks. It also knocks your opponent back as well!

Ground Magic Series: Stronger

Jumping Magic Series: Stronger

Super Jumping Magic Series: ZigZag

Launcher: C.Fierce

Knockdowns: C.Roundhouse

Small launcher: none

Air Launcher: none

Strikes: Taunt

Team Super: Shinkuu Hadouken

Team Counter: Shouken

Variable Assist: Shunpuu Kyaku

AC Finisher: Fierce, Roundhouse, Hadouken, Shunpuu Kyaku, Shououken

1. S.Jab --> Shouken

2. J.Roundhouse --> Hadouken

3. S.Fierce --> Midare Zakura

4. S.Roundhouse --> Haru Ichiban

5. D.C.Short --> Shinkuu Hadouken

Her Shinkuu Hadouken comes out very fast, use this to your advantage, but don't use this combo often because its cheap, and I hope you are bigger than your human opponent!

6. J.Roundhouse \ / D.S.Short, S.Forward --> Shunpuu Kyaku

7. J.Jab, J.Strong \ / D.S.Short, S.Roundhouse --> Midare Zakura

8. J.Jab, J.Fierce \ / D.S.Short, S.Forward, S.Roundhouse --> Shouken

9. J.Jab, J.Strong \ / D.C.Short, C.Fierce \ / SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Shouken

You can use any other AC Finisher, but the Shouken is the best AC Finisher in the game, IMO.

10. SJ.Jab, SJ.Short, SJ.Forward \ / D.S.Jab, C.Fierce --> Haru Ichiban

Well, the only possible way for her to get more hits on medium and small opponents is by coming down from a super jump, she can perform a ZigZag on the opponent just as she gets down.

11. Partner Attack --> Any super

Akuma is the perfect set up for any of her supers, but I have found that Cyclops works very well also.

EX Combos

1. J.Jab, J.Fierce \ / D.S.Short, S.Roundhouse --> Hadouken --> Midare Zakura --> Shinkuu Hadouken --> Haru Ichiban

2. D.S.Jab, S.Strong --> Hadouken --> Shinkuu Hadouken --> Team Super

3. D.S.Jab, S.Forward --> Hadouken --> Shinkuu Hadouken --> Midare Zakura --> Haru Ichiban

4. Partner Attack --> Midare Zakura --> Team Super

Strategies

Akuma: Well it is a tough match, but not that tough. Wait for Akuma to come to you and launch him in advance with your crouching fierce and into an air combo, a few of these should do him in because he does not take the hits well. Counter his missed Messatsu Gou Shouryuu with either your Haru Ichiban just as he is about to hit the ground or your Midare Zakura when he is recovering, don't wait for Akuma to come down because Akuma will do alot of attacking against you so make your counters quick. Watch for him to teleport alot, use your best judgement as to when he will come and knock him senseless with your Midare Zakura.

Apocalypse: This battle is pretty easy and basic. Attack him constantly and stay behind his arm. Use your Shouken often and suprisingly your Midare Zakura works on his arm! Also use your Haru Ichiban just as you are near his face, but don't bother using your Shinkuu Hadouken because it does a pitance of a damage on this guy. Also knock out the satelites and watch for his Stun Cannon, it gets Dark Sakura dizzy real easily.

Armored Spider-Man: A very tough fight for Sakura because of his quick attacks and priority. Make sure you get the jump on him often because he does not fare well against your jumping roundhouse, and if he does use his Maximum Spider, don't bother using your Shinkuu Hadouken unless you are sure it will connect and make it quick before he lands, instead go for your Midare Zakura or your Shouken. Also watch for him to constantly attack while he is jumping in, use your Haru Ichiban just as he is near you to counter.

Blackheart: Well not that much of a hard fight, there isn't much you can do about his missed supers but if he does miss with his Inferno use your Shouken to counter. Jump in on him constantly and maintain a relentless persuit of combos, he won't take many of your combos well, so this can be a quick fight. Also use your crouching fierce into an air combo or Haru Ichiban just as he is jumping in. Also don't miss with your Haru Ichiban or the Heart of Darkness will bring you down in a quick way.

Captain America: Another tough fight for Sakura, watch for him to be on the jump in often and try to knock him in advance with your crouching fierce into either an air combo or a Haru Ichiban. Also counter his missed Hyper Stars n' Stripes with your Haru Ichiban just as he is hitting the ground, also counter his missed Hyper Charging Star with a Midare Zakura, and his missed Final Justice with a Shinkuu Hadouken. Jump in on him with a jumping roundhouse and continue your combo from there. Also use your Shouken to counter his missed Stars n' Stripes or his missed Charging Star.

Chun-Li: Very tough battle. She is about your size, yet she is so much quicker than you and has more priority on her launcher. Let Chun-Li do the jumping in and launch her with your crouching fierce into an air combo, also try not to jump in too often because her priority will knock you out. Counter his missed Senretsu Kyaku with either a Shouken or a Shinkuu Hadouken. When she does fall back down from her missed Hazan Tenshou Kyaku, counter with your Haru Ichiban or launch her back up into an air combo. Also watch for the dashing in, so try and trip her in advance.

Cyber Akuma: Very tough match up for Sakura. Watch for him to throw out alot of Zankuu Bolt Hadoukens, use your best judgement as to when he will use it and counter with a Shinkuu Hadouken. Watch for him to teleport alot, incase he does try to predict as to where and when he will land and catch him with your Midare Zakura. Don't bother trying to counter his jump-ins because they are lightning quick with a ton of priority. Also don't do much jumping in on him either

because he will hack you back into the air with his very powerful Shining Circuit Shoryuken. Counter his missed Scramble Gou Punch with your Haru Ichiban just as he is falling down or with your launcher into an air combo.

Cyclops: A tough fight for Sakura, use your jumping roundhouse and combo him often because he really can't do much about your jumping attacks. Also when he does jump in use either your Haru Ichiban and hope that it doesn't miss or you can launch him into the sky with your crouching fierce into an air combo. You really can't do much if he misses with his beam supers though, also stay in the air and avoid his keep away tactics because you are more than likely to lose despite the fact that you are an avid keep away character.

Dan: Well, not much of a tough fight, but still he can be a difficult opponent. Watch for him to use his stupidity and taunt so counter with a super or a Shouken. If you are fighting Dan in the PSX version and you are in battle mode, watch for him to use his taunt super, laugh if you may want to but he can cancel out of it, so make sure you make your counter quick even if you don't have enough time to build a super. Also counter his jumping attacks with a crouching fierce in advance and into either your Haru Ichiban if you have a super or a combo.

Dark Sakura: Watch for your evil intent to do a lot of what you do, wait around and launch her. But instead go on the offensive and hope that her crouching fierce wasn't pulled off in advance quick enough. Counter her missed Haru Ichiban with either your Haru Ichiban, Midare Zakura, or your launcher into an air combo. Counter her missed Shouken with your Shouken or Midare Zakura and look to punish her mistakes often.

Dhalsim: Well not much of a tough battle. Watch for Dhalsim to play keep away rather quite often, there isn't much you can do about them except jump over them and combo him as he is recovering. Also when you do jump in always come in with an attack no matter how weak it is because the Yoga Strike will do a deal of damage on you. You can also play defensively and launch him into your air combo or into a Haru Ichiban if you have a level of super, just be on the offensive in this match and you should be fine.

Hulk: Oh boy, not a good sign for even the expert Sakura players. His attacks just do a ridiculous amount of damage against her that even a few fierces can give Hulk a quick victory. Watch for him to go Gamma Charge crazy, block it and use either your Shouken or a Midare Zakura to counter. Watch for him to jump in a lot with that crouching fierce, you can't do much against his attacks but block them and counter his misses. Also watch for him to miss with a lot of his attacks, use your Midare Zakura to counter. Play defensively in this battle and counter his mistakes, yes it might take a while but you can ill-afford a combo or two from the Hulkster.

Ken: Watch for him to use his Shoryuken like crazy! He will barrage you with his Shoryuu Reppa from time to time so counter with a Haru Ichiban just as he is coming down or launch him back into the air with an air combo. Don't jump in on him too often because he has a lot of attacks to counter your jumping attacks, that it just makes it impossible for you to successfully combo him from the air. Do a lot of ground combos because that's what Dark Sakura is good at.

M.Bison: Well do a lot of both, meaning defense and offense. His standing attacks are nothing compared to your jumping roundhouse so jump in and combo. Also counter his missed Scissors Kick Nightmare with your Midare Zakura or with your Shouken if levels of supers are not available to you. Counter a lot of his jumping attacks with your crouching fierce into either a Haru Ichiban or an air combo. Also he will use his Head Press into his Somersault Skull Diver often, block his Head Press and quickly use either your Shinkuu Hadouken or regular

Hadouken to counter before he comes down. Also block his Psycho Crusher and as it goes through counter with a Midare Sakura or Shouken right before he recovers.

Mechanized Zangief: Not a tough match at all, look for him to do alot of Siberian Bear Crusher, Final Atomic Buster, or Team Super, instead of countering with your Shinkuu Hadouken, you can go around him and perform your Midare Zakura, or a C.Short, C.Forward, C.Roundhouse --> Shouken combo and repeat it until he stops. Use your Shinkuu Hadouken whenever he tries to jump in on you, it should push him back or at least stall for awhile.

Mephisto: Well not that much of a hard fight, also in this fight there really isn't much you can do about his missed supers so don't bother, except when he misses with his Inferno, you can use your Shouken to counter his missed attack. Jump in on him constantly and maintain a relentless pursuit of combos, he won't take many of your combos well, so this can be a quick fight. Also use your crouching fierce into an air combo or Haru Ichiban just as he is jumping in. Also don't miss with your Haru Ichiban or the Heart of Darkness will bring you down in a quick way.

Norimaro: This guy is too easy to beat. Knock him senseless with your constant pursuit of air combos but don't bother playing defense because its just not worth your time. Counter all his mistakes with either your Midare Zakura or a Shouken. Combo him alot because he has nothing to stop you from your constant air raids.

Omega Red: Ouch! His coils will do a number on you, but luckily you can jump in on him often because he has poor defensive skills. Also you really can't do much about his Omega Destroyer except try to escape it and escape chipping damage. Counter his jumping attacks with either a Haru Ichiban and hope that he doesn't block it or you can launch him in advance with your crouching fierce into an air combo. Watch for him to come in and attack often, try your best to counter and punish his mistakes with your Shouken.

Ryu: A difficult battle, but not a tough fight nonetheless. Counter his jumping attacks with your crouching fierce into an air combo, or use a Hadouken in advance. Don't try to jump in on him too often because he has alot of weapons that would knock you right back. Counter his missed Shin Shoryuken with your Haru Ichiban, Shinkuu Hadouken, Midare Zakura, or your crouching fierce launcher into an air combo, watch for Ryu to use alot of firepower in the keep away department, so jump over them and attack before he can recover.

Sakura: Well your double will pose alot of problems for you. Watch for her to miss with her Shouken, quickly counter with a Shouken, don't bother using your Midare Zakura because it comes out too slow. Jump in on her alot and hope that she is a little late with her crouching fierce launcher. Counter her missed Haru Ichiban with your Midare Zakura, Shinkuu Hadouken, Haru Ichiban, Shouken, or your launcher into an air combo. Play both offense and defense in this battle.

Shadow: Very tough opponent for Sakura, watch for his priority to overwhelm you. Also he will throw out Shadow Booms from time to time, instead jump at him before he can recover and combo him quickly. Also watch for him to miss with his Shadow Justice, use your Haru Ichiban, Midare Zakura, Shouken, or your launcher into an air combo. Do alot of defensive play because his offensive isn't as good as his defense.

Shuma Gorath: Not that much of a tough battle for Sakura. Watch for alot of Mystic Stares and Mystic Smashes to be arriving at your doorstep. Jump in alot with your jumping roundhouse and combo him, also if he does come in you can either use your Haru Ichiban or your crouching fierce launcher into an air

combo. Also watch for his Chaos Dimension mode, its rather hard for Dark Sakura to escape, but do alot of super jumping and keep away with your Hadouken if he decides to jump in.

Spider-Man: A very tough fight for Sakura because of his quick attacks and priority. Make sure you get the jump on him often because he does not fare well against your jumping roundhouse, and if he does use his Maximum Spider, don't bother using your Shinkuu Hadouken because it does do much damage against him, instead go for your Midare Zakura or your Shouken. Also watch for him to constantly attack while he is jumping in, use your Haru Ichiban just as he is near you to counter.

U.S.Agent: Another tough fight for Sakura, watch for him to be on the jump in often and try to knock him in advance with your crouching fierce into either an air combo or a Haru Ichiban. Also counter his missed Hyper Stars n' Stripes with your Haru Ichiban just as he is hitting the ground, also counter his missed Hyper Charging Star with a Midare Zakura, and his missed Final Justice with a Shinkuu Hadouken. Jump in on him with a jumping roundhouse and continue your combo from there. Also use your Shouken to counter his missed Stars n' Stripes or his missed Charging Star.

Wolverine: A very tough fight for Sakura, make sure you do not miss with your Haru Ichiban because he will counter with a Weapon X most definitely. Also play defensive and whenever he comes in with attacks, launch him with your crouching fierce into an air combo. Watch for him to miss alot with his Drill Claws, use your Midare Zakura to counter or your Shouken, also you can counter his Fatal Claw combos if he misses with your Shinkuu Hadouken or regular Hadouken, just don't wait for him to come down. Basically in this battle wait for Wolverine to come to you and knock him into an air combo.

Zangief: Well a pretty even fight nonetheless. Watch for his Final Atomic Buster, Siberian Bear Crusher, or his Team Super, if you are out of his range quickly perform your Midare Zakura. Also do alot of jumping in on him with your jumping roundhouse and perform alot of ground combos against this guy, also watch for him to jump in on you with his Siberian Splash, there isn't much you can do about it except block and quickly move away before he gets you in his grabs. In this battle play alot of offense and defense.

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Shadow

Well these crossover games really tend to make up there own stories. M.Bison, the evil corrupter and leader of Shadowloo(Shadowlaw, whatever you want to call it) has never been apprehended or defeated nor has anyone attempted. Charlie however was a proud air force luitinent and his goal was to stop all corruption in the air force, and apparently the corruption cam efrom the leader of Shadowloo. Charlie has serveral times attempted to catch M.Bison, but he has escaped serveral times. He did however succeed in defeating M.Bison but when he radioed in for a chopper to capture M.Bison, the helicopter fired on Charlie and he fell into the waterfall of where M.Bison and Charlie fought. M.Bison realizing that Charlie was still alive took him in and turned him into a slave of his army. However Shadow has shown signs that he is not fully effected by the mind control of M.Bison and has shown some humanity at time to time, but his current mission is to take in Cyber Akuma so that M.Bison can learn the technology behind the work of Apocalypse!

Character Quotes

"Didn't even scratch my lens."

"How many more must lose to my strength?"
"I beat more people before 8 am..."
"I break the sound barrier on a daily basis."
"I do it for my country."
"I'm just following orders."
"The Red Cross is on its way."
"You don't have the mettle to be a fighter."

Shadow Boom: B(charge 2 sec.)F+P

Well, I'm not sure what the hype about this projectile is all about, it comes out quick sure, but it has a long recovery time and the fact that you have to charge it makes it pointless to stand up against fireball fights. It will combo and do good damage though. But don't ever use this too often, it has alot of recovery time like I said and he rarely wins fireball fights with it anyways. Well maybe its the PSX version of the game I guess.

Shadow Shell: D(charge 2 sec.)U+K

Its an excellent defender and it has a ton of range and also the blade of energy that comes afterwards acts a like a porjectile except it does diagonally up! It can be put in combos and has high priority, the recovery time however isn't so great and he can be eating alot of supers if he pulls this out at random.

Shadowsault Slash: U,UF,F+K(air)

You can only perform this move in the air, sure you can perform it on the ground but you jump up anyways. This move does alot of damage and can be used as an AC Finisher, although it has a bit of a start up delay because Shadow actually takes the time to start the flip. This can be used as a jump in attack as hit has excellent priority, but it completely knocks the opponent down with one hit.

Backfist: F+FP

Well like Guile it has range and can trade hits with up close projectiles, and its his only move that does that. It has good range for a regular attack and it does more damage than his regular fierce punch.

Thrust Kick: F+RK

Well in X-Men vs. Street Fighter Charlie could mess up low blocking opponents with this kick because it was his anti-crouch counter and the fact that he could combo it. Now its almost useless it still comes out quick and has excellent range, but the fact that its no longer an anti-crouch counter it really doesn't serve much of a purpose except that it has alot of priority and can snuff dashing in attacks and it does more damage than his regular roundhouse kick.

Overhead Jump Kick: F+FK

Its Shadow's anti-crouch counter, unlike other normal move anti-crouch counters, this barely has start up delay(it still cannot be comboed) and has instant recovery time. It does good damage and it can fool human opponents rather easily.

Supers

Shadow Break: D,DF,F+2P

Its been slowed down drastically since X-Men vs. Street Fighter, before Charlie could combo his Sonic Break off of his jabs, shorts, etc. so easily. But now the only way you can combo this in is either by a partner attack or OTG. It does

good damage though and the recovery time is very minimal. You can ram the buttons to throw out 6 extra Shadow Booms and do significantly more damage. Also if you are close to your opponent they will get hit by the animation of your attacks, but only one extra hit though. The chipping damage on this super is pretty mediocre, it probably chips less than a Shinkuu Hadouken, because the Shadow Booms comes in 3's every three Shadow Booms that hits result's in one pixel of chipping damage, so the most pixels of block damage you can get out of this super is 5. Also Cyclops' Jab Optic Blast can nullify the first 9 Shadow Booms of this super, meaning that he can completely nullify your entire super with one shot or he can take out 9 out of the 15 Shadow Booms! Basically since he throws them in a set of three, each projectile that comes towards this super will be able to nullify 3 Shadow Booms! Its hard to explain but you'll see what I mean.

Shadow Justice: D,DB,B+2K

An excellent super overall because it has excellent range and its his only super left that can combo other than OTG or with a partner attack. It chips alot of damage as well and its very useful as an anti-air attack, even if OTG this super you can still rely on this super to fully connect instead of taking a few hits and being able to block like the Shouryu Reppa. This super is his prime counter against mistakes or missed supers and has very high priority. Just watch the recovery time on this super though because he can easily be eating a super as he comes down. So make sure it connects.

Cross Shadow Blitz: D,DF,F+2K

This use to be an excellent super but now, its even worst. It still looks pretty sweet and all, but its so slow and its a dead give away when you here that Sparkling noise(the same sound you here when someone shows their bight teeth on T.V.) and he poses there and then rushes at you, it will take a little time to get use to actually timing this super to connect. Its his strongest super if it connects though as he proceeds to pummel the opponent. If you want to combo this super, think of it as the Proton Cannon, except the recovery time on this move is very minimal and hard to counter.

Here's how the super actually looks like:

Cross Shadow Blitz Charge, S.Short, S.Roundhouse, S.FWD.Roundhouse, S.Forward, S.FWD.Forward, C.Forward, S.Strong, S.FWD.Fierce, S.FWD.Forward

The Cross Shadow Blitz Charge counts as a hit.

Final Mission: B(charge 2 sec.)F,B,F+3P

Think of this motion as Charlie's level 3 Sonic Break in Alpha 2. For some reason charge motions are harder to do in crossover games than in Alpha games. The total damage that this super does is culmulative. Meaning that the total damage will result in the character's defense rating. This super will do the most damage against Akuma and Wolverine, against them it can take away half of their life, while against Hulk it will probably do only 35% damage on him as to compared to 50%, use the chart at the top of this FAQ to determine the total damage. You should basically avoid using this super because its slow, and also note this: IT IS BLOCKABLE!! It doesn't matter if the opponent is it during start up, I know Silver Sage said it was unblockable during start up, but I tried this in training mode and at the arcades and it is ABSOLUTELY FALSE!!! Its a bit slower than the Shun Goku Satsu with less range. Once it connects he will uppercut the opponent for a small portion of damage, then the screen goes black as he pummels the opponent for 15 hits which do absolutely no damage, then the opponent falls back to the ground with a huge explosion that causes a ton of

damage while Shadow blows his hair and messes with his watch or whatever. Clearly not a good idea to use in a close fight and you should save your levels of super.

Team Super

Shadow: Shadow Justice

An excellent team super because it does good damage and easily backs up beam supers and perfectly with dragon punch supers, mainly the Hyper Stars n' Stripes or the Shouryuu Reppa. Just watch the recovery time on this super though because it stinks, and it leaves both you and your partner to attack!

Team Counter

Shadow: Shadow Shell

Possibly the best team counter in the game. It comes out quick, has high priority, and has alot of range for an anti-air attack. Its semi-invincible during start up and will beat out alot of rushing supers like the Crawler Assault or Berserker Barrage X. Its rarely blocked, but if it is your in for a world of hurt unless of course your opponent doesn't have a super.

Variable Assist

Shadow: Shadow Boom

Its a so-so team attack. He will only do his jab version which lets you get closer to the opponent and leaving them to worry about you and the projectile. Its good in fireball fights but from across the screen its basically useless because of the fact that it is so slow and opponents tend to jump over it rather easily.

Combos

Combos: 87/100

Supers: 76/100

Overall: 80/100

Shadow plays exactly like Charlie, but he's a Charlie with weaknesses. He does however have amazing speed that rivals Spider-Man's! He has quick agility and versatility in his attacks and his supers do alot of damage. The only problem with his supers are the fact that they have monumental start up time due to that chime you here before he performs the super making it a dead give away. His ground priority is un-matched able to take out basically any air borne opponent and his jumping priority is fairly good. His Shadow Boom has been given recovery time that's even worst than the Shatokens making keep away useless. He's definitely not a beginner's character but has the power and speed to back it up.

Special Game Notes: Shadow

-- You will notice that the CPU Shadow has a ground ZigZag magic series, I don't know if Capcom intended to do this or not, but its still a little odd.

-- When fighting against Apocalypse Shadow is still referred to as Akuma. This happened in the arcade for some reason, and that bug has also caught onto the PSX and Saturn versions as well! This only happens if you fight Apocalypse in battle mode or at the arcades, he will go through the exact same quotes as Akuma, why ya do this Capcom!!!!!!!!!!!!!!!!!!!!

Ground Magic Series: Stronger

Jumping Magic Series: Stronger
Super Jumping Magic Series: ZigZag
Launcher: C.Fierce
Strikes: none
Small Launcher: none
Air Launcher: none
Knockdowns: C.Roundhouse
Team Super: Shadow Justice
Team Counter: Shadow Shell
Variable Assist: Shadow Boom
AC Finisher: Fierce, Roundhouse, Shadowsault Slash

1. C.Strong --> Shadow Boom

The only way this will work is if you charge ahead of time before you start the combo.

2. Partner Attack, S.Roundhouse --> Cross Shadow Blitz

Well, it mainly works with Akuma, I have yet to have this super connect with anybody else.

3. D.C.Short, C.Roundhouse --> Shadow Break(OTG)

4. Partner Attack --> Any Super

5. D.S.Short, S.Forward, S.Roundhouse --> Shadow Justice or Team Super

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

Basic Shadow combo, master it and you will already be a master at Shadow!

7. J.Jab, J.Strong \ / D.C.Short, C.Forward, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse

Hesitate before you pull off the SJ.Forward, but hesitate for a split second, its a little bit like Spider-Man, but don't try to hesitate too long or else the opponent will be able to block.

8. J.Jab, J.Fierce \ / D.C.Jab, C.Forward, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> Shadowsault Slash, C.Short, S.Strong, C.Fierce /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse, SJ.Roundhouse \ / S.Forward, S.Roundhouse

Jeez! He can do this combo better than Charlie can! This mainly works on the bigger characters like Zangief or Hulk or Blackheart. You might have to skip a couple of hits in the air against medium and smaller characters. Like the combo above, hesitate before the SJ.Forward on the second part of the combo, after the first SJ.Roundhouse, hit the roundhouse button as you are falling down, here you should land before your opponent when you land go into a S.Forward into a S.Roundhouse. It's difficult but with timing and practice you can pull it off! And it does work!

EX Combos

1. Akuma Partner Attack, S.Roundhouse --> Cross Shadow Blitz --> Shadow Break --

> Shadow Justice

In this combo cancel quickly after the first few hits of the Cross Shadow Blitz.

2. J.Jab, J.Strong \ / S.Short, S.Roundhouse --> Shadow Boom --> Shadow Justice -> Team Super

Like before, charge during the combo, avoid dashing because you will just have to charge again and you might want to skip the short against medium and smaller characters.

Strategies

Akuma: Well its a fairly even fight. Try to avoid jumping in on him because he can knock you out of the air with his launcher. Also watch for his Messatsu Gou Shouryuu to miss, counter that with either an air combo or a Shadow Break. Watch for him to teleport often, if you can predict as to where he will land, start your Cross Shadow Blitz and hope that it will connect as he recovers from his teleport. Watch for him to jump in alot as well, counter that with your crouching fierce into an air combo or use your Shadow Shell.

Apocalypse: Its a fairly decent battle for Shadow. Even though Apocalypse thinks your Akuma. In the air jump up to his face and use a jumping iferce into a Shadowsault Slash. On the ground use your crouching short, crouching forward, crouching roundhouse, Shadow Boom method. Use your Shadow Break whenever you have a level of super and you can also use your Shadow Break against his Drill, once you have thrown out all of your Shadow Booms, quickly jump out of the Drill's way or push block it.

Armored Spider-Man: Tough match. Watch for him to do alot of jumping in, when he does jump in use your crouching fierce launcher and into an air combo. Counter his missed Maximum Spider with either a Shadow Break or a Shadow Justice, don't try to go for his Cross Shadow Blitz unless you start the thing real early. If you don't have levels of super counter him with an air combo, and if he misses with his Crawler Assault counter with a Shadow Justice or an air combo, don't try to go for any of your other supers because he will recover too quickly. Play defensively in this battle and wait for him to make mistakes.

Blackheart: This battle is pretty easy. Jump in alot and combo him, also watch for him to miss with his Inferno, counter that with either a Shadow Justice or an air combo. If he misses with his Armageddon counter with your Shadow Break, its a bit risky, why you ask even though you are far away from the rocks? Simply because the rocks nullify your Shadow Booms so easily, so you might have let the super go to know use. Also if he tries to jump in on you use your launcher and launch him into an air combo.

Captain America: Tough fight. Watch for him to jump in, and if he does use your crouching fierce into an air combo, also if he misses with his Hyer Stars n' Stripes use your Shadow Break to counter. If he misses with his Hyper Charging Star use your Shadow Justice to counter. Wait for him to jump at you and launch him into the air with your crocuhing fierce and into an air combo, and throw your Shadow Booms at a distance.

Chun-Li: Fairly tough fight for Shadow. Use your Shadow Break to counter her missed Hazan Tenshou Kyaku or an air combo if you lack levels of super, use either your Cross Shadow Blitz, Shadow Break, or Shadow Justice if she misses with her Kikousho. Wait for her to jump into you and launch her with your crocuhing fierce and into an air combo, watch for her Stomp Kick though, you might want to use your short Shadow Shell if you anticipate her using her Stomp

Kick.

Cyber Akuma: Tough fight for Shadow. You can't do much about his constant Bolt Hadoukens or his Zankuu Bolt Hadoukens except try to avoid them by super jumping. Also don't bother trying to match projectile with projectile because frankly you are going to lose due to the fact that he has slow recovery time and he has to charge for it. But use your Shadow Break whenever you have a level of super and always ram those buttons to get the extra Shadow Booms out cause your going to need them. Also he does alot of teleporting so try to predict as to where he will land and use your Cross Shadow Blitz to catch him as he comes out of his teleport. Stay in the air by super jumping, gain your levels, and use your Shadow Break whenever you have the chance.

Cyclops: Watch for this guy. He can probably completely nullify your Shadow Break with his jab Optic Blast, so when you do use your Shadow Break use them up close or close enough so that he doesn't have enough time to counter them. Jump in on him with your jumping roundhouse and pound him with your air combos. Watch for him to use his Mega Optic Blast or his Super Optic Blast, you can't do much about them except block them or try to avoid them, also if he does jump in use your crouching fierce and knock him back into the air with an air combo.

Dan: Fairly even match, but even the expert Shadow players have lost to him! Jump in on him, but not too often and combo him. Also if he jumps in on you use your crouching fierce and launch him back into the sky and into an air combo. Counter all of his missed supers with either a Shadow Justice or Shadow Break. Watch for him to taunt often too, counter those taunts with an air combo.

Dark Sakura: Well its a pretty easy fight for Shadow. Watch for her to miss with her Shououken, use your Sonic Break or an air combo to counter. Watch for her to miss with her Haru Ichiban, use your Shadow Justice or Shadow Break to counter. Jump in on her often and combo her, if she tries to jump in on you, use your crouching fierce launcher into an air combo.

Dhalsim: Watch for Dhalsim to use his Yoga Inferno, you really can't do much about that except try to get out of harm's way. Jump in on him and always attack him because you never know when he may pull off a Yoga Strike. Also watch for him to play keep away with you often as well, you can't do much about that except try jumping over them and countering when you are near him. Watch for Dhalsim to teleport often, try to anticipate as to where he is going to alnd and combo him or use a super ahead of time.

Hulk: Well watch for him to miss with his Gamma Charge, counter that with either your Shadow Justice or an air combo. If he misses with his Gamma Crush use your Shadow Break to counter or dash in and air combo him. Avoid jumping in on him in this battle and if he jumps in with a jumping roundhouse use a short Shadow Shell to counter. Basically in this battle play defensively and counter his mistakes.

Ken: Fairly easy fight. Try to avoid jumping in on him because he has alot of anti-air attacks with low recovery time to bounce you back. Let him come to you and launch him with your crouching fierce and into an air combo. Watch for Ken to miss with his Shinryuken and Shouryuu Reppa, counter both of the misses with either your Shadow Justice or Shadow Break. Try throwing out you Shadow Booms at him from a distance because he can't do anything about it unless his partner is Ryu!

M.Bison: Its a pretty easy fight for Shadow. Jump in alot and combo your creator and if he misses with his Scissors Kick Nightmare use your Shadow Justice to counter the miss or an air combo if you lack levels of super. Watch for his Psycho Crusher, wait until it passes through you and counter with a Shadow

Justice. If he jumps at you use your crouching fierce launcher and into an air combo, also if he goes into a Head Press, Somersault Skull Diver pattern, use your short Shadow Shell to counter his Somersault Skull Diver before he attacks after you have blocked his Head Press.

Mechanized Zangief: Its a pretty easy battle, watch for him to use his grabs often. Here if he does go for his Final Atomic Buster, Team Super, or Siberian Bear Crusher jump over him and use your Cross Shadow Justice, it may seem odd but just use it because it does work on him! Also use your Shadow Break whenever you have the chance. Stay in the air often and avoid his jumping attacks because regardless if you block his Siberian Splash or not, your in serious trouble.

Mephisto: This battle is pretty easy. Jump in alot and combo him, also watch for him to miss with his Inferno, counter that with either a Shadow Justice or an air combo. If he misses with his Armageddon counter with your Shadow Break, its a bit risky, why you ask even though you are far away from the rocks? Simply because the rocks nullify your Shadow Booms so easily, so you might have let the super go to know use. Also if he tries to jump in on you use your launcher and launch him into an air combo.

Norimaro: Well this battle isn't hard! Combo him and jump in on the little guy constantly and watch for him to use his supers, counter all of his missed supers with either a Shadow Break or a Shadow Justice. If he does jump in on you use your crouching fierce and into an air combo and avoid using your Shadow Justice unless you are sure it will connect because he can counter with his Hyper Strong Miracle Treasure.

Omega Red: This battle is fairly easy, jump in on him and combo him often. Watch for him to use his Omega Destroyer quite a bit, there isn't much you can do about that except try to escape the chipping damage by super jumping. Also if he tries to jump in on you use your crouching fierce into an air combo and use your Shadow Break whenever you have the chance.

Ryu: A fairly even match but the odds go to you. Watch for him to throw alot of Hadoukens, try to avoid a fireball fight against him and jump over his fireballs. Try to avoid jumping in on him too often because he has alot of weapons that can counter your attacks. Also watch for him to miss with his Shin Shouryuken and Shinkuu Tatsumaki Senpuu Kyaku, counter both of these with your Shadow Break. Watch for him to jump in often, use your crouching iferce into an air combo if he does.

Sakura: Fairly tough fight. Watch for her to go Shououken crazy, counter them with your crouching roundhouse and into an OTG super, but try not to do that often otherwise human opponents will roll and counter. Jump in on her often and combo her, if she tries to jump in on you use your crouching roundhouse and into an air combo, and counter her missed Haru Ichiban with either of your supers, and her missed Shinkuu Hadouken with your Shadow Break.

Shadow: Well apparently your double doesn't like your face, so what do you do about that? Use your combos and rearrange his! In this battle wait for him to come to you and launch him into an air combo and counter his missed Shadow Justice with your Shadow Break and watch for alot of Sonic Booms, try to jump over them and as you get closer jump over his Shadow Boom and combo him. He will also try to dash in, but trip him in advance and OTG him with either your Shadow Justice or your Shadow Break.

Shuma Gorath: Well its a pretty easy match. Just watch for his Chaos Dimension, do alot of jumping around when he activates it and keep him away using your Shadow Break and avoid your other supers when he is in this Chaos Dimension mode. Jump in on him alot and combo him, if he tries to jump in on you use your

crouching fierce and launch him into an air combo. Basically in this battle play offensively and watch for his Chaos Dimension!

Spider-Man: Tough match. Watch for him to do alot of jumping in, when he does jump in use your crouching fierce launcher and into an air combo. Counter his missed Maximum Spider with either a Shadow Break or a Shadow Justice, don't try to go for his Cross Shadow Blitz unless you start the thing real early. If you don't have levels of super counter him with an air combo, and if he misses with his Crawler Assault counter with a Shadow Justice or an air combo, don't try to go for any of your other supers because he will recover too quickly. Play defensively in this battle and wait for him to make mistakes.

U.S.Agent: Tough fight. Watch for him to jump in, and if he does use your crouching fierce into an air combo, also if he misses with his Hyer Stars n' Stripes use your Shadow Break to counter. If he misses with his Hyper Charging Star use your Shadow Justice to counter. Wait for him to jump at you and launch him into the air with your crocuhing fierce and into an air combo, and throw your Shadow Booms at a distance.

Wolverine: Watch for him to dash in alot. Use your crouching roundhouse and tag him as he tries to dash in for a combo. Avoid too much jump ins and let him come to you and launch him into an air combo. If he misses with his Fatal Claw combos use your Shadow Shell or Shadow Justice to knock him out of it, but beware he might be too high for your Shadow Justice so its just safer to use your Shadow Shell. Use your Shadow Break whenever you can, especially after a crouching roundhouse, play defensively in this battle and wait for him to make mistakes.

Zangief: Well its a fairly tough match for Shadow. Watch for him to use his Final atomic Buster or Siberian Bear Crusher, use your Shadow Break or Shadow Justice to counter if you are out of his range otherwise your start up delay will allow him to grab you. Jump in on him often and combo him, also watch for his Siberian Splash, counter that with your short Shadow Shell. USE your Shadow Break whenever you have the chance and stay away from his throw range!

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Shuma Gorath

A powerful being once banned from Earth summoned to another dimension from the gods. He was obsessed with power and did whatever he could to obtain it, he is serveral thousand years old and has had encounters with Dr.Strange. Well I don't know much about this guy(he's actually a female in the comics[!]) since I never had the Infinity War series it would be nice if someone could help though!

Character Quotes

"Destruction can be a thing of beauty."
"I am the eye of the storm to come!"
"I seek eternal power!"
"Next time, I will not go so easy on you."
"Perish you insignificant little flea!"
"Pitiful. Is there no challenge for me?"
"The force of my power cannot be equaled!"
"Would you like another trip to my dimension?"

Mystic Smash: B(charge 2 sec.)F+K

Its a pretty good counter against missed supers or mistakes and it does good

damage. The problem with this move now, is that you can't OTG after it any more because it bounces the opponent into the air and they fall back to the ground and able to block. It does do alot of chipping damage however and the recovery time and start up delay are very minimal, but its hard to combo this. You can combo this off of his launcher but only the roundhouse version will fully connect. You can also do this move in the air, but it can't be used as an AC Finisher, or at least I haven't found a way to combo it in the air yet, he arcs down while he does this in the air and since his attacks bounces the opponent up I'm not sure why Capcom even gave him the ability to do this in the air.

Mystic Stare: B(charge 2 sec.)F+P

This was probably the change I hated most about Shuma Gorath. In Marvel Super Heroes once this connected it did the damage right away, but in this game you have to wait for an eternity just for the eyes to explode. This move does alot of chipping damage and can be used in a keep away game, and also the start up delay and recovery time is almost absent. If you do manage to connect the eyes will stick on the opponent and you will have to wait about 15-20 seconds until they explode, also if you do get hit the eyes go away or if your opponent switches out. Primarily use this to chip your opponent.

Devitalization: F,DF,D,DB,B+K(close)

Its an excellent throw move that can catch opponents by surprise. Unlike Hulk's special grab this move is unblockable. It does good damage as he picks up his opponent and slams down the opponent it counted as a two hit combo in Marvel Super Heroes, but it doesn't now since its a throw. Try to avoid doing this move from out of range because he will just go in his miss pose unable to block.

Mystic Drop: D+FK(air)

Its a quick attack that does good damage and has good prioirty even though some launchers can knock him out of it. Its also his AC Finisher and if it is blocked it has bad recovery time, but for some reason I find it hard to counter the miss.

Chaos Drain: F+FK or RK(close)

Well its actually Shuma gorath's throw. What this will do is drain the energy out of his opponent, even gain him life pass his red bar! You shouldn't use this too often against a human opponent because you can actually start fist fights with this move, and its only a game!! Unless you are an expert in some forms of special combat or you are really buff and bigger than the guy next to you, then avoid using this move too often. Use it on the CPU whenever you want and its also very hard to tech hit out of this move.

Supers

Chaos Split: D,DF,F+2P

Its semi useful in my opinion, while it does add hits to his ground and super jumping combos, it really messes up his jumping attacks because its hard to follow up on this. You really won't get double the hits from this move because some of your double's attacks misses, and doing his supers are completely ineffective because if you do the Mystic smash and Mystic Stare the animation of his double takes place but no extra eyes come out and your double will not damage the opponent even though he bounced into the opponent with the Mystic Smash. This is primarily used to beef up the attacks and hits in his air combos. He can be hit out of this super or you can wait about 12 seconds and it should go away. Basically think of this super as "Custom Combo" mode Shuma Gorath,

while the double image can't damage the opponent with special attacks and also he can't do quick cancellations.

Chaos Dimension: D,DF,F+2P(level 3) then FP/RK/SP/FK

Powerful, painful, and deadly. That's what describes the damage done right there, it doesn't matter who your opponent is once its activated you really can't do much about it. I'm glad its a level 3 super now, but its probably the most easiest level 3 super to do and use in the entire history of Capcom fighting games! Once activated you will have about 7 seconds to complete the super by grabbing your opponent with either medium/hard punch or kick. If your opponent is close to you they will be hit by the activation, this move is also unblockable! The animation has been improved from the last game and now it turns the background in complete black and the only thing you see is your dizzy opponent taken to the Chaos Dimension! In Marvel Super Heroes he would exclaim "Chaos Dimension!" but I can barely hear it in this game. This is probably Shuma Gorath's main weapon that should lead him to victory.

Mystic Smash: D,DF,F+FP+RK(D,DF,F+P+K same strength)(level 2)

In the arcades, Saturn, and Crossover mode you start the super with the fierce and roundhouse, and while in other modes you use the punch and kick of the same strength. Well Capcom could have changed the name of this super because it has the same name of his other special move! Well regardless this super does an amazing amount of damage and it comes out quick, and combos off of anything and I mean ANYTHING! This does alot of chipping damage, and I found that it does the best damage when its teamed up with the Crawler Assault! This does a rack of chipping damage and the recovery time is very minimal, it's Shuma Gorath's best super, but why does it have to be a team super Capcom?!!!

Team Super

Shuma Gorath: Mystic Smash

The super that complements all supers, its best if Shuma Gorath starts this super when your partner is Omega Red otherwise the coils will bring the opponent away from the eyes. This super has alot of range as eyes pop out and a double image of Shuma Gorath appears. Low recovery time and its just as quick as the Shouryuu Reppa if Shuma Gorath starts the super!

Team Counter

Shuma Gorath: Mystic Smash

Please, don't get this confused with this team super! Its a good team counter because it has great range and does good damage. The recovery time is fairly decent and even if the opponent blocks this counter they will take alot of chipping damage!

Variable Assist

Shuma Gorath: Mystic Smash

Again! It must be Mystic Smash day for Shuma Gorath! Its a fairly decent team attack, why? The good part is that even if the opponent blocks they take alot of chipping damage and it also knocks the opponent away if it connects. The bad part is that you can't follow up on it and the opponent can hit Shuma Gorath while he is recovering.

Combos

Combos: 75/100

Supers: 83/100

Overall: 78/100

Shuma Gorath is not that bad of a character. He does have decent priority on his jumping roundhouse and he has a very powerful yet effective Chaos Dimension super. However that doesn't mean he hasn't been toned down from the last game, his combos has been limited and his OTG possibilities are practically all gone! Defense is one of his weak points and he has trouble taking out opponents that are air borne. He lacks recovery time on his special attacks which is good and once mastered he can be very dominating!

Special Game notes: Shuma Gorath

-- There a few things gone from his combos:

- a) No more OTG after his Chaos Dimension
- b) No more OTG after his Mystic Smash(special move!)
- c) Difficulty in getting extra hits after his SJ.UP Fierce

-- Most Shuma Gorath players(like myself) should see no difficulty in adapting to his tweaked combos.

-- Shuma gorath can gain crazy super meter if the opponent blocks either his Mystic Smash or Mystic Stare, then go crazy with the..."Chaos Dimension!"

Ground Magic Series: Punch to Kick

Jumping Magic Series: Punch to Kick

Super Jumping Magic Series: ZigZag

Launcher: S.Roundhouse

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

Small Launcher: none

Air Launcher: none

Knockdowns: none

Team Super: Mystic Smash

Team Counter: Mystic Smash

Variable Assist: Mystic Smash

AC Finisher: UP.Fierce, Roundhouse, Mystic Drop

1. Partner Attack --> Mystic Smash

2. Mystic Stare --> Hope they will Explode

Easy combo, but difficult to avoid being it, master it, and you are cheap!

3. D.S.Jab, S.Short --> Team Super

Quick, easy, cheap, and effective.

4. Partner Attack --> Chaos Dimension

Preferably Akuma and Cyclops

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

Basic combo for the walking squid, master it and you will already be a master at Shuma Gorath!

6. Partner Attack --> Mystic Stare, explode --> Chaos Dimension

7. J.Strong, J.Forward \ / S.Strong, C.Forward --> Mystic Smash

8. Partner Attack --> Mystic Stare, explode, J.Strong, J.Forward \ / S.Strong, S.Forward / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Jab, SJ.UP.Fierce

Well its the biggest combo I can pull off, can you do better?

Strategies

Akuma: This battle is pretty tough, but if you can counter his mistakes and play defensively you can easily win. Watch for him to miss with his Messatsu Gou Shouryuu counter with either a super or an air combo. Watch for alot of Gou Hadoukens to be coming your way so make sure you use that roundhouse Mystic Smash to go over his projectile and counter.

Apocalypse: Not much of a tough match, your main weapon is to use your team super. But in the air use alot of jumping fierces into a jumping roundhouse. On the ground use a standing strong into a standing roundhouse and cancel into a Mystic Smash. Watch for his Drill and never use your Chaos Dimension.

Armored Spider-Man: Tough battle once again. Watch for him to miss with his Maximum Spider counter the miss with either an air combo, team super or Chaos Dimension. Jump in on him often with your jumping roundhouse and combo him and always be charging for your Mystic Stare just incase he blocks your launcher and tries to dash in.

Blackheart: This battle is pretty even throughout the match but the odds tip in your favor. Watch for him to miss with his Armageddon, use your team super to counter, if you don't have 2 levels of super then there is basically nothing you can do about it. Jump in alot with your jumping roundhouse and combo him and if he does try to jump in on you launch him into an air combo.

Captain America: Tough match up for Shuma Gorath. Watch for him to jump alot use your standing forward into an air combo to counter, watch for him to miss with his Hyper Stars n' Stripes or Hyper Charging Star, counter both of them with either a team super, Chaos Dimension, or an air combo. Avoid jumping in on him because he can launch you as well.

Chun-Li: Watch for her to miss with her supers. Use your supers or standing forward into an air combo to counter her jumping attacks and missed supers and use your Mystic Stare often especially when she misses with her Kikousho. When you do have three levels of super use your Chaos Dimension.

Cyber Akuma: Tough battle. Avoid jumping in on him because of his powerful attacks and avoid letting him jump in on you because of also powerful attacks. Jump in the air in this battle and gain your levels, your best bet at winning in this batte is through the use of the Chaos Dimension, you can use your team super if you want, but the Chaos Dimension does more damage.

Cyclops: This battle is pretty tough. Watch for alot of Optic Blasts, use your roundhouse Mystic Smash to go over his projectiles and to attack Cyclops. Jump in on him often with your jumping roundhouse and combo him and launch him into an air combo as he tries to jump in. Its a bit risky using your Chaos Dimension here because he can keep you away all day with his Super Optic Blast until your

Chaos Dimension mode runs out.

Dan: This battle isn't too tough but avoid jumping in on him because of his powerful aluncher. Watch for alot of taunts use your Mystic Smash, supers, or an air combo to counter. Counter his jumping attacks with your launcher into an air combo, and counter his missed supers with your supers or an air combo.

Dark Sakura: Its a fairly easy match and its one of those battles where Shuma Gorath can completely rely on combos to win. Jump in on her often with your jumping roundhouse and combo her and if she does try to jump in on you launch her with your standing forward and into an air combo. And if she misses with her Haru Ichiban use your Chaos Dimension, Team super, or an air combo to counter her missed super.

Dhalsim: Rather easy fight. Always jump in with your jumping roundhouse and combo him and always attack when you are jumping in otherwsie he can go into his Yoga Strike and catch you. Watch for alot of teleporting use your team super if you can predict where he is going to land otherwise try to counter with an air combo. And use your Chaos Dimension whenever you can.

Hulk: Tough match. Watch for alot Gamma Charges, counter them with either a super or air combo. Watch for him to miss with his Gamma Crush use your team super or an air combo to counter. And jump in often with your jumping roundhouse and combo him, but block every once in a while you are jumping in because his launcher has serious priority over your jumping attacks and use your Chaos Dimension whenever you have a level of super.

Ken: Its a pretty hard fight but the tactics go the same as if you were fighting Akuma. Watch for him to jump in alot, use your standing forward launcher and into an air combo. Counter his missed supers with either a super or an air combo and avoid jumping on him too often because he does have alot of weapons to bounce you back.

M.Bison: Easy match for Shuma Gorath. Jump in alot on him and use your jumping roundhouse and combo him. If he does try to jump in on you use your standing roundhouse and into an air combo. And if he does go for his Head Press into a Somersault Skull diver pattern there is very little you can do about it except block, you can use your Mystic Smash but the timing is a little hard. And counter his missed Scissors Kick Nightmare with a team super, Chaos Dimension or an air combo.

Mechanized Zangief: This battle shouldn't be hard. Watch for him to use his Final Atomic Buster or Siberian Bear Crusher, get around him and use your standing roundhouse if he does so. Also use your Mystic Stare alot, it'll do good damage on him and there is nothing he can do about it! And use your Chaos Dimension whenever you have three levels of super.

Mephisto: This battle is pretty even throughout the match but the odds tip in your favor. Watch for him to miss with his Armageddon, use your team super to counter, if you don't have 2 levels of super then there is basically nothing you can do about it. Jump in alot with your jumping roundhouse and combo him and if he does try to jump in on you launch him into an air combo.

Norimaro: Well this is another rare match that you can go all out offensive in. Jump in on him and combo him and when you have 3 levels of super ready use your Chaos Dimension. This should be a quick fight and make sure to counter his missed supers with either an air combo or a supers.

Omega Red: Tough match. Watch for him to keep you away with his Omega Destroyer whenever you try to use your Chaos Dimension. Jump in on him often with your

jumping roundhouse and combo him. If he tries to jump in on you use your standing forward and launch him into an air combo. Try to use your team super in this battle instead of your Chaos Dimension because he will most likely use his Omega Destroyer to keep you away, then once he uses all of his supers your Chaos Dimension mode will be gone!

Ryu: This battle is pretty tough, but a few smart tactics and you should easily win. Watch for him to throw out alot of Hadoukens, don't try to counter them with your Mystic Smash, but instead use a roundhouse Mystic Smash and it will go over his projectile, but be quick about it otherwise he will be able to block. Try playing defensively in this battle and launch him whenever he tries to jump in and counter his missed supers with your supers or an air combo.

Sakura: Its a fairly easy amtch and its one of those battles where Shuma Gorath can completely rely on combos to win. Jump in on her often with your jumping roundhouse and combo her and if she does try to jump in on you launch her with your standing forward and into an air combo. Counter her missed Shinkuu Hadouken with your team super and if she misses with her Haru Ichiban use your Chaos Dimension, Team super, or an air combo to counter her missed super.

Shadow: Tough match. Avoid jumping in on him too often because he does have alot of weapons to bounce you back. If he does jump in however use your standing forward and into an air combo, always charge for your Mystic Smash or Mystic Stare, and use your Chaos Dimension whenever it is possible.

Shuma Gorath: Well let's see who has the badder dimension! Jump in on him with your jumping roundhouse because it can over power his launcher and use your Chaos Dimension whenever you have the chance. If he does try to jump in at you use your Mystic Smash, but time it late so that you are close to him when he tries to jump in. Watch for his Chaos Dimension though, you can try using your Chaos Dimension and try to counter it, but mainly stay away from him.

Spider-Man: Tough battle once again. Watch for him to miss with his Maximum Spider counter the miss with either an air combo, team super or Chaos Dimension. Jump in on him often with your jumping roundhouse and combo him and always be charging for your Mystic Stare just incase he blocks your launcher and tries to dash in.

U.S.Agent: Tough match up for Shuma Gorath. Watch for him to jump alot use your standing forward into an air combo to counter, watch for him to miss with his Hyper Stars n' Stripes or Hyper Charging Star, counter both of them with either a team super, Chaos Dimension, or an air combo. Avoid jumping in on him because he can launch you as well.

Wolverine: Tough match. Its always important to have a level 2 or level 3 super at hand. Watch for Wolverine to miss with his Fatal Claw combo use your Chaos Dimension or team super to counter, if you don't have levels of super wait until he snaps out of it and immediately launch him into an air combo. If he does jump in on you use your standing forward to launch him and into an air combo.

Zangief: Fairly tough match. Use your Mystic Smash to counter his jumping attacks but start it late. Also jump in on him often and combo, when he does go for his Siberian Bear Crusher or Final Atomic Buster, use your team super or Chaos Dimension, if you have no levels of super keep away from him! Stay out of his throw range and use your Mystic Smash often.

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Spider-Man

With an IQ chart that reaches above a mountain range, a pair of hip and cool classes, and a face covered with acne, you say Peter Parker's life was going pretty well right? Well actually it was going pretty well, but the problem was that he couldn't get any girl in school to go out with him. He one day attended a science lecture on nuclear physics during that time an experiment was being conducted at the lecture and a spider came in the middle of a radioactive beam, it later then bit Peter Parker. He was startled to find that he was bitten by a spider and had collapse, later when he came home he was sticking to walls for some unknown reason and he was lifting stuff he could never lift before! Later Peter decided to use his powers to earn money wrestling and he didn't want to be noticed so he wore a Spider costume. He ended the match quick and decided to go home, then a robber ran away from the police, the police asked him to help but Peter was too ignorant. Later at that same night he broke into his Uncle Ben's house and murdered his Uncle Ben. Peter wanted to get the guy first and they say he was chased down to a local abandoned warehouse. Peter immediately rushed to the scene in his spider costume, he had found the place surrounded full of cops, but Peter had already found the guy, and guess what? It was the same guy who the police officer was chasing! Shocked and surprised he decided to make an obligation to himself, he would help any person who was in need of it and never turn them down. Well most of you have probably seen this story on FOX KIDS!!! During his long career he had encounters with many enemies, and also 4 Hobgoblins!!!

Character Quotes

"And I thought the people in New York were weird!"
"Boy! This hero stuff is just never easy!"
"I need to refill my web- shooters after that one!"
"I'm not a clone! I'm the one and only!"
"I'm not paid enough for this!"
"J.J. doesn't pay me enough for this!"
"You'd never see that much action on a cartoon!"
"You're not so tough. I expected better! "

Web Ball: D,DF,F+P

Prime weapon for old Spidey here. Depending on which button you use will determine how long the opponent stays in place. The jab and strong versions are basically useless if you hope to try and combo the opponent. But the fierce version can be used in combos and set up the Maximum Spider! However the fierce version has a long start up delay and cannot be comboed except by the help of your partner, the jab version comes out quick and can be used for keep away.

Spider Sting: F,D,DF+P

Spidey's powerful anti air attack that can be associated with his launcher! Doing the motion once and pressing punch will make Spidey hit once while hitting the opponent and pressing punch afterwards initiates the second hit. The Jab is the only version you should most likely use. Just watch out as you come down cause you can get launched or swept into an OTG super!

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

Jab- Straight Foward

Strong- Diagonally Up 60 degrees

Fierce- Straight above his head

Just try not to get predictable about this because anybody can quickly hit you with a super. When the opponent is caught he is then swung around and tossed

into the wall doing good damage. You can rotate the joystick around to get an extra swing out of it but you won't increase the damage, besides there's a training mode and the damage gauge always says 20. This move chips also, but only the initial web string that comes out at you.

Web Swing: D,DB,B+K

Well this is Spider-Man's main weapon to be used in air combos. It does alot of damage and only the roundhouse version can OTG the opponent. This move can also be used as an escape move and sorta an air dash like the one in MvC over ground based supers, ala Dark Sakura's Shinkuu Hadouken. If the opponent blocks this Spider-Man will end up on the other side of the opponent. Don't use this move too often though because it has bad recovery time and also has a slight start up delay.

Supers

Maximum Spider: D,DF,F+2P

Powerful damage if it connects. Once connected Spidey will enrout in an atuo 5 hit juggle combo that sends the opponent flying across the screen. This can also be used to chip as well, and it chips good damage ofr one hit! He can also aim the Maximum Spider as well incase the opponent tries to super jump out of the way. The real problem with this move is the fact that it leaves Spidey open to attack for the longest time, even more than Hulk's Gamma Charge if it is blocked. It lacks comboability and can only be comboed by two methods:

- a) off a Fierce Web Ball
- b) off a partner attack(works best with Akuma)

Crawler Assult: D,DF,F+2K

Well his new super for this game is probably one of the best supers in the game. I just wish he can combo it other than OTG, that means he would rival Wolverine's Berserker Barrage X! Well this primarily used in OTG combos or countering missed attacks and supers. It does alot of damage if it connects and does a large amount of chipping damage as well. It has a bit of a start up delay making it uncomboable, and the recovery time on this super is bad. Use this only on opponents before they die. This move is a little funky, but it fits Spider-Man's style(not Peter Parker's!) as he goes into an auto eight hit combo that has alot of range, its quick, it travels through projectiles at start up, and he exclaims "Showtime!" then proceeds to beat the snot out of the opponent, so don't don't show your exuberance and funky side by ramming the button like you were in Al Bundy's Dodge, because you will only get eight hits out of this! Also one more note, if you OTG this super the last hit will be blockable by your opponent! If you are interested, the 8 hit combo goes like this:

S.Fierce, S.Strong, S.Fierce, S.Strong, S.Fierce, S.Forward, S.Roundhouse -->
Maximum Spider Kick

That's exactly what he does in the auto super, if you think its off, then email me.

Team Super

Spider-Man: Crawler Assault

An excellent team super because it has alot of range and it chips pretty good damage. While it doesn't do much damage on its own it can back up alot of supers rather easily except for the Omega Destroyer because the Omega Destroyer lifts

the opponent out of Spidey's range. But if you want a quick super that can back up probably anything or if you want to chip and opponent to death then this is your super.

Team Counter

Spider-Man: Spider Sting(one-hit)

Just an absolute dominating Team Counter. Its invincible during start up and it can counter practically anything because it has so much priority and also opponents above him will get knocked out of the air as well. This also has quite a bit of range for an anti-air attack team counter as well.

Variable Assist

Spider-Man: Web Swing

This just does a heck of alot of damage, it also has good range as it will reach 3/4 screen's distance and the fact that it can help set up most beam supers is just amazing. Well although it might set up most Beam Supers you must be rather quick about canceling into them though, and it can also set up the Weapon X, but watch for Spider-Man because he will still recover from it and the opponent can easily get in a quick hit before Spider-Man leaves.

Combos

Combos: 92/100

Supers: 88/100

Overall: 93/100

Well he plays exactly like armored Spider-Man. There really isn't much difference except for the fact that his attacks are much stronger than that of Armored Spider-Man's and his supers do alot more damage. He has been drastically toned down from the last game though, but still a force to be reckoned with in this game.

Special Game notes: Spider-Man

-- Spider-Man can actually stick to the walls! Once you jump towards a wall, immediately hit the opposite direction and he will stick to the wall. Just be careful because its been known to lose fights because Spidey just won't let go! To counter this jump off as soon as you stick onto the wall.

Ground Magic: Stronger

Air Magic: Stronger

Super Jump: Zig Zag

Strikes: S.Fierce

Launcher: S.Strong

Air Launcher: S.Roundhouse

Small Launcher: C.Foward

Knockdowns: C.Roundhouse

Team Super: Crawler Assault

Team Counter: Spider-Sting(one-hit)

Variable Assist: Web Swing

AC Finishers: Fierce, Roundhouse, Web Swing

1. C.Strong --> Web Swing
2. Fierce Web Ball --> Maximum Spider
3. D.C.Short, C.Roundhouse --> Spider Sting(1 hit) (OTG)
4. J.Jab, J.Strong \ / S.Strong / \ SJ.Jab, SJ.Foward --> AC Finisher
5. S.Strong / \ SJ.Jab, SJ.Short, SJ.Foward --> AC Finisher
6. J.Jab, J.Strong \ / D.S.Short, S.Foward, S.Roundhouse --> Jab Web Ball
7. J.Jab, J.Strong, J.Fierce \ / C.Short, C.Foward, Strong Spider Sting(one hit), S.Strong / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward --> AC Finisher
Ouch! This takes alot of timing and skill, but if you master it you'll master comeptition because this is a very strong combo!(*Possible*)
8. S.Strong, Jab Spider Sting(one-hit), etc.
Seems possible, but I'm not sure, give this one to Migs.(*possible*)
9. J.Jab, J.Strong \ / D.C.Short, C.Roundhouse --> Crawler Assult or Team Super (OTG)
10. J.Jab, J.Strong, J.Fierce \ / C.Short, C.Foward, S.Roundhouse / \ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward --> AC Finisher
Basic combo that Spider-Man players love to use. This is all you need to master if you want to become an expert, trust me!
11. J.Roundhouse \ / D.Jab, S.Jab, S.Strong --> Character Switch Out
Basically when armored Spidey or Spidey is low on life do this combo if you don't want to risk eating a super.
12. J.Roundhouse \ / C.Roundhouse --> Character switch out(OTG)
Same as above and the hit OTGs
13. J.Jab, J.Strong \ / C.Short, C.Roundhouse --> Web Swing (OTG)
14. J.Jab, J.Strong, J.Fierce \ / D.S.Jab, S.Jab, S.Strong --> Spider-Sting(2 hits)
15. J.Jab, J.Strong, J.Fierce \ / D.C.Short, C.Strong, C.Roundhouse -->Team Super or Crawler Assault
16. Fierce Web Ball, J.Jab, J.Strong, J.Fierce \ / D.S.Jab, S.Jab, C.Foward,

S.Roundhouse --> Fierce Spider Sting(one hit), C.Short, S.Strong /\ SJ.JAb, SJ.Short, SJ.Strong, SJ.Foward, SJ.Fierce, SJ.Roundhouse

I'll have to thank Migs for this one.

17. Partner Attack --> Web Throw or Crawler Assult or Maximum Spider

Akuma works best with this because he will stun the opponent long enough for you to hit.

18. Akuma Partner Attack, C.Short, S.Strong /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Foward, SJ.Fierce, SJ.Roundhouse(OTG)

19. Fierce Web Ball, J.Jab, J.Strong, J.Fierce \/ D.S.Jab, S.Jab, SJ.Strong, Strong Spider Sting(one-hit), C.Short, S.Roundhouse /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse

This one is just a variation, for people whose key configurations are different.

EX Combos

1. J.Jab, J.Roundhouse \/ D.S.Jab, C.Forward --> Spider-Sting(one-hit) --> Maximum Spider

Cheap, cheap, cheap! Never do this unless you are bigger than your opponent!^_^

2. Crawler Assault --> Maximum Spider

Well this isn't a combo, but more of a tactic. If your opponent sees you going for your Crawler Assault they know to expect long recovery time, just after the last hit connects cancel and catch your opponent trying to cancel!

Strategies

Akuma: Well this really isn't a tough fight for Spider-Man, but Akuma's dominating launcher will give Spider-Man some problems and also Akuma can counter Spider-Man's supers rather easily. You should always look to counter Akuma's Messatsu Gou Shoryuu when he misses, but time it early. Also if you can't find a way around Akuma's launcher try dashing in with a C.Short, C.Forward, S.Roundhouse /\ Air combo method, it works mainly all the time unless of course you get predictable. If Akuma does do his Tenma Gou Zankuu, don't wait for him to come down instead pull off a Maximum Spider right in the middle of Akuma's super. After your crouching roundhouse don't try to go into your Crawler Assault but rather a team super because Akuma can counter your Crawler Assault(because it has a tendency to miss with the last hit during OTG combos) with a Messatsu Gou Shoryuu.

Apocalypse: Here what you want to do is not rely on your Crawler Assualt or Team Super because Apocalypse really isn't a hard opponent for Spider-Man. You can basically have Spider-Man constantly attack with a super jumping Jab, Short, Strong, Forward, Fierce. Just constantly attack with that and you should be fine. Also your Maximum Spider works on him, but for some very little damage and for one lousy hit.

Armored Spider-Man: Well your armored double should give you quite a bit or trouble. Armored-Spider-Man and Spider-Man players tend to dash in alot with a crouching short and continue the combo from there, but you can predict it rather

easily if it happens to you often, so trip the dashing Armored-Spider-Man and immediately go into your team super. Also make a constant offensive attack towards Armored-Spider-Man with an attack other than the Jab or Short because of the super armor. Armored-Spider-Man can't really counter because he doesn't possess much priority when it comes to regular attacks. Also look to counter his Maximum Spider with your Maximum Spider or a team super.

Blackheart: Not a hard match for Spider-Man. Block his Inferno and pull a Maximum Spider because he really tends to use the Inferno quite often. Also when you see his Armageddon and your out of his range you can pull a Maximum Spider which will go through his rocks sometimes. His size should make it easy for you to do your combos and don't bother trying to counter his supers because he recovers quickly from all of his supers, and always maintain an offensive game because Blackheart really can't defend against your attacks and Blackheart really doesn't have much of an offensive game. You can have a defensive play if you want but with Blackheart it's not needed.

Captain America: Well one thing for sure, and that is never pull off your Maximum Spider out of nowhere because Captain America will counter rather easily with a Final Justice which is something you do not want to do. Also don't miss with your Maximum Spider either because expert Captain America players will counter that rather easily with a Hyper Stars n' Stripes. Try to dash in with a crouching short, crouching forward, standing roundhouse /\ Air Combo method, that's because Captain America's standing Strong launcher has alot of priority over Armored-Spider-Man's jumping attacks. Also when you block Captain America's Hyper Charging Star counter it with a Crawler Assault or a combo, don't bother with a Maximum Spider because it comes out too slow. Also Captain America players tend to jump in with an attack so you might want to throw out a strong Web Throw if you like because it catches them often.

Chun-Li: Well she really can't pose much of a threat towards Spider-Man but her launcher can really pose problems. You can always have Spider-Man dash in with a crouching short, crouching forward, standing roundhouse /\ Air Combo method like the one against Captain America. Also push block her Kikousho and use a Maximum Spider to counter, and also use your Maximum Spider to counter her Hazan Tenshoukyaku if she misses, and use your Crawler Assault or an air combo to counter her missed Senretsu Kyaku. Also look for her to dash in quite often with a combo that ends with a fierce and cancels into a Senretsu Kyaku.

Cyber Akuma: Well stay in the air and don't try to jump in too often because of his Shining Circuit Shoryuken does a ton on Spider-Man. Don't dash in too often because you never know when to expect a Gou Punch to make your day. Your best bet at winning is to counter his mistakes so Spider-Man will have to make his game a defensive one. Look for Cyber Akuma to throw a ton of projectiles at you, but you should be able to read and predict his movements so that you can use your Maximum Spider to counter his projectiles, also don't look for the Crawler Assault to bail you out because it does not do much damage on this guy and he can counter it pretty easily. Also your Web Throw can provide some assistance because throws do alot of damage against this guy. So basically block and counter with a combo, throw or Maximum Spider.

Cyclops: Well this is a pretty hard fight for Spider-Man because Cyclops has alot of ground combos. Also never pull a Maximum Spider out at random because he can easily counter with a Mega Optic Blast, and make sure you connect with the Crawler Assault because he can counter you with the Super Optic Blast. Be on the offensive against this guy because he really can't counter anything you put out at him because his standing attacks can't really out prioritize against Armored-Spider-Man's attacks except for his double roundhouse and Gene Splice. Watch for many combos that end with the Cyclone Kick as well because you really can't counter them but you can expect them. More importantly try not to counter his

missed supers with your supers because Spider-Man really isn't quick enough to counter his mistakes besides countering with combos.

Dan: Not much of a problem here, always play your offensive game against this guy because Dan really can't do much about it. But I must warn you that his Kouryuken does quite a bit of damage and also the fact that his launcher can rather easily out prioritize much of Spider-Man's attacks. Using your Supers and missing with them are actually safe sometimes because Dan's supers really can't reach you in time, but don't push your luck though. Also dashing in with a couple attacks followed by an air combo is really the key if you don't want to face Dan's launcher. Move quickly and perform your best combos to get rid of this guy because he really won't pose much of a threat and he is just a waste of Armored-Spider-Man's time^_^

Dark Sakura: Well she really can't do much about Spider-Man but she has shown signs of victories against him. She will constantly use her Shouken in combos much like regular Sakura so capitalize that with combos incase she misses. Also her Haru Ichiban is easily countered with Amored-Spider-Man's Maximum Spider. Also don't try to pull your Maximum Spider out at random because she will tend to counter with either a fierce Shouken or a Shinkuu Hadouken. Also be on the offensive because she does rather have some slow attacks, and Armored-Spider-Man playing defense is not a good idea because sometimes she can come in blocking so incase you do pull off a Spider Sting she will land before you and pull off a Shinkuu Hadouken.

Dhalsim: Not much problems here but he can give you quite a tough time. Whenever you are jumping in on him watch for two things, his dominating launcher and his Yoga Strike. The best way to ocunter these two is to come in attacking fast so that he can't use these two properly. Also don't bother using your Crawler Assault when Dhalsim has a level of super because he can counter with a Yoga Inferno, or even your Maximum Spider for that matter. Watch for his long limbs and constant ground and air Yoga fires, and be on the offensive or defensive because Dhalsim has no offensive game.

Hulk: Well Hulk can give Spider-Man quite a bit of trouble. Mainly because Hulk's strong attacks can make quick work of Spider-Man. Also counter his Gamma Crush with a Maximum Spider but start the move early. Also be on the offensive with this guy because despite the fact that Hulk has a super armor Armored-Spider-Man's attacks are quick enough to bounce the effects of the super armor making it seem like he never had a super armor. Also never play defense against this guy because Hulk's jumping roundhouse is very dominating and can deal some serious damage. Also don't pull out Maximum Spider's at random because Hulk will easily counter with a Gamma Wave. So be quick on your combos and counter his misses and look for him to use his Gamma Charge quite often.

Ken: This guy really won't give Spider-Man problems but he still is a formidable opponent. Armored-Spider-Man has alot of trouble trying to start his combos from jumping attacks because of Ken's Shinryuken, dominating launcher, and his Shoryuken which has little recovery time. What you can do is dash in with a crochuing short, crouching forward, standing roundhouse air combo method. Also pulling supers on him really isn't much of a hassle because Ken has trouble countering missed Maximum Spiders. Also avoid using your Crawler Assault often unless you are sure it will connect because Ken can counter it rather easily with his Shoryuu Reppa.

Also counter his missed Shinryuken with a Maximum Spider and his other two supers with an air combo or a Crawler Assault.

M.Bison: Well one thing's for sure against this guy is that he can give Spider-Man alot of trouble due to the fact that he keeps jumping around and teleporting. Also don't try to pull a Maximum Spider out at random hoping it

will connect because he will counter with a Psycho Crusher that does a lot of damage on Spider-Man. Be on the offensive with Armored-Spider-Man against this guy because M.Bison basically doesn't have anything to counter Spider-Man's jumping attacks besides with his low priority launcher. Also counter his missed Scissors Kick Nightmare with a Crawler Assault or an air combo and look for him to use his Psycho Field often to help him set up his Scissors Kick Nightmare.

Mechanized Zangief: Well whenever you see Mech-Zangief use his Siberian Bear Crusher (Flying Power Bomb) use your Maximum Spider because it will connect, but only when Zangief is in motion. Don't bother pulling out a Crawler Assault on him because he will knock you out of it, pull a Final Atomic Buster in the middle of your super, or use his team super. Just hit and run with this guy your Web Balls won't do much damage against this guy and even if you do connect with it it'll most likely take a long time. Use your Web Swing when he does his team super or any grab motion to go right through him, then when your on the other side just combo him with a standing jab, standing strong, and a standing fierce combo until he stops.

Mephisto: Not a hard match for Spider-Man. Block his Inferno and pull a Maximum Spider because he really tends to use the Inferno quite often. Also when you see his Armageddon and your out of his range you can pull a Maximum Spider which will go through his rocks sometimes. His size should make it easy for you to do your combos and don't bother trying to counter his supers because he recovers quickly from all of supers, and always maintain an offensive game because Mephisto really can't defend against your attacks and Mephisto really doesn't have much of an offensive game. You can have a defensive play if you want but with Blackheart it's not needed.

Norimaro: Despite the fact that Norimaro combos a bit like Spider-Man, he can only perform them on bigger characters. Norimaro will have a difficult time trying to beat Spider-Man because Spider-Man has so much more range and priority than Norimaro. Also try not to pull out a Maximum Spider out at random hoping it will connect because Norimaro can counter with his Ultra Variety Private Memory or his Hyper Strong Miracle Treasure. Also look for Norimaro to come in and sweep you into the Hyper Strong Miracle Treasure. But play either an offensive game or a defensive play because either one of them works, and counter his missed supers with your Crawler Assault or an air combo.

Omega Red: Well despite Omega Red's dominance against other characters Armored-Spider-Man should have very little trouble playing against Omega Red. Also it will be pretty hard for Omega Red to do his Omega Destroyer because during start up Spider-Man's attacks can quickly knock Omega Red out of it. Also never miss with the Maximum Spider because Omega Red will rather easily counter your miss with an Omega Destroyer. Also don't roll often in case you get knocked down because Omega Red will use his Omega Destroyer and try to cross you up just as you recover from the roll.

Ryu: This guy to have to watch out for. Never Web Swing your way into him because he can counter rather easily with a Shinkuu Hadouken. That goes the same for you using your Maximum Spider because he can also counter that rather easily with a Shinkuu Hadouken. Also when Ryu does his Shinkuu Tatsumaki Senpuku Kyaku you can still attack Ryu but with a Maximum Spider off course. And always roll whenever he knocks you down because he is going to go for his Shinkuu Tatsumaki Senpuku Kyaku. Also when jumping in on him he has three weapons that can knock you away or into a combo, his dominating launcher, his Shin Shoryuken, and his Shoryuken. Try to dash in with a crouching short, crouching forward, standing roundhouse, air combo method instead.

Sakura: Well not very hard for Spider-Man because of her slow attacks. Also try not to miss with your Maximum Spider because she can counter with her Midare

Sakura. Also try not to jump in too often because she can counter with a Shinkuu Hadouken to your face! But on the other hand she really can't counter any of Spider-Man's jumping attacks with her standing attacks. You can play a defensive game against her because her offensive attacks don't have much priority and the fact that her attacks are rather slow. Also you can play an offensive game because she has trouble trying to out prioritize you and look for her to miss with her Shinkuu Hadouken so you can counter with a Maximum Spider.

Shadow: Well a rather tough battle for Spider-Man here because he has a dominating launcher, a high priority anti-air attack, and an anti-air attack super. Also Shadow's combos just hurts against Spider-Man and watch for Shadow to counter Armored-Spider-Man's missed Maximum Spider with a Cross Shadow Blitz. Also when you are knocked down immediately roll because Shadow likes to play the OTG combo game. You can dash in with a crouching short, crouching forward, standing roundhouse method as well, but try not to jump in on him too often but do make attempts to do so. Counter all his missed supers with a Crawler Assault or a Maximum Spider mainly against his Shadow Justice.

Shuma Gorath: Well not much trouble against this one-eyed squid. Watch for his crouching Roundhouse to counter most of your jumping attacks but your jumping roundhouse should be able to out prioritize his crouching roundhouse. Also he will often use his Mystic Smash so counter that with a Crawler Assault. Basically be on the offensive against this guy and keep pounding him with your combos, when you miss with your Maximum Spider you shouldn't have to worry unless he has already activated his Chaos Dimension.

Spider-Man: Well this guy can be quite a nuisance but you should never play defense against this guy because he will continuously come in with a series of combos. Look for him to miss with his Maximum Spider and counter it with your Maximum Spider. Be on the offensive because if you don't have much defense skills then neither does he!

U.S.Agent: Well one thing for sure, and that is never pull off your Maximum Spider out of nowhere because U.S. Agent will counter rather easily with a Final Justice which is something you do not want to do. Also don't miss with your Maximum Spider either because expert U.S. Agent players will counter that rather easily with a Hyper Stars n' Stripes. Try to dash in with a crouching short, crouching forward, standing roundhouse / \ Air Combo method, that's because U.S. Agent's standing Strong launcher has a lot of priority over Spider-Man's jumping attacks. Also when you block Captain America's Hyper Charging Star counter it with a Crawler Assault or a combo, don't bother with a Maximum Spider because it comes out too slow. Also U.S. Agent's players tend to jump in with an attack so you might want to throw out a strong Web Throw if you like because it catches them often.

Wolverine: Well despite the fact that he is the cheapest character in the game, he is actually rather easily defeated by Spider-Man. Be on the offensive against this guy because Wolverine only have average defensive skills. But never miss with a Maximum Spider because you will know that you will be eating a Weapon X. Watch for Wolverine to miss with his Fatal Claw combo sometimes and then counter quickly with a Maximum Spider. Watch out if you miss with a Crawler Assault because he can counter that with a Berserker Barrage X. Just be on the constant offensive and you should be fine.

Zangief: Well you really won't get much trouble from this guy either. Continuously pound him with your combos and when he does his Siberian Bear Crusher (Flying Power Bomb) or his Final Atomic Buster then quickly go for the Crawler Assault when your out of his range. Also he tends to use his Final Atomic Buster often as well, and Zangief can counter your missed Crawler Assault with a Final Atomic Buster or a Double Final Atomic Buster believe it or not,

but he has alot of trouble trying to counter your missed Maximum Spider. You can play defense against this guy because Zangief really can't out prioritize Spider-Man much at all.

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U.S. Agent

With Steve Rogers calling it quits for his super hero career, what was the U.S. government to do? Another volunteer (forgot the name, sorry.) had stepped up to take the new Super Soldier Syrum. The syrum was different than the one Steve Rogers had taken, it gave him superhuman strength, speed and agility. The only problem was that Steve Rogers realized that his job is never done so he would remain as captain America. Now that he knew that Steve Rogers was still going to be Captain America, he needed a new name for himself, thus calling himself U.S. Agent. Over the years he has fought side by side with Captain America also during the Bloodties War, where he had to help save Luna (Quicksilver and Crystal's daughter) from Cortez. But now he has set his sites on Apocalypse! Well basically we all know that this guy is just a simple color change, they could've at least gave him new supers, and we all know that U.S. Agent never had a star on his shield!

Character Quotes

"I never fear violence. 'Cause I'm no coward!"

"Say your prayers, creep!"

"Shut up, you scum! Never call me a fake!"

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

U.S. Agent'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. 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 U.S. Agent 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.

Charging Star: D,DF,F+K

Although it has a start up delay it can be comboed, this also eats fireballs and can do alot of damage, but the recovery time is very poor on this move as any smart opponent can counter it with practically anything. Use this often on fireball trigger happy opponents, also if U.S. Agent does this move without his shield he will not eat fireballs but U.S. Agent will be knocked out of his Charging Star.

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

An overlooked move that comes quite handy. This is excellent for crossing up your opponent and U.S. Agent will flip behind his opponent, but U.S. Agent can

be thrown or tripped out of it, but this move does go through the Final Justice and Shinkuu Hadouken and most supers. Use this to confuse, cheese, and annoy the heck out of your opponent.

Supers

Final Justice: D,DF,F+2P

Boy I love this super! Its alot harder to combo but it still combos. What U.S. Agent will do is charge at his opponent yelling "Final Justice!" and then jacks the opponent up in the air, starts to combo his opponent to a crisp and just slam the heck out of his opponent, this is strongest super and is the prime mistake punisher, it has a bit of a start up delay and also it has recovery time at the end but for some odd reason its near impossible to counter! I've tried so often but yet no dice. Also this chips as well probably 1 or two pixels of recoverable block damage. Also if you are interested, the combo looks like this:

Final Justice Charge, S.Strong, S.Forward, S.Forward, S.Short, J.Short J.Strong, Throw into air, Catch Opponent, Power Suplex

All of these count as a hit.

Hyper Stars n Stripes: F,D,DF+2P

A Shoryuu Reppa type of move that does alot of damage and combos off any one of U.S. Agent's standing or crouching attacks. This is also an excellent chipper as U.S. Agent yells "Stars n' Stripes!" because it cannot be push blocked and can counter mistakes rather quickly as this is U.S. Agent's fastest super and also has good range. But if he misses he will fall unable to block, but it is invincible during start up.

Hyper Charging Star: D,DF,F+2K

An excellent mistake counter that deals out painful damage and is his best chipper and push blocking does nothing. As U.S. Agent yells "Charging Star!" and dashes through beam supers and plows over projectiles, but if U.S. Agent loses his shield he will be eating beam supers and fireball supers himself. Also a Final Justice will knock U.S. Agent out of this move incase he plays against another Captain America or U.S. Agent. This is an excellent mistake punisher but if U.S. Agent misses he will be left unable to block and will be countered by smart opponents.

Team Super

U.S. Agent: Hyper Charging Star, Hyper Stars n' Stripes

When U.S. Agent is out of the screen he does his Hyper Charging Star and when he starts the team super he does his Hyper Stars n' Stripes making it very comboable. Both supers chip extremely well and can back up most supers but both supers have alot of recovery time afterwards.

Team Counter

U.S. Agent: Stars n' Stripes

An excellent counter because it has good range and will hit the opponent above him and also deals out major damage. But if the opponent blocks the counter he will be easily countered.

Team Attack

U.S. Agent: Charging Star

An all around excellent team attack because it eats projectiles and sets up practically any super, but watch out if he misses cause the opponent will try to attack him so you must pull out a super to punish that mistake!

Combos

Combos: 87/100

Supers: 88/100

Overall: 85/100

Well U.S. Agent plays exactly like Captain America. Although alot of people say he has greater speed it appears that apparently he does not. I mean he has the same recovery time and start up delay on everything. Basically nothing different from Captain America and also note that his costume and shield his completely different from Captain America in the comics, why didn't Capcom do something about this?!!!!

Special Game Notes: U.S. Agent

-- When U.S. Agent loses his shield he loses alot of priority and the strength of his standing fierce is cut in half. Also combos work better when he has his shield but they still work without shield except they are about a third of the strength and some hits are more difficult to connect.

-- Also for his air super jumping ZigZag series you must hit the buttons slow if you want the SJ.Strong to come out otherwise you'll end up with four hits in the air instead of the usual 5 hits, becuae if you hit the buttons to fast the SJ.Strong will never come out.

-- U.S. Agent's S.Forward can go into a two hit combo, which is essentail for gound combos.

-- U.S. Agent has a double jump as well. Hit u/uf/ub after your super jump or regular jump.

-- U.S. Agent's Shield Slash can be knocked away with simple attacks, just as long as you can time them right.

Ground Magic Series: ZigZag

Air Magic Series: Stronger

Super Jump Magic Series: ZigZag

Knockdowns: C.Roundhouse

Launchers: C.Fierce, S.Strong

Strikes: S.Fierce

Air Launcher: none

Small Launher: none

AC Finisher: Fierce, Roundhouse, Shield Slash

1. J.Roundhouse --> Shield Slash

2. C.Roundhouse --> Jab Shield Slash

3. J.Fierce \ / C.Strong, C.Fierce /\ SJ.Fierce

Believe it or not this is U.S. Agent's strongest combo! It deals just as much damage as his Hyper charging Star! And its so easy to do!

4. J.Fierce \ / S.Strong /\ SJ.Jab, SJ.Short, SJ.Forward, SJ.Fierce

5. D.S.Jab, S.Short, S.Strong --> Stars n' Stripes

6. D.C.Short, C.Forward --> Charging Star

7. J.Fierce \ / D.S.Jab, S.Short, S.Forward, S.Forward, S.Fierce

An excellent ground combo that keeps your opponent away.

8. In corner: S.Fierce --> Final Justice

This is the easiest way to combo the Final Justice as you must cancel quickly.

9. D.S.Roundhouse --> Final Justice

This one is harder to pull off though but it still works.

10. J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Forward, S.Forward --> Hyper Stars n' Stripes

11. D.C.Short, C.Forward, C.Roundhouse --> Hyper Stars n' Stripes(OTG)

12. J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Strong /\ SJ.Jab, SJ.Jab, SJ.Jab, /\ SJ.Jab, SJ.Jab, SJ.Jab, SJ.Fierce

Yeah, this combo is a little odd since it involves eight jabs but it looks pretty neat in my opinion(if you care)!

13. J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Strong /\ SJ.Jab, SJ.Jab, SJ.Jab, /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.DN.Roundhouse

Double jump after the three jabs, and if your in the corner the SJ.DN.Roundhouse will connect, this combo also works without his shield.

14. In corner: J.Jab, J.Forward, J.DN.Roundhouse \ / D.S.Jab, S.Jab, S.Short, C.Fierce /\ SJ.Jab, SJ.Jab, SJ.Jab, /\ SJ.Jab, SJ.Jab, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse \ / C.Short, S.Fierce

This is the biggest combo that U.S. Agent can pull off in this game but deals only 39 damage in training mode. After the three jabs double jump(this is the most important factor in the combo) and continue from there, don't hit down while using your super jumping roundhouse or else you'll mess up the combo, after you land go into a C.Short into a S.Fierce. It hard to connect the SJ.Fierce after the SJ.Forward sometimes but there was somewhere where you had to pause but I forgot where, sorry. You will have to skip the J.DN.Roundhouse on all other characters besides Hulk, and Blackheart, and you will have to skip the extra jab against players that are as small as the Shatokens and smaller.

15. In corner: J.Jab, J.Strong \ / D.S.Jab, S.Short, S.Forward, S.Forward --> Hyper Stars n' Stripes --> Hyper Stars n' Stripes --> Hyper Stars n' Stripes, C.Short, S.Strong / \ SJ.Jab, SJ.Jab, SJ.Jab, / \ SJ.Jab, SJ.Jab, SJ.Strong, SJ.Forward, SJ.Fierce, SJ.Roundhouse \ / C.Short, S.Fierce

This combo did 111 damage in training mode as U.S. Agent deals out a 44 hit combo!! This is U.S. Agent's killer combo that spells "Touch of Death." Once again double jump after the three jabs and continue on. Make sure that you cancel into the next Hyper Stars n' Stripes before the opponent touches the floor, otherwise you'll knock around the opponent around and then the opponent will be able to block.

Strategies

Akuma: Here this battle really isn't easy for U.S. Agent but he can win. Counter Akuma's missed Messatsu Gou Shoryuu with your Final justice or an air combo. Look for him to use his projectiles alot and jump in at him with your jumping fierce. Also when Akuma goes for his Shun Goku Satsu and you are pretty far away from him, quickly pull out your Final Justice, or a standing Fierce. Basically go offensive on this guy because he is a pain when he tries to run away with his teleport.

Apocalypse: Not much difficulty here. Go behind his arm and do a S.Jab, S.Forward, S.Forward, S.Fierce, S.Roundhouse combo. They combo scale won't count these as combos, but he can't block anyways. Or you can go up to his face and do a jumping jab into a jumping fierce. Use your hyper charging Star Often, and U.S. Agent can also attack Apocalypse with his Hyper Charging Star while Apocalypse is still in the middle of his Drill!

Armored Spider-Man: Well don't jump in with Jabs or shorts, rather jump in with strongs, forwards, fierce, or roundhouse. Counter his Maximum Spider with your Final Justice, and his Crawler Assault with your Hyper Stars n' Stripes. Keep jumping in on him because he has poor defensive skills against your offensive skills and never let him back you into a corner. Also you can cartwheel out of his Maximum Spider or Crawler Assault but your timing must be down to the bone.

Blackheart: Well not a difficult fight. When Blackheart uses his Armageddon and misses use your Hyper Charging Star to plow through his rocks. Also make sure you don't use your Charging Star too often unless you are sure it will connect because he can counter it rather easily with his Judgement Day. Be on the offensive against this guy but make it quick before his standing strong comes out. And also if he tries to come in at you with his jumping forward counter that with your jab Stars n' Stripes.

Captain America: Well your counterpart can pose problems. Don't try to attack him with your jumping fierce because he will knock you out of it pretty early. You can also let him come to you and knock him out of the air with either your jab Stars n' Stripes or your standing strong. Make quick work of this guy because he has been known to come back and retaliate. Also counter his missed Charging Star or Hyper Charging Star with your Hyper Charging Star.

Chun-Li: Well she really can't pose much of a threat because you have more priority than she does. Watch for her to miss with her Kikousho and counter with a Final Justice. When she misses with her Hazan Tenshoukyaku counter with a Hyper charging Star or a Final justice, or an air combo. Watch for her standing roundhouse to knock you out of the air, so you may want to let her come to you and launcher her with your standing strong.

Cyber Akuma: Well this is a tough fight for U.S. Agent, but it can be won. He

will throw projectiles at you quite often. Also he will teleprt alot as well, but if you can predict his teleport use your Final Justice or launch him into an air combo. Stay in the air at all costs because his combos can really make quick work of this American. Use your Hyper Charging Star often as well to counter his High Mega Gou Beam or his regular projectiles, but make sure you start it before he actually starts his projectiles. And counter his missed Scramble Gou Punch with your Final Justice.

Cyclops: This is not a hard fight for U.S. Agent. Jump in on him constantly because he really can't cdo much about your jumping attacks and watch out for his Mega Optic Blast, counter it, and only counter it with a Hyper Stars n' Stripes. You can let Cyclops come to you because Cyclops' jumping attacks have very little priority. He will use his Optic Blast and Cyclone kicks to his advantage, but counter his Cyclone Kick with a jab Stars n' Stripes or a Hyper Stars n' Stripes, and try to use your standing fierce to counter his Optic Blast.

Dan: Well not a tough fight either, but Dan has shown alot of potential. Constantly jump in on him and combo the cheese out of him. Use your Final Justice to counter all of his missed supers and watch for him to come in and attack you. You can wait for him to come in and attack you and then launch him and combo him. But whatever you do, its a sure fire victory.

Dark Sakura: Well this battle isn't hard. Watch for her Shinkuu Hadouken, when you see it immediately jump up and counter the Shinkuu Hadouken with an air jab Shield Slash. Jump in on her often and combo her because she doesn't even have an anti-air attack except for her slow crouching fierce. Also look for her to use her Shouken often and miss with it, counter that with a Final Justice or an air combo. You can let her come to you because your attacks can over power her jumping attacks, but this fight should be quick and easy.

Dhalsim: Well no concerns here. Whenever he does do his Yoga Inferno, let him pull you in while you are blocking, and when he stops pull a Final Justice or an air combo. Watch for him to often miss with his Yoga Strike, then pull a Final Justice or an air combo as well. Whenever you do try to jump in on him make sure you are constantly attacking him because he will go for that Yoga Strike. He will pull several Yoga Fires as well, but if you can predict it, Final Justice right through it. So basically in this battle...Final Justice.

Hulk: Well this guy can give U.S. Agent alot of problems but he is most likely to win against this guy. Watch for Hulk to miss with his crouching fierce, Gamma Charge, Gamma Crush, and his crouching roundhouse. These are all easily countered by any super you wish to use. Always jump in on him with a jumping down roundhouse or a jumping fierce so you can knock away his super armor.

Ken: This battle isn't hard for the good ol' U.S. Agent. You can constantly jump in with attacks and keep comboing this guy. Watch for Ken to use his Shoryuu Reppa in combos rather quite often, but be sure to block if he does and counter with any super. Also his Shinryuken will sometimes miss and if he does counter that with any super. You can wait for him to come to you if you like because your attacks can easily over power his jumping attacks. Basically counter his mistakes with supers or air combos, or just be on the offensive.

M.Bison: Not a hard battle for U.S. Agent. Constantly jump in on this guy and combo him until he's mince meat. Watch for his Scissors Kick Nightmare, so counter that with a Hyper Stars n' Stripes. Counter his Psycho Crusher with a Final Justice, but let the Psycho Crusher pass through you first. You can let him come to you as well, because his attacks have low priority.

Mechanized Zangief: A rather easy battle for U.S. Agent. Surprisingly his Shield

slash does alot of damage against this guy and also his regular attacks and especially the standing and jumping fierce. Just stay out of this guy's reach and go behind him when he is trying to grab you can combo him with a S.Jab, S.Forward, S.Forward, S.Fierce combo until he is out of his grab motion. Also when he does his Siberian Blizzard hit him with a standing fierce on the way down and avoid using supers because that will leave you open to one of his supers.

Mephisto: Well not a difficult fight. When Mephisto uses his Armageddon and misses use your Hyper Charging Star to plow through his rocks. Also make sure you don't use your Charging Star too often unless you are sure it will connect because he can counter it rather easily with his Judgement Day. Be on the offensive against this guy but make it quick before his standing strong comes out. And also if he tries to come in at you with his jumping forward counter that with your jab Stars n' Stripes.

Norimaro: Well in this battle you can just pound the living goofiness out of this guy. This battle is very easy for U.S. Agent. Just come in and attack him at will like he doesn't even exist because frankly this guy is a waste of U.S. Agent's time. Counter all his mistakes with your supers or an air combo and you can let him come in on you if you want because you can then launch him and combo him because of his low priority attacks.

Omega Red: Well this battle isn't very hard. Keep having U.S. Agent constantly jump in and combo this guy because Omega Red has alot of trouble countering his jumping attacks. Also Omega Red can win the battle if U.S. Agent plays defense because his jumping jab has alot of priority over some of U.S. Agent's attacks and never miss with your supers besides the Final Justice be cause he can counter with an Omega Destroyer.

Ryu: This battle is a little tough for U.S. Agent, or even this can be a fair fight. Watch for Ryu to OTG his Shinkuu Tatsumkai Senpoo Kyaku, so roll, and counter it with your Final Justice just before it ends. Also when he does his Shinkuu Hadouken jump up and counter it with an air jab Shield slash. You should play a defensive game against this guy because Ryu has so many weapons to counter U.S. Agent's attacks. HAVe U.S. Agent play a defensive game and counter Ryu's low priority attacks with U.S. Agent's launcher.

Sakura: Not a tough battle for U.S. Agent. Her slow attacks makes it impossible for U.S. Agent not to win. Constantly jump at her and attack and combo. Watch for her to use her Shouken in alot of combos so block those and counter with either a super or an air combo. You can let her jump in and attack you but it really doesn't matter, just make a constant effort to make this victory a short one.

Shadow: Well this battle right here can give U.S. Agent quite a bit of trouble. Shadow has alot of attacks to counter U.S. Agent in the air. One of his weaknesses is the lack of priority when he jumps in with attacks. U.S. Agent is almost guaranteed to win when Shadow makes constant jump in attacks. Also look for Shadow to constantly OTG you with his supers, so roll and counter with your supers or air combos. Make Shadow come to you and constantly punish his mistakes, primarily his Shadow Justice.

Shuma Gorath: Well once again this is not a hard fight for U.S. Agent. Have U.S. Agent constantly jump in and attack Shuma Gorath or you can wait for Shuma Gorath to come to you and attack. Watch for Shuma Gorath to use his Chaos Dimension, at that time he will try to catch you in his Chaos Dimension, but this is rather a gamble, you can pull a Final Justice to catch him off guard, but if he sees it coming he can catch you so becareful.

Spider-Man: Well constantly jump in on and attack because Spider-Man really can't counter your jumping attacks. Counter his Maximum Spider with your Final Justice, and his Crawler Assault with your Hyper Stars n' Stripes. Keep jumping in on him because he has poor defensive skills against your offensive skills and never let him back you into a corner. Also you can cartwheel out of his Maximum Spider or Crawler Assault but your timing must be down to the bone.

U.S. Agent: Well your double can pose problems. Don't try to attack him with your jumping fierce because he will knock you out of it pretty early. You can also let him come to you and knock him out of the air with either your jab Stars n' Stripes or your standing strong. Make quick work of this guy because he has been known to come back and retaliate. Also counter his missed Charging Star or Hyper Charging Star with your Hyper Charging Star.

Wolverine: This battle is a little tough for U.S. Agent. Watch for Wolverine to miss with his Fatal Claw combos and use a Final Justice to counter it. Also he will go on a Drill Claw frenzy and you should counter that with your supers or air combos. Don't try to jump in on him to often because his launcher will out prioritize your jumping attacks. Use your Hyper Stars n' Stripes to counter his missed Berserker Barrage X, and let him come to you because Wolverine really can't do much about your launchers.

Zangief: Well this battle is pretty easy. Whenever you see Zangief go for a grab counter it with a Final justice or a super. You can play offensive on this guy and continuously pound and combo him. Just stay away from him because he will try to use his grabs quite often, you can play defense as well and just launch him with your launcher and just combo him.

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Wolverine

With a past unknown to many and himself. His history reveals little about his origin but it does reveal that his adamantium bones and claws were not natural. His only real power is superhuman senses and an unbelievable healing factor that makes him immune to viruses, bacteriophages, diseases, poisonous gases, and even physical injury. His adamantium bones were inbeded into his skeleton and he was also given retractable claws, both by the Canadian government. Akuma, the raging Shatoken himself offered to tell Wolverine about his past but he had to fight him for it, Wolverine reluctantly agreed and he narrowly defeated a weakened Akuma.

Character Quotes

"Humanity ain't all it's cracked up to be, bub!"
"I ain't no runt! But I'll slice ya' into one!"
"My healin' factor ain't necessary for this!"
"Scratch two losers..."
"That's all you got? You're just a rookie!"
"They may be bone, but they're still the best!"
"Ya gotta beat the best to be the best!"
"You're lucky I didn't go berserk."

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

This is Wolverine's prime move, use this often and its also very easy to combo. Depending on which button is used allows him to add extra hits with his claws, if you don't press a punch button after the motion then no matter what button you use, he will always hit twice. This move also does alot of chipping damage

and alot of normal damage as well. He is however susceptible to projectiles, beam supers, and knockdowns while do this move and the stronger the punch button used determines the recovery time.

Tornado Claw: F,D,DF+P, then P(rapidly)

His basic anti-air attack, it does alot of damage and can chip pretty well too. Use this often in combos and against air borne opponents. This will combo easily and you should watch for the recovery time of this move because it is quite bad and you will most likely be eating a combo or a super if you miss.

Drill Claw: Hold direction+SK+SP

This move is a little awkward but has alot of versatility because in the air he can aim it in all eight directions, and when he is on the ground he can aim them in four directions. This move does alot of damage and can be put in combos real easily and is often used as a surprise move. Watch for the recovery time on this move though.

Head Stomp: D+RK(air)

Taken straight from X-COTA the move is back! Well in Marvel vs. Capcom you can combo this in so easily, but you really can't do much with this attack though. Once it connects regardless if the opponent blocks or not Wolverine will just bounce away, I like his other Dive Stomp better back in X-Men vs. Street Fighter and Marvel Super Heroes where he could easily combo it in. Well not much regarding this move except that it has high priority over most launchers.

Supers

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

An excellent super to use overall, it does good damage, has good range, and its very easy to combo. You can use this super to counter missed supers or dragon punches or to chip away life because it chips away alot of it. It doesn't have much priority however and a simple foot sweep will knock him out of it, but this super can OTG. Just watch for the recovery time on this as he ends it with his standing fierce.

Fatal Claw: F,D,DF+2K

Ouch! Painful damage if it connects. On the ground it comes out just as quick as his Berserker Barrage X and combos off of anything he has. Its basically a giant X-Shaped energy mark that Wolverine creates. It can also be used as an anti-air attack and also off of his launcher. The recovery time is semi-bearable as it can be countered with beam supers as he comes down. He can also use this in the air, but YOU CANNOT AIR COMBO this super, I just don't know how many times people are going to fall for this. I tried and tried and failed. Try to avoid missing with this super because the opponent can simply use a super to counter the miss because he will stay in the air until he finishes the super.

Weapon X: F,D,DF+2P

Its Wolverine's strongest super and its one of the most effective auto supers in the game. Its does a ton of damage and is mainly used to counter missed supers and dragon punches. You can only combo this off of a partner attack and the recovery time is minimal, The unique thing about this super is that it has high priority and it travels through projectiles except for Beam supers. So use this on Ryu or Shadow and teach them a lesson or two or twelve!

Here's how the combo actually looks like if you are interested:

S.Jab, S.Jab, S.Strong, S.Strong, S.Forward, J.Jab, J.Short, J.Strong, J.Strong,
J.Forward, J.Fierce --> Weapon X Slash

Berserker Charge: D,DB,B+2P

Well, they need at least one cheap character in the game right? Besides its fun if they have a cheap character. This is similar to the Power Gem in Marvel Super Heroes except there are no extra hits. Wolverine becomes faster and the recovery time on all of his moves are shortened. Infinities are too easy in this mode and after about 12 seconds it wears off. But you can gain an absurd amount of super if you super jump and continuously hit strong^_^

Team Super

Wolverine: Berserker Barrage X

An excellent team super overall, mainly because of its speed and range. It chips alot of damage and can complement beam supers and most dragon punch supers. The recovery time is bad and both you and your partner are susceptible to be eating a super!!

Team Counter

Wolverine: Berserker Barrage

Its a fairly decent team super, its lacks alot of priority and damage and you can't get more than 2 hits out of it, but the computer always seems to get 8 hits out of this. It can even knock Wolverine out of his Berserker Barrage X, use this mainly against normal attacks.

Variable Assist

Wolverine: Berserker Barrage

Like his team counter, its decent to use because it comes out fast, but it lacks range and damage. If I were you you should avoid using this team attack.

Combos

Combos: 94/100

Supers: 95/100

Overall: 96/100

I'm not sure if you can call Wolverine a weakened version from MSH. Although his infinite is now gone he has two new supers to help him out. His Berserker Barrage X does more damage and chipping damage than ever before and it even comes out quicker and has more range. As if that wasn't enough his Fatal Claw is lethal in combos and if you want more combo possibilities than he already has use the Berserker Charge! He has very little weaknesses and his combos are insane as they ever were. His opponent that gives him the most trouble has got to be Mech Zangief, I mean everything Wolverine throws at this guy can't effect him! Overall he is definitely a beginner's character and in the hands of a master he is just phenominal!

Special Game Notes: Wolverine

-- Wolverine can bounce of the walls, jump towards a wall and hit the opposite direction.

-- Wolverine's standing jab, strong, and forward can go into two hit combos.

Ground Magic Series: ZigZag
Jumping Magic Series: Stronger
Super Jumping Magic Series: ZigZag
Launcher: S.Roundhouse
Strike: S.Fierce
Small Launcher: C.Strong
Air Launcher: none
Knockdowns: C.DF.Fierce
Team Super: Berserker Barrage X
Team Counter: Berserker Barrage
Variable Assist: Berserker Barrage X
AC Finisher: Fierce Roundhouse, Drill Claw

1. S.Jab --> Berserker Barrage X
2. S.Short --> Fatal Claw
3. Partner Attack --> Any super
Akuma is primarily the easiest to help set up.
4. D.S.Short, S.Forward, S.Roundhouse --> Fatal Claw
It will combo off of his launcher, just cancel quickly.
5. J.Jab, J.Roundhouse \ / C.Jab, C.Strong, S.Roundhouse /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
Basic combo with Wolverine, master it and you still won't be a master at him!
6. J.Jab, J.Strong \ / D.S.Jab, SJ.Short, S.Forward, C.Fierce --> Berserker Barrage or Berserker Barrage X, or Team Super
7. J.Jab, J.Strong, J.Strong \ / D.S.Jab, S.Short, C.Forward, C.DF.Fierce --> Berserker Barrage or Berserker Barrage X, or Team Super
8. D.S.Jab, S.Short, C.Forward, C.Fierce, C.Roundhouse --> Fatal Claw
Master this and you'll be mopping the floor with your opponent.
9. J.Jab, J.Strong, J.Strong \ / D.S.Jab, S.Short, S.Strong, S.Forward, S.Forward, C.Fierce, S.Roundhouse /\ SJ.Jab, SJ.Short, SJ.Strong, SJ.Forward --> AC Finisher
You might have to skip a few hits against smaller characters.

Berserker Charge Combos

NOTE: All of these combos require you to be in Berserker Charge Mode, otherwise they won't work.

1. C.Fierce, C.Fierce, etc.

Yes its his infinite in this mode, you should be able to dizzy them.

2. D.S.Jab, S.Short, S.Jab, S.Short, S.Jab, S.Short, etc.

Another infinite, make sure you hold forward during this combo at all times.

3. J.Jab, J.Strong, J.Strong, J.Roundhouse \ / D.S.Jab, S.Jab, S.Short, S.Strong, S.Strong, S.Forward, S.Forward, C.Fierce --> Berserker Barrage or Berserker Barrage X, or Fatal claw or Team Super

4. J.Jab, J.Strong, J.Strong, J.Roundhouse \ / D.S.Jab, S.Jab, S.Short, S.Strong, S.Strong, S.Forward, S.Forward, C.Fierce, S.Roundhouse / \ SJ.JAb, SJ.Short, SJ.Strong, SJ.Strong, SJ.Strong, SJ.Strong, SJ.Strong --> Drill Claw

Well Wolverine dials the cheap number with his Master Blaster(pun intended) 22 hit combo! You might have to skip some of the staning hits against smaller characters, but this is still a lethal combo, in the air just go berserk with your strongs and just as you see the opponent fall use your Drill Claw!

EX Combos

1. Berserker Barrage --> Berserker Barrage X

2. C.DF.Fierce --> Berserker Barrage X --> Weapon X Berserker Barrage X(OTG)

You can only EX combo the Weapon X after you have OTGed with the Berserker Barrage X.

3. Activate Berserker Charge, J.Jab, J.Strong, J.Strong, S.Roundhouse \ / D.S.Jab, S.JAb, S.Short, S.Strong, S.Strong, S.Forward, S.Forward, C.DF.Fierce --> Berserker Barrage X --> Weapon X --> Fatal Claw

The best time to use the Fatal Claw is immediately right after the Weapon X Slash has connected.

Strategies

Akuma: Not much of a tough match. Jump in on him often and combo him to death, maybe that will let him spill his guts. Also watch for his launcher and counter his missed Messatsu Gou Shouryuu with your Berserker Barrage X or an air combo.

Apocalypse: Not much of a fight. Jump up to his face and use a jumping jab, jumping strong, jumping fierce, Drill Claw combo. Use your Fatal Claw to his face and when you are on the ground just throw out constant Berserker Barrages until you have enough levels of super for either a Berserker Barrage X or a Team super.

Armored Spider-Man: Real tough opponent, possibly your toughest opponent in the game. Jump in on him and combo him often until he's pulp. Counter his missed Crawler Assault with either a Berserker Barrage X, Team Super, or an air combo. Launch him whenever he tries for a combo and counter his missed Maximum Spider with either an air combo or a Wepaon X.

Blackheart: Easy match. Jump in on him often and combo him, watch for him to miss with alot of Infernos counter that with your Berserker Barrage X or Weapon

X. If he misses with his Armageddon there is a 50/50 chance that you will connect with your Weapon X, you might want to take that chance because you should be able to win this battle anyways.

Captain America: Fairly tough match. Jump in on him and combo him often. Counter his missed Hyper Charging Star and missed Hyper Stars n' Stripes with your Berserker Barrage X or an air combo. Launch him whenever he tries to jump in.

Chun-Li: Fairly easy match. Counter her missed Kikousho with a Weapon X, or if you got caught in the bubble use your Berserker Barrage X, Team Super, or an air combo. Avoid jumping in on her too often and wait for her to come to you and launch her into an air combo.

Cyber Akuma: Very tough match. Avoid jumping in on him and avoid letting him jump in on you. Super Jump often and use your strongs in the air to give you a quick level gain. then when you have a level of super blast him with your Weapon X, because since he throws out so many projectiles you'll go right through them. It'll do alot of damage against him and if you can predict his teleport use a Weapon X or combo him.

Cyclops: Pretty easy match against your X-Leader. Watch for him to play keep away often, jump at him alot and just combo him, there is very little he can do about it. And launch him into an air combo if he tries to jump in on you. Watch for his Optic Blast and he will throw out them consecutively and since there so fast its near impossible for Wolverine to pull off a Weapon X, so in this battle combo and you should be fine.

Dan: Combo, combo, combo! Use your Weapon X whenever he tries to taunt or misses with a super. Launch him whenever he tries to jump in on you and combo him. Make a relentless persuit at him offensively and this should be an extremely quick battle.

Dark Sakura: Not much competition here. Jump in on her often and combo the crap out of her. Counter her missed supers with either a Berserker Barrage X or a Weapon X. Launch her if she tries to jump in and into an air combo, but overall pretty easy battle for Wolverine.

Dhalsim: Not even a fair fight for Dhalsim. Jump in alot and combo him often and always jump in with an attack because Wolverine players have been prone to lose to his Yoga Strike. Launch him into an air combo if he jumps in and watch for his teleport if you can predict where he will alnd use a super.

Hulk: Fairly tough match. Watch for alot of missed Gamma Charges, counter them with either an air combo or use a Berserker Barrage X. Counter his missed Gamma Crush with either a Weapon X or a Berkser Barrage X, if you don't have a lvel of super quickly dash and air combo him.

Ken: Avoid jumping in on him too often because he has alot of weapons that can make this battle turn in his favor. Instead counter his missed supers and wait for him to come to you and launch him into an air combo. Play defensively in this battle and it can go very quickly.

M.Bison: Easy amtch for Wolverine. Jump in on him often and combo him. Counter his missed Scissors Kick Nightmare with either an air combo, Berserker Barrage X, or Team super. Wait for him to go pass you if he uses his Psycho Crusher and counter with either a Berserker Barrage, Berserker Barrage X, or a Weapon X. Launch him into an air combo if he tries to jump in on you.

Mechanized Zangief: Incredibly tough battle for Wolverine. His mechanized state makes it near impossible to combo this guy. Avoid jump ins, and avoid letting

him jump in at you. Stay in the air and use your Fatal Claw whenever you have the chance and go around him and combo him if he tries to go for his special grabs and throws.

Mephisto: Easy match. Jump in on him often and combo him, watch for him to miss with alot of Infernos counter that with your Berserker Barrage X or Weapon X. If he misses with his Armageddon there is a 50/50 chance that you will connect with your Weapon X, you might want to take that chance because you should be able to win this battle anyways.

Norimaro: Easy match, jump in on him often and combo him. When he does jump in launch him into an air combo and counter his missed supers with either a super or an air combo. Don't bother playing defense cause its just too easy! Watch for alot of mistakes coming from this guy and counter them.

Omega Red: Fairly tough battle. Jump in alot and combo him often. Watch for alot of jump ins, use your standing roundhouse and launch him into an air combo. Watch for him to use his Omega Destroyer often, there is very little you can do about that except super jump and at least avoid chipping damage.

Ryu: Tied with Spider-Man and Armored-Spider-Man as one fo the toughest fights for Wolverine. Avoid jumping in on him too often because he can easily combo you into his Shinkuu Hadouken. Wait for him to miss with his Shin Shouryuken and counter with either a super or an air combo. Launch him if he tries to jump in, basically in this battle play defensively, use your Weapon X if he throws out too many Hadoukens, and counter his missed supers.

Sakura: Not much competition here. Jump in on her often and combo the crap out of her. Counter her missed supers with either a Berserker Barrage X or a Weapon X. Launch her if she tries to jump in and into an air combo, but overall pretty easy battle for Wolverine.

Shadow: Avoid too much jump ins on this guy because of his launcher. Let him come to you and launch him with your standing roundhouse into an air combo. Counter his missed Shadow Justice with either a Berserker Barrage X or an air combo. Play defensively in this battle and counter his mistakes.

Shuma Gorath: Not too much of a tough battle. Jump in on him often and combo him, launch him if hetries to jump in on you. Watch for his Chaos Dimension, there is very little you can do about that except try to super jump and avoid him.

Spider-Man: Real tough opponent, possibly your toughest opponent in the game. Jump in on him and combo him often until he's pulp. Counter his missed Crawler Assault with either a Berserker Barrage X, Team Super, or an air combo. Launch him whenever he tries for a combo and counter his missed Maximum Spider with either an air combo or a Wepaon X.

U.S.Agent: Fairly tough match. Jump in on him and combo him often. Counter his missed Hyper Charging Star and missed Hyper Stars n' Stripes with your Berserker Barrage X or an air combo. Launch him whenever he tries to jump in.

Wolverine: Tough opponent since he is you basically. Avoid jumping in on him and launch him into an air combo if he tries to jump in. Counter his missed Berserker Barrage X with your Berserker Barrage X, and counter his missed Fatal Claw with your Fatal Claw. Play defensively in this battle and counter his mistakes.

Zangief: Pretty tough match for Wolverine. Jump in on him often and combo him. Use your Weapon X whenever he goes for a Final Atomic buster or Siberian Bear

Crusher. Use your Tornado Claw to counter his Siberian Splash and use your Berserker Barrage X whenever you can.

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Zangief

Zangief, although he may appear to be destructive he is actually a good nature person with a great sense of humor. He loves to get himself into fist fights and he is the proud symbol of Mother Russia. He is commonly referred to as the Red Cyclone by his fellow people. He was a former wrestler and loves to get his opponent into his terrifying Pile Driver. He left the wrestling business because he feels that there was lack of competition. He would do anything for his country and usually on his spare time he would wrestle bears for fun. However he feels his Pile Driver lacks something, anybody would fall to his Pile Driver, but it doesn't even meet his standards. Then one day a huge Cyclone hits Russia as Zangief tries to hurry out of its way he is taken in by the Cyclone and dropped back into the earth with a giant thud. He laughs and has found the one thing is Pile Driver was missing. He does not feel he could go back to the ring though because opponents would be too easy, Zangief wanted to do something that would make his country proud and also worthy of a challenge. Then luck apparently stopped by his doorstep, the president of Mother Russia had told Zangief of an awesome power that would plague mother Russia if it was not stopped. Zangief really wants to go home and spend time with his family, but he has a duty to do, and that duty is to take down the awesome power of Apocalypse!

Character Quotes

"Are you feeling dizzy? Want another ride? Ha ha!"

"Cross me again and I will crush you."

"For the love of mother... Russia?"

"I am the strongest in the world!"

"I love to get pain, but I love to give more!"

"I will break you into tiny little pieces."

"No one can compare to me. Not even a mayor!"

"Ouch... That hurt! Do it again! Ha, ha!"

Spinning Clothesline: 3P

A powerful attack that can be used as an anti-air attack, as long as it is timed early. This move cannot be put in air combos and also it combos on the ground real easily. The priority of this move is pretty good and will strike the opponent and can also be used to stop most dashing in players. Zangief should use this often because it knocks opponents out of supers so easily and painfully. Also the recovery is very minimal.

Spinning Larait: 3K

Well the manual called both of the moves a Double Lariat, but back in the old Street Fighter 2 days, the manual would call it different. Well this move is probably a better advantage over his Spinning Clothesline because it comes out quicker and the recover is very minimal just like the one above and it combos easily and painfully. The real advantage to this move is that Zangief is invincible low during the start up of this move, so Zangief will completely move right pass any low attacks! This move has less priority though and its not as successful as catching jumping in opponents.

Banishing Flat: F,D,DF+P

Well this move has limited range, but it nullifies projectiles and can still hit the opponent in stun animation. This move can be comboed and it does a lot of damage if it connects, the start up delay is noticeable but minimal and the recovery time is next to nothing. Just don't use this from a distance and be close to your opponent while performing this move. It doesn't serve all that well as an anti-air attack, but it serves well as an anti-dash attack though.

Aerial Russian Slam: F,D,DF+K

Ouch! An unblockable anti-air attack from the Red Cyclone himself? Unbelievable. Well as you can tell from the expression, this move hurts. It does just as much damage as the strongest Dragon Punch in the game, yes you got it, the Kouryuken! I really haven't found a way to combo this though and I think it probably is impossible! Well if you connect with this move you won't be sorry, the recovery time is probably better than the Shouryuekn! Personally this is my favorite anti-air attack because it's both unblockable and very painful! The problem with this move is that he is knocked out of it rather easily, treat it like you would a Yoga Strike.

Siberian Bear Crusher: B,DB,D,DF,F+K(afar)

Well remember back in the Street Fighter days, this was what they would call it? I don't know why Capcom made so many name adjustments these past years. What Zangief will do is run and grab his opponent, well not run more actually a walk. It's slow but very powerful and does probably just as much damage as a Gamma Charge if not more! Don't use this too often because opponents will just tend to jump over it and counter from behind. But you should use this when an opponent rolls, because they will roll right into your arms!

Siberian Suplex: B,DB,D,DF,F+K(close)

Man, does this move hurt! I mean it just completely eliminates opponents. When done up close Zangief will deliver a double bounce suplex that does major, major, major damage! Use this to counter missed supers or missed Dragon Punches alike. Just make sure Zangief is close to the opponent otherwise a Siberian Bear Crusher will come out instead.

Spinning Pile Driver: 270 Degree Motion+P

If you thought the Siberian Suplex was powerful, wait till you get a load of this special move. Like all of Mech Zangief's special grabs it is unblockable. The real problem with this move is that it can be TECH HIT out of and that's what pisses me off! It shouldn't be so escapable, but I guess Capcom made it this way because of the damage that it does. It does just as much damage as a Shouryu Reppa or Messatsu Gou Shouryu! Yes you heard right, super damage without a super! The scary part about this move is the fact that Mech Zangief can use this as a painful air combo finisher!

Siberian Splash: D+FP(air)

A very useful move that you should always jump in with because it has a lot of priority and does a lot of damage. This looks like his regular jumping fierce but it works better than his jumping fierce because it allows him to set up his special grabs and throws! This can also be used as an AC Finisher as it can snuff out basically any normal attack and most launchers.

Diving Knee Drop: D+FK(air)

Well this is what I would call it. This move gets Zangief closer to his opponent

and is actually the first hit in a two in one Spinning Pile Driver! Well the computer says its two hits, well it'll be explained in the combo section. If you have trouble grabbing your opponents with the Siberian Splash because it leaves him too far out, then I would suggest you use this move. This does good damage on its own has decent priority.

Supers

Final Atomic Buster: 270 Degree Motion+2P

Well if you wanted a quick and impressive way to finish off your opponent, then this would be it! It has the same amount of range as his Siberian Bear Crusher and the same priority. This is the perfect counter against missed supers and also when an opponent has just switched in. First Zangief does a Siberian Suplex, then a Jab Spinning Pile Driver, followed by a Super Spinning Pile Driver! Now that's damage, well how much damage does it do you ask? It does more damage than the level 3 Shun Goku Satsu or maybe more damage than the level 3 Chaos Dimension, I'll tell you that! Also spin the joystick or joypad in continuous 270 degree motions, and the more and faster you spin it the redder Zangief gets and the more damage that it does! The damage is just a tad bit more but it works with all his other slams. What I mean is, you can get more damage out of his other slams in this super by rolling the joypad or joystick, even though he doesn't turn red, he still does a lot of damage. So don't be surprised if he takes away half your opponent's life!

Russian Lariat: D,DF,F+FP+RK(D,DF,F+P+K same strength) (level 2)

Well in the arcades, crossover mode, and the Saturn its the usual motion of fierball into a fierce and roundhouse at the same time, while in versus, battle, and training mode its easier to perform with using the punch and kick at the same time. Zangief must be the partner, or resting if you wish for him to do this super. Once he starts out with this super he does a super version of his Spinning Lariat. This super is an excellent back-up with practically any super besides the Omega Destroyer, Berserker Barrage X, Crawler Assault and most Dragon Punch supers. This super does a lot of damage and chipping damage and has mean priority against most attacks, the only problem with this move is that ducking opponents completely avoid damage from it, I just wish Capcom would do something about that, but again if it connects major damage.

Double Final Atomic Buster: D,DF,F+FP+RK(D,DF,F+P+K same strength)

Well the name says it all. A ton of damage if it connects and I do mean a TON. Its not much stronger, probably not even one bit, than the Final Atomic Buster. The real benefit with this is that it comes out real quick and its easier to perform. Its still probably the strongest team super you can perform, just make sure you are close to your opponent for this to connect, otherwise Zangief will just stand there in his missed pose leaving himself vulnerable to attack. The bonus part of this super is that mainly 90% of this super's damage is unrecoverable! Also I found that in training mode that you cannot get more damage from this super if your partner is a power character, besides Norimaro does just as much damage as Hulk if he was Mech Zangief's partner.

Team Super

Zangief: Double Final Atomic Buster/Russian Lariat

If Zangief starts the team super that means he will use the Double Final Atomic, if his partner starts the team super he will perform the Russian Lariat. Either way don't expect your opponent to be winning if it connects. The Double Final Atomic Buster does half your life instantly but it lacks range, the Russian

Lariat does alot of damage and chips a ton and has alot of horizontal range. Use your best judgement as to when to use these supers.

Team Counter

Zangief: Siberian Bear Crusher

Possibly the strongest team counter. Zangief will perform his Siberian Bear Crusher, this actually moves a bit slower than his normal Siberian Bear Crusher, and Zangief is liable to take a hit before he can be knocked out of it, powerful if it connects though.

Variable Assist

Zangief: Spinning Clothesline

Well, opponents can duck from this attack making it pointless to use against small and ducking opponents. If it does connect it will do major damage and fling the opponent across the screen. It can also be used as an anti-air attack but must be started early.

Combos

Combos: 50/100

Supers: 72/100

Overall: 68/100

Zangief plays exactly like Mech Zangief except for the fact that he no super armor whatsoever, and he can't out prioritize other attacks as easily as Mech Zangief can. He is at a disadvantage when fighting against other opponents and Mech-Zangief is a much better choice despite the fact that Zangief can block. However that's the good news, he doesn't have to absorb everything and will have a much easier time defeating Omega Red. It takes alot of time to master Zangief but master him and the rewards will be very rewarding!!!!

Special Game Notes: Zangief

-- Zangief's dash is a grab, its slow and if he connects with it you can hit the punch or kick button to make him do a throw or bite. If you do nothing Zangief will do nothing and let the opponent go free as the wind, and allowing them to counter.

Ground Magic Series: None

Jumping Magic Series: None

Super Jumping Magic Series: Stronger

Launcher: C.Strong, Strong Throw

Small Launcher: S.Roundhouse

Strikes: none

Air Launcher: none

Knockdowns: C.Roundhouse

Team Super: Double Final Atomic Buster/Russian Lariat

Team Counter: Siberian Bear Crusher

Variable Assist: Spinning Clothesline

AC Finisher: Fierce, Roundhouse, Spinning Pile Driver

1. J.DN.Forward --> Spinning Pile Driver

The computer even thinks this is a combo, as the combo message saying "2 HITS" comes up. Just start the motion of the Spinning Pile Driver immediately

after you have wnet into the Diving Knee Press. Use this even if they block because this should be his prime combo.

2. S.Strong --> Spinning Pile Driver

Another easy variation, it even says "2 HITS" as well! Cancel quickly.

3. C.Fierce --> Banishing Flat

4. J.Spining Lariat \ / Spining Lariat

Simple two hit combo. Easy damage and safe to do.

5. J.DN.Fierce \ / C.Strong /\ SJ.Jab, SJ.Forward --> Spinning Pile Driver

The strongest non-super linked combo in the game. It does more damage than a Final Justice or Weapon X!

6. S.DN.Forward \ / S.Roundhouse --> Siberian Bear Crusher or other grab

Simple, its best if you use a Team Super, because the Team Super grabs them the instant they fall!

7. J.DN.Forward \ / C.Strong /\ SJ.Short, SJ.Strong --> Spinning Lariat, SJ.Short, SJ.Strong --> Spinning Lariat, etc.

Can this possibly his infinite? It worked in X-Men vs. Street Fighter, the arcade version, but I have trouble connecting with this one. I'm not sure if Capcom took it out or not.

8. J.DN.Fierce \ / C.Strong /\ SJ.Jab, SJ.Strong --> Spinning Lariat, S.Strong --> Spinning Pile Driver

Painful, simply painful. This is the biggest Zangief combo that I can perform, but can anyone else prove me wrong?

EX Combos

1. J.DN.Forward \ / C.Fierce --> Banishing Flat --> Final Atomic Buster or Team Super

Strategies

Akuma: Well this fight is one of the easier battles for Zangief. Counter his missed Messatsu Gou Shouryuu with your Team Super, Siberian Bear Crusher, Final Atomic Buster, or an air combo. Do alot of jumping in because Akuma has no priority against your attacks. Use your supers against his misses often because he will fall in an instant! Counter his jumping attacks with either your crouching strong into an air combo or a Spinning Clothesline.

Apocalypse: Not much of a tough fight. Jump up continuously to his face and use a jumping roundhouse into the Spinning Lariat. On the ground use either a crouching fierce or a crouching roundhouse. Just basically be on the offensive in this battle, your attacks do alot of damage against him and this battle shouldn't take too long.

Armored Spider-Man: Tough match, look for him to play keep away. There isn't

much you can do about his missed Maximum Spider, except try to get in range and trip him with your roundhouse. If he misses with his Crawler Assault use your Final Atomic Buster or Siberian Bear Crusher to counter. Jump in alot on him with your Siberian Splash and use your Spinning Pile Driver whenever he blocks. Try using your Siberian Splash to help you set up alot of grabs and throws.

Blackheart: Well this is one of the easier matches. Watch for him to play keep away often, and make relentless persuits after him with your Siberian Splash or Diving Knee Drop into either of your Special grabs. Your special grabs and throws can make quick and short work of Blackheart.

Captain America: Not too tough of a battle, watch for his standing fierce and Shield Slashes, jump in on him often and use your special grabs. Your Siberian Splash or Diving Knee Drop on him often, and there is little he can do about it. Counter his missed supers with either a Final Atomic Buster or Siberian Bear Crusher, also jump in on him often and combo him as well, a few quick grabs and this fight should be over with in a hurry.

Chun-Li: Not that much of a tough match. Counter her missed Senretsu Kyaku with either an air combo, Running Bear Grab, Final Atomic Buster, Spinning Pile Driver, or Team Super. That goes the same for her missed Hazan Tenshou Kyaku. Jump in often and combo her with your Siberian Splash, you'll hopefully at least trade hits with her launcher, you'll end up dealing more damage anyways. This tactic is the same for every character with Zangief, just counter and be on the constant offensive and don't let your opponent out of your sites.

Cyber Akuma: Fairly tough match, just don't eat any of his supers though. Immediately when the battle starts jump in at him iwht your jumping roundhouse followed by a crouching roundhouse, surprisingly this does major damage on him and keep on doing this until he finally realizes to block or do something else. Jump in on him often with your Siberian Splash and into your psecial grabs and throws, he doesn't tech hit out of your Spinning Pile Driver much and it does a ton of damage on him.

Cyclops: Stay away from pretty boy here because he will constantly blast you with his Optic Blast. Also constantly jump in, because there is very little you can do about his Mega Optic Blast and Super Optic Blast, except block. Keep him within your throw range and combo him often, throws do a number on him and this fight should be a quick one.

Dan: Not much of a fight at all. Constantly jump in on him and use your special grabs, watch for Dan's throws though, they do a ton of damage and he can make this fight a short one. Try to avoid using your Siberian Bear Crusher because he can easily jump around and use his Shinkuu Gadouken. Jump in on him often and combo him or use your special grabs.

Dark Sakura: Not much of a tough fight, use your special grabs to counter her Shououken and jump in on her relentlessly. Don't expect her to be winning much after you have connected with a few grabs and throws. This fight isn't hard, make sure you jump in alot and avoid playing defense.

Dhalsim: Watch for his Yoga Strike, I can't strees that enough. Jump in on him often and use your special grabs and throws. Watch for him to teleport often, you really can't do much about that except use your Spinning Lariat and hope that he teleports into it.

Hulk: Tough battle, watch for his Gamma Tornado, he likes to use it often, block it and counter with your Spinning Pile Driver. Watch for him to use his Gamma Charge quite often. Counter that with your special grabs. Do alot of jumping in in this battle because you can ill afford to take damage from him because most

of the damage that he does is unrecoverable anyways.

Ken: Watch for his Shinryuken, he is completely invincible during this move and nothing will break through it. Wait for him to recover and use your Final Atomic Buster to teach him never to stay in the air again! Jump in on him often and use your special grabs, that's basically all Zangief has to do to win.

M.Bison: Well this battle is fairly tough, watch for his Psycho Crusher though, you can't do much about it except block. When he misses with his Scissors Kick Nightmare use your Special Grabs to counter or your super. Jump in on him often and combo him and use your special grabs to knock him out of this battle.

Mechanized Zangief: Well your metal counterpart will really give you a tough time, just as long as you can grab in first before he tries and grabs you. Watch for him to use his Final Atomic Buster, in this battle whoever starts the grab second will win, so if he were to pull off a Final Atomic Buster, then you should pull off a Final Atomic Buster and it will grab him! Keep using your grabs and finish this battle quickly.

Mephisto: Well this is one of the easier matches. Watch for him to play keep away often, and make relentless pursuits after him with your Siberian Splash or Diving Knee Press into either of your Special grabs. Your special grabs and throws can make quick and short work of Mephisto.

Norimaro: Not a tough fight at all. Just watch for his Hyper Strong Miracle Treasure. It will do alot of damage against you and also don't let this guy throw you because he tends to do it often. Jump in on him often and pound away until you have broken his glasses.

Omega Red: This battle is fiarly hard. Jump in on him alot with your Siberian Splash and cancel into your special grabs. Watch for him to use his Omega Destroyer, you can't do much about it except block. Also don't let him jump in on you and watch for him to use his coils to drain you, and you are susceptible to it because you don't have a super armor that can block it.

Ryu: Watch for his Shinkuu Hadouken, there isn't much you can do about that except stay in the air and pound on him with your Siberian Splash into special grabs and throws. Use your special grabs or supers to counter his missed Shin Shoryuken, in this battle he will keep you away often. If you jump in on him too often he will start to counter with a Shouryuken, if he does play defensively and wait for him to make a mistake.

Sakura: Not much of a tough fight, counter her Shououken with your Siberian Bear Crusher or Final atomic buster. Jump in on her constantly with your Siberian Splash or Diving Knee Drop and into your special grabs and throws. Watch for her to throw a shinkuu Hadouken as you are jumping in.

Shadow: Watch for this guy to throw alot of Shadow Booms. Jump over them and pound him with your Siberian Splash into special grabs or supers. Counter his Shadow Justice with your Final atomic Buster and continously make a relentless pursuit and pound him in, don't stop at any moment, continue to do that and this fight should be a short one.

Shuma Gorath: One thing to worry about..."Chaos Dimension!!" Painful damage if it connects and it do as much damage as the Omega Destroyer against you. There really isn't much Zangief can do about this except continuously use your Spinning Lariat and keep him away. Watch for his Mystic Smash and Mystic Stare, he will use those two often in this battle. Constantly jump in on him and use your special grabs before he reaches level 3.

Spider-Man: Tough match, look for him to play keep away. There isn't much you can do about his missed Maximum Spider, except try to get in range and trip him with your roundhouse. If he misses with his Crawler Assault use your Final Atomic Buster or Siberian Bear Crusher to counter. Jump in alot on him with your Siberian Splash and use your Spinning Pile Driver whenever he blocks. Try using your Siberian Splash to help you set up alot of grabs and throws.

U.S.Agent: Not too tough of a battle, watch for his standing fierce and Shield Slashes, jump in on him often and use your special grabs. Your Siberian Splash or Diving Knee Press on him often, and there is little he can do about it. Counter his missed supers with either a Final Atomic Buster or Siberian Bear Crusher, also jump in on him often and combo him as well, a few quick grabs and this fight should be over with in a hurry.

Wolverine: Easy, easy fight. Jump in on him constantly and use your special grabs. If he misses with a Fatal Claw use your Siberian Blizzard to bring him down. If he goes for a Berserker Barrage X block it and wait for it to finish, then counter with either your Siberian Bear Crusher or your Final Atomic Buster.

Zangief: Well your double should can give you a hard time. Don't let him get the drop on you though because you can always expect a special grab to be comboed. Jump in on him often and use your special grabs, throws, and supers to make this fight a quick one.

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-+-+-+
+Miscellaneous+
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Basically in this area are the codes to the game. Now onto the the other stuff in the game! Also the Easy and beginner Mode commands can be found at Kao Megura's excellent FAQ or in your Manual labeled as 1, 2, 3, or 4.

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Hidden Characters

Arcade:

Mech Zangief

- Highlight Blackheart
- Hold left for 5 sec.
- Press Jab+Fierce or Short+Roundhouse

Comment: Zangief gains a Siberian Blast(D,DF,F+P) and a Siberian Blizzard(270 Degree Motion+2K) and he cannot be stunned and also he cannot block.

Dark Sakura

- Highlight Hulk
- Hold right for 5 sec.
- Press Jab+Fierce or Short+Roundhouse

Comment: She gains the Ashura Senkuu(F,D,DF or B,D,DB+3K or 3P) and the Shun Goku Satsu(JP,JP,F,SK,RK). Also her Haru Ichiban and Midare Zakura are 50% stronger.

-- Hold Start+P or K

Armored Spider-Man

-- Highlight Spider-Man

-- Hold Start+P or K

Mech Zangief

-- Highlight Blackheart

-- Hold Start+P or K

Mephisto

-- Highlight Omega Red

-- Hold start+P or K

U.S. Agent

-- Highlight Vega

-- Hold Start+P or K

Fight Hidden Characters

-- Start battle Mode

-- Finish opponent off with 5, 6, or 7 Team Supers

-- Do not continue

-- On 6th Stage you should be able to fight a hidden character

Extra Options

-- Beat Arcade Mode

-- Highlight Options screen and new options will appear

Extra Options Plus

-- Beat Arcade Mode without continuing and finish opponents off with at least 3 supers or Team supers

Mech-Gouki Mode

-- Beat Arcade and Survival Mode with regular characters, no hidden.

-- Highlight Survival Mode

-- Hit L or R button

-- Mech Gouki Mode will appear, then press start

Play as Mech Gouki

-- Obtain Extra Options

-- Beat Mech-Gouki Mode

-- Highlight same character

-- Go to Battle or Versus Mode

-- Highlight Gouki, and hold start

-- Select Gouki, and hold start

-- Select Gouki again

-- Cyber Gouki shall replace both Gouki's

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Playstation Version

Hidden Characters

Shadow

- Highlight Dhalsim
- Hold Start+P or K

Dark Sakura

- Highlight Hulk
- Hold Start+P or K

Armored Spider-Man

- Highlight Spider-Man
- Hold Start+P or K

Mech Zangief

- Highlight Blackheart
- Hold Start+P or K

Mephisto

- Highlight Omega Red
- Hold start+P or K

U.S. Agent

- Highlight Vega
- Hold Start+P or K

Cyber Akuma

- Beat game on any difficulty
- Go to Battle, Versus, or Arcade Mode
- Highlight Akuma
- Hit select 5 times then press P or K

Apocalypse

- Beat game on any difficulty
- Go to Battle, Versus, or Arcade Mode
- Highlight Akuma
- Hit select 6 times then press P or K

EX Options Menu

- On mode selection screen highlight Options
- Hit R1, X, Circle, Triangle, Triangle

Switch Partner around

- Go to Battle or Versus Mode

-- At vs screen hit 3P or 3K

Enable Gallery and endings

-- Beat Game with all the characters, excluding secret characters
-- They should be in the gallery, and make sure to save!

Play as Norimaro

Gameshark Code (Version 2.33 or higher only)

To allow player one to select Norimaro enter: 80070B9E 0022
To allow player one's partner to be Norimaro enter: 8007135E 0022
To allow player two to select Norimaro enter: 80070F5E 0022
To allow player two's partner to be Norimaro enter: 80071716 0022

-- When you win with Norimaro in Crossover Mode a glitch will appear in the game. Sometimes the other opponent that was suppose to be Norimaro will be replaced with Dan. And when your in battle you can only see the opponent's shadow and the opponent cannot move and you cannot do any harm towards the invisible opponent, the only way to clear this up is to let the timer run, press start on the opposite controller, or just quit the game and start the mode over again.

-- This happens in Battle mode also for some reason, mainly when the CPU character is Dan, you'll notice the glitch when Dan is in funky new colors while wearing some black sunglasses or whatever. Also if you hit Dan with Norimaro when Dan is in these funk colors the game will freeze.

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Easy and Beginner Commands

Basically if you are a beginner all you have to do is press a simple button to execute a special move. Note that not all moves can be done with simple commands, some of them still must have them done manually.

Akuma:

Gou Hadouken: SP
Gou shouryuken: FP
Tatsumaki Zankuu Kyaku: FK
Ashura Senkuu: RK
Tenma Kujinkyaku: RK(air)
Messatsu Gou Hado: SP+FP
Messatsu Gou Shouryuu: FK+RK

Apocalypse:

Shockwave: SP
Spread Cannon: FK
The Drill: FP
Ground Zero Eye Beam: RK

Armored Spider-Man:

Web Ball: SP
Spider Sting: FP
Web Swing: FK

Web Throw: RK
Maximum Spider: SP+FP
Crawler Assault: FK+RK

Blackheart:

Dark Thunder: SP
Inferno: FP
Armageddon: SP+FP
Judgement Day: FK+RK

Captain America:

Shield Slash: SP
Stars n' Stripes: FP
Charging Star: FK or RK
Final Justice: SP+FP
Hyper Charging Star: FK+RK

Chun-Li:

Kikouken: SP
Tenshou Kyaku: FP
Hyaku Retsu Kyaku: FK
Senensyu: RK
Kikousho: SP+FP
Senretsu Kyaku: FK+RK

Cyber Akuma:

Bolt Hadouken: SP
Shining Circuit Shouryuken: FP
Thunder Shock Zankuu Kyaku: FK
Lighting Senkuu: RK
Diving Rocket Kujin Kyaku: RK(air)
High Mega Gou Beam: SP+FP
Scramble Gou Punch: FK+RK

Cyclops:

Optic Blast: SP
Gene Splice: FP
Cyclone Kick: FK
Running Stun Drop: RK
Mega Optic Blast: SP+FP
Super Optic blast: FK+RK

Dan

Gadouken: SP
Kouryuken: FP
Dankuu Kyaku: FK
Premium Sign: RK
Shinkuu Gadouken: SP+FP

Hisshou Buraiken: FK+RK

Dark Sakura

Shououken: SP

Hadouken: FP

Shunpuu Kyaku: FK

Ashura Senkuu: RK

Midare Zakura: SP+FP

Shinkuu Hadouken: FK+RK

Dhalsim

Yoga Fire: SP

Yoga Flame: FP

Yoga Blast: FK

Yoga Teleport: RK

Yoga Inferno: SP+FP

Yoga Strike: FK+RK

Hulk

Gamma Tornado: SP

Gamma Slam: FP

Gamma Charge: FK

Gamma Charge (anti-air): RK

Gamma Wave: SP+FP

Gamma Crush: FK+RK

Ken

Hadouken: SP

Shouryuken: FP

Tatsumaki Senpuu Kyaku: FK or RK

Shouryuu Reppa: SP+FP

Shinryuken: FK+RK

M.Bison

Psycho Shot: SP

Psycho Field: FP

Double Knee Press: FK

Head Press: RK

Psycho Crusher: SP+FP

Scissors Kick Nightmare: FK+RK

Mechanized Zangief

Spinning Pile Driver: SP

Spinning Clothesline: FP

Siberian Bear Crusher (Flying Power Bomb): FK

Banishing Flat: RK

Final Atomic Buster: SP+FP

Siberian Blizzard: FK+RK

Mephisto

Dark Thunder: SP
Inferno: FP
Armageddon: SP+FP
Judgement Day: FK+RK

Norimaro

Tourist's Treasure: SP
Personal Victory Jump: FP
Fierce Hand Current: FK or RK
Hyper Strong Miracle Treasure: SP+FP
Ultra Variety Private Memory: FK+RK

Omega Red

Carbonadium Coil: SP or FP
Omega Strike: FK or RK
Omega Destroyer: SP+FP
Carbonadium Smash: FK+RK

Ryu

Hadouken: SP
Shouryuken: FP
Tatsumaki Senpoo Kyaku: FK or RK
Shinkuu Hadouken: SP+FP
Shinkuu Tatsumaki Senpoo Kyaku: FK+RK

Sakura

Shououken: SP
Hadouken: FP
Shunpoo Kyaku: FK
Midare Zakura: SP+FP
Shinkuu Hadouken: FK+RK

Shadow

Shadow Boom: SP or FP
Shadow Shell: FK or RK
Shadowsault Slash: FK or RK(air)
Shadow Break: SP+FP
Shadow Justice: FK+RK

Shuma Gorath

Mystic Stare: SP or FP
Mystic Smash: FK
Devitalization: RK
Chaos Dimension: SP+FP(level 3)

Chaos Split: FK+RK

Spider-Man

Web Ball: SP
Spider Sting: FP
Web Swing: FK
Web Throw: RK
Maximum Spider: SP+FP
Crawler Assault: FK+RK

U.S.Agent

Shield Slash: SP
Stars n' Stripes: FP
Charging Star: FK or RK
Final Justice: SP+FP
Hyper Charging Star: FK+RK

Wolverine

Berserker Barrage: SP
Tornado Claw: FP
Berserker Barrage X: SP+FP
Fatal Claw: FK+RK

Zangief

Spinning Pile Driver: SP
Spinning Clothesline: FP
Siberian Bear Crusher (Flying Power Bomb): FK
Banishing Flat: RK
Final Atomic Buster: SP+FP

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Team Super Finish names

Well that's basically what the title says, if you are interested read ahead and in the long list includes all the names of team supers. Enjoy!^_^

Akuma	Name
Akuma:	Messatsu Gou Hado
Armored Spider-Man:	Messatsu Assault
Blackheart:	Messatsu Armageddon
Captain America:	Messatsu Star
Chun-Li:	Messatsu Kikuosho
Cyclops:	Messatsu Optic blast
Dan:	Messatsu Gadouken
Dark Sakura:	Messatsu Hadouken
Dhalsim:	Messatsu Inferno
Hulk:	Messatsu Wave
Ken:	Messatsu Shouryuu-Reppa
M.Bison:	Messatsu Nightmare
Mechanized Zangief:	Messatsu Lariat

Mephisto:	Messatsu Armageddon
Norimaro:	Messatsu Miracle Treasure
Omega Red:	Messatsu Destroyer
Ryu:	Messatsu Hadouken
Sakura:	Messatsu Hadouken
Shadow:	Messatsu Justice
Shuma Gorath:	Messatsu Smash
Spider-Man:	Messatsu Assault
U.S.Agent:	Messatsu Star
Wolverine:	Messatsu Barrage X
Zangief:	Messatsu Lariat

Armored Spider-Man

Akuma:	Crawler Gou Hado
Armored Spider-Man:	Crawler Assault
Blackheart:	Crawler Armageddon
Captain America:	Crawler Star
Chun-Li:	Crawler Kikousho
Cyclops:	Crawler Optic Blast
Dan:	Crawler Gadouken
Dark Sakura:	Crawler Hadouken
Dhalsim:	Crawler Inferno
Hulk:	Crawler Wave
Ken:	Crawler Shouryuu-Reppa
M.Bison:	Crawler Nightmare
Mechanized Zangief:	Crawler Lariat
Mephisto:	Crawler Armageddon
Norimaro:	Crawler Miracle Treasure
Omega Red:	Crawler Destroyer
Ryu:	Crawler Hadouken
Sakura:	Crawler Hadouken
Shadow:	Crawler Justice
Shuma Gorath:	Crawler Smash
Spider-Man:	Crawler Assault
U.S.Agent:	Crawler Star
Wolverine:	Crawler Barrage X
Zangief:	Crawler Lariat

Blackheart

Akuma:	Armageddon Gou Hado
Armored Spider-Man:	Armageddon Assault
Blackheart:	Armageddon Armageddon
Captain America:	Armageddon Star
Chun-Li:	Armageddon Kikousho
Cyclops:	Armageddon Optic Blast
Dan:	Armageddon Gadouken
Dark Sakura:	Armageddon Hadouken
Dhalsim:	Armageddon Inferno
Hulk:	Armageddon Wave
Ken:	Armageddon Shouryuu-Reppa
M.Bison:	Armageddon Nightmare
Mechanized Zangief:	Armageddon Lariat
Mephisto:	Armageddon Armageddon
Norimaro:	Armageddon Miracle Treasure

Omega Red:	Armageddon Destroyer
Ryu:	Armageddon Hadouken
Sakura:	Armageddon Hadouken
Shadow:	Armageddon Justice
Shuma Gorath:	Armageddon Smash
Spider-Man:	Armageddon Assault
U.S.Agent:	Armageddon Star
Wolverine:	Armageddon Barrage X
Zangief:	Armageddon Lariat

Captain America

Akuma:	Star Gou Hado
Armored Spider-Man:	Star Assault
Blackheart:	Star Armageddon
Captain America:	Star Star
Chun-Li:	Star Kikousho
Cyclops:	Star Optic Blast
Dan:	Star Gadouken
Dark Sakura:	Star Hadouken
Dhalsim:	Star Inferno
Hulk:	Star Wave
Ken:	Star Shouryuu-Reppa
M.Bison:	Star Nightmare
Mechanized Zangief:	Star Lariat
Mephisto:	Star Armageddon
Norimaro:	Star Miracle Treasure
Omega Red:	Star Destroyer
Ryu:	Star Hadouken
Sakura:	Star Hadouken
Shadow:	Star Justice
Shuma Gorath:	Star Smash
Spider-Man:	Star Assault
U.S.Agent:	Star Star
Wolverine:	Star Barrage X
Zangief:	Star Lariat

Chun-Li

Akuma:	Kikou Gou Hado
Armored Spider-Man:	Kikou Assault
Blackheart:	Kikou Armageddon
Captain America:	Kikou Star
Chun-Li:	Kikou Kikousho
Cyclops:	Kikou Optic Blast
Dan:	Kikou Gadouken
Dark Sakura:	Kikou Hadouken
Dhalsim:	Kikou Inferno
Hulk:	Kikou Wave
Ken:	Kikou Shouryuu-Reppa
M.Bison:	Kikou Nightmare
Mechanized Zangief:	Kikou Lariat
Mephisto:	Kikou Armageddon
Norimaro:	Kikou Miracle Treasure
Omega Red:	Kikou Destroyer
Ryu:	Kikou Hadouken

Sakura:	Kikou Hadouken
Shadow:	Kikou Justice
Shuma Gorath:	Kikou Smash
Spider-Man:	Kikou Assault
U.S.Agent:	Kikou Star
Wolverine:	Kikou Barrage X
Zangief:	Kikou Lariat

Cyclops

Akuma:	Mega Optic Gou Hado
Armored Spider-Man:	Mega Optic Assault
Blackheart:	Mega Optic Armageddon
Captain America:	Mega Optic Star
Chun-Li:	Mega Optic Kikousho
Cyclops:	Mega Optic Optic Blast
Dan:	Mega Optic Gadouken
Dark Sakura:	Mega Optic Hadouken
Dhalsim:	Mega Optic Inferno
Hulk:	Mega Optic Wave
Ken:	Mega Optic Shouryuu-Reppa
M.Bison:	Mega Optic Nightmare
Mechanized Zangief:	Mega Optic Lariat
Mephisto:	Mega Optic Armageddon
Norimaro:	Mega Optic Miracle Treasure
Omega Red:	Mega Optic Destroyer
Ryu:	Mega Optic Hadouken
Sakura:	Mega Optic Hadouken
Shadow:	Mega Optic Justice
Shuma Gorath:	Mega Optic Smash
Spider-Man:	Mega Optic Assault
U.S.Agent:	Mega Optic Star
Wolverine:	Mega Optic Barrage X
Zangief:	Mega Optic Lariat

Dan

Akuma:	Shinkuu Gou Hado
Armored Spider-Man:	Shinkuu Assault
Blackheart:	Shinkuu Armageddon
Captain America:	Shinkuu Star
Chun-Li:	Shinkuu Kikousho
Cyclops:	Shinkuu Optic Blast
Dan:	Shinkuu Gadouken
Dark Sakura:	Shinkuu Hadouken
Dhalsim:	Shinkuu Inferno
Hulk:	Shinkuu Wave
Ken:	Shinkuu Shouryuu-Reppa
M.Bison:	Shinkuu Nightmare
Mechanized Zangief:	Shinkuu Lariat
Mephisto:	Shinkuu Armageddon
Norimaro:	Shinkuu Miracle Treasure
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Shadow:	Shinkuu Justice

Shuma Gorath:	Shinkuu Smash
Spider-Man:	Shinkuu Assault
U.S.Agent:	Shinkuu Star
Wolverine:	Shinkuu Barrage X
Zangief:	Shinkuu Lariat

Dark Sakura

Akuma:	Shinkuu Gou Hado
Armored Spider-Man:	Shinkuu Assault
Blackheart:	Shinkuu Armageddon
Captain America:	Shinkuu Star
Chun-Li:	Shinkuu Kikousho
Cyclops:	Shinkuu Optic Blast
Dan:	Shinkuu Gadouken
Dark Sakura:	Shinkuu Hadouken
Dhalsim:	Shinkuu Inferno
Hulk:	Shinkuu Wave
Ken:	Shinkuu Shouryuu-Reppa
M.Bison:	Shinkuu Nightmare
Mechanized Zangief:	Shinkuu Lariat
Mephisto:	Shinkuu Armageddon
Norimaro:	Shinkuu Miracle Treasure
Omega Red:	Shinkuu Destroyer
Ryu:	Shinkuu Hadouken
Sakura:	Shinkuu Hadouken
Shadow:	Shinkuu Justice
Shuma Gorath:	Shinkuu Smash
Spider-Man:	Shinkuu Assault
U.S.Agent:	Shinkuu Star
Wolverine:	Shinkuu Barrage X
Zangief:	Shinkuu Lariat

Dhalsim

Akuma:	Yoga Gou Hado
Armored Spider-Man:	Yoga Assault
Blackheart:	Yoga Armageddon
Captain America:	Yoga Star
Chun-Li:	Yoga Kikousho
Cyclops:	Yoga Optic Blast
Dan:	Yoga Gadouken
Dark Sakura:	Yoga Hadouken
Dhalsim:	Yoga Inferno
Hulk:	Yoga Wave
Ken:	Yoga Shouryuu-Reppa
M.Bison:	Yoga Nightmare
Mechanized Zangief:	Yoga Lariat
Mephisto:	Yoga Armageddon
Norimaro:	Yoga Miracle Treasure
Omega Red:	Yoga Destroyer
Ryu:	Yoga Hadouken
Sakura:	Yoga Hadouken
Shadow:	Yoga Justice
Shuma Gorath:	Yoga Smash
Spider-Man:	Yoga Assault

U.S.Agent:	Yoga Star
Wolverine:	Yoga Barrage X
Zangief:	Yoga Lariat

Hulk

Akuma:	Gamma Gou Hado
Armored Spider-Man:	Gamma Assault
Blackheart:	Gamma Armageddon
Captain America:	Gamma Star
Chun-Li:	Gamma Kikousho
Cyclops:	Gamma Optic Blast
Dan:	Gamma Gadouken
Dark Sakura:	Gamma Hadouken
Dhalsim:	Gamma Inferno
Hulk:	Gamma Wave
Ken:	Gamma Shouryuu-Reppa
M.Bison:	Gamma Nightmare
Mechanized Zangief:	Gamma Lariat
Mephisto:	Gamma Armageddon
Norimaro:	Gamma Miracle Treasure
Omega Red:	Gamma Destroyer
Ryu:	Gamma Hadouken
Sakura:	Gamma Hadouken
Shadow:	Gamma Justice
Shuma Gorath:	Gamma Smash
Spider-Man:	Gamma Assault
U.S.Agent:	Gamma Star
Wolverine:	Gamma Barrage X
Zangief:	Gamma Lariat

Ken

Akuma:	Shouryuu Gou Hado
Armored Spider-Man:	Shouryuu Assault
Blackheart:	Shouryuu Armageddon
Captain America:	Shouryuu Star
Chun-Li:	Shouryuu Kikousho
Cyclops:	Shouryuu Optic Blast
Dan:	Shouryuu Gadouken
Dark Sakura:	Shouryuu Hadouken
Dhalsim:	Shouryuu Inferno
Hulk:	Shouryuu Wave
Ken:	Shouryuu Shouryuu-Reppa
M.Bison:	Shouryuu Nightmare
Mechanized Zangief:	Shouryuu Lariat
Mephisto:	Shouryuu Armageddon
Norimaro:	Shouryuu Miracle Treasure
Omega Red:	Shouryuu Destroyer
Ryu:	Double Shinkuu Hadouken
Sakura:	Shouryuu Hadouken
Shadow:	Shouryuu Justice
Shuma Gorath:	Shouryuu Smash
Spider-Man:	Shouryuu Assault
U.S.Agent:	Shouryuu Star
Wolverine:	Shoruyuu Barrage X

Zangief:

Shouryuu Lariat

M.Bison

Akuma:	Scissors Kick Gou Hado
Armored Spider-Man:	Scissors Kick Assault
Blackheart:	Scissors Kick Armageddon
Captain America:	Scissors Kick Star
Chun-Li:	Scissors Kick Kikousho
Cyclops:	Scissors Kick Optic Blast
Dan:	Scissors Kick Gadouken
Dark Sakura:	Scissors Kick Hadouken
Dhalsim:	Scissors Kick Inferno
Hulk:	Scissors Kick Wave
Ken:	Scissors Kick Shouryuu-Reppa
M.Bison:	Scissors Kick Nightmare
Mechanized Zangief:	Scissors Kick Lariat
Mephisto:	Scissors Kick Armageddon
Norimaro:	Scissors Kick Miracle Treasure
Omega Red:	Scissors Kick Destroyer
Ryu:	Scissors Kick Hadouken
Sakura:	Scissors Kick Hadouken
Shadow:	Scissors Kick Justice
Shuma Gorath:	Scissors Kick Smash
Spider-Man:	Scissors Kick Assault
U.S.Agent:	Scissors Kick Star
Wolverine:	Scissors Kick Barrage X
Zangief:	Scissors Kick Lariat

Mechanized Zangief

Akuma:	Double Final Atomic Buster
Armored Spider-Man:	Double Final Atomic Buster
Blackheart:	Double Final Atomic Buster
Captain America:	Double Final Atomic Buster
Chun-Li:	Double Final Atomic Buster
Cyclops:	Double Final Atomic Buster
Dan:	Double Final Atomic Buster
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Dhalsim:	Double Final Atomic Buster
Hulk:	Double Final Atomic Buster
Ken:	Double Final Atomic Buster
M.Bison:	Double Final Atomic Buster
Mechanized Zangief:	Double Final Atomic Buster
Mephisto:	Double Final Atomic Buster
Norimaro:	Double Final Atomic Buster
Omega Red:	Double Final Atomic Buster
Ryu:	Double Final Atomic Buster
Sakura:	Double Final Atomic Buster
Shadow:	Double Final Atomic Buster
Shuma Gorath:	Double Final Atomic Buster
Spider-Man:	Double Final Atomic Buster
U.S.Agent:	Double Final Atomic Buster
Wolverine:	Double Final Atomic Buster
Zangief:	Double Final Atomic Buster

Mephisto

Akuma:	Armageddon Gou Hado
Armored Spider-Man:	Armageddon Assault
Blackheart:	Armageddon Armageddon
Captain America:	Armageddon Star
Chun-Li:	Armageddon Kikousho
Cyclops:	Armageddon Optic Blast
Dan:	Armageddon Gadouken
Dark Sakura:	Armageddon Hadouken
Dhalsim:	Armageddon Inferno
Hulk:	Armageddon Wave
Ken:	Armageddon Shouryuu-Reppa
M.Bison:	Armageddon Nightmare
Mechanized Zangief:	Armageddon Lariat
Mephisto:	Armageddon Armageddon
Norimaro:	Armageddon Miracle Treasure
Omega Red:	Armageddon Destroyer
Ryu:	Armageddon Hadouken
Sakura:	Armageddon Hadouken
Shadow:	Armageddon Justice
Shuma Gorath:	Armageddon Smash
Spider-Man:	Armageddon Assault
U.S.Agent:	Armageddon Star
Wolverine:	Armageddon Barrage X
Zangief:	Armageddon Lariat

Norimaro

Akuma:	Hyper Strong Gou Hado
Armored Spider-Man:	Hyper Strong Assault
Blackheart:	Hyper Strong Armageddon
Captain America:	Hyper Strong Star
Chun-Li:	Hyper Strong Kikousho
Cyclops:	Hyper Strong Optic Blast
Dan:	Hyper Strong Gadouken
Dark Sakura:	Hyper Strong Hadouken
Dhalsim:	Hyper Strong Inferno
Hulk:	Hyper Strong Wave
Ken:	Hyper Strong Shouryuu-Reppa
M.Bison:	Hyper Strong Nightmare
Mechanized Zangief:	Hyper Strong Lariat
Mephisto:	Hyper Strong Armageddon
Norimaro:	Hyper Strong Miracle Treasure
Omega Red:	Hyper Strong Destroyer
Ryu:	Hyper Strong Hadouken
Sakura:	Hyper Strong Hadouken
Shadow:	Hyper Strong Justice
Shuma Gorath:	Hyper Strong Smash
Spider-Man:	Hyper Strong Assault
U.S.Agent:	Hyper Strong Star
Wolverine:	Hyper Strong Barrage X
Zangief:	Hyper Strong Lariat

Omega Red

Akuma:	Omega Gou Hado
Armored Spider-Man:	Omega Assault
Blackheart:	Omega Armageddon
Captain America:	Omega Star
Chun-Li:	Omega Kikousho
Cyclops:	Omega Optic Blast
Dan:	Omega Gadouken
Dark Sakura:	Omega Hadouken
Dhalsim:	Omega Inferno
Hulk:	Omega Wave
Ken:	Omega Shouryuu-Reppa
M.Bison:	Omega Nightmare
Mechanized Zangief:	Omega Lariat
Mephisto:	Omega Armageddon
Norimaro:	Omega Miracle Treasure
Omega Red:	Omega Destroyer
Ryu:	Omega Hadouken
Sakura:	Omega Hadouken
Shadow:	Omega Justice
Shuma Gorath:	Omega Smash
Spider-Man:	Omega Assault
U.S.Agent:	Omega Star
Wolverine:	Omega Barrage X
Zangief:	Omega Lariat

Ryu

Akuma:	Shinkuu Gou Hado
Armored Spider-Man:	Shinkuu Assault
Blackheart:	Shinkuu Armageddon
Captain America:	Shinkuu Star
Chun-Li:	Shinkuu Kikousho
Cyclops:	Shinkuu Optic Blast
Dan:	Shinkuu Gadouken
Dark Sakura:	Shinkuu Hadouken
Dhalsim:	Shinkuu Inferno
Hulk:	Shinkuu Wave
Ken:	Shinkuu Shouryuu-Reppa
M.Bison:	Shinkuu Nightmare
Mechanized Zangief:	Shinkuu Lariat
Mephisto:	Shinkuu Armageddon
Norimaro:	Shinkuu Miracle Treasure
Omega Red:	Shinkuu Destroyer
Ryu:	Shinkuu Hadouken
Sakura:	Shinkuu Hadouken
Shadow:	Shinkuu Justice
Shuma Gorath:	Shinkuu Smash
Spider-Man:	Shinkuu Assault
U.S.Agent:	Shinkuu Star
Wolverine:	Shinkuu Barrage X
Zangief:	Shinkuu Lariat

Sakura

Akuma:	Shinkuu Gou Hado
Armored Spider-Man:	Shinkuu Assault
Blackheart:	Shinkuu Armageddon
Captain America:	Shinkuu Star
Chun-Li:	Shinkuu Kikousho
Cyclops:	Shinkuu Optic Blast
Dan:	Shinkuu Gadouken
Dark Sakura:	Shinkuu Hadouken
Dhalsim:	Shinkuu Inferno
Hulk:	Shinkuu Wave
Ken:	Double Shinkuu Hadouken
M.Bison:	Shinkuu Nightmare
Mechanized Zangief:	Shinkuu Lariat
Mephisto:	Shinkuu Armageddon
Norimaro:	Shinkuu Miracle Treasure
Omega Red:	Shinkuu Destroyer
Ryu:	Shinkuu Hadouken
Sakura:	Shinkuu Hadouken
Shadow:	Shinkuu Justice
Shuma Gorath:	Shinkuu Smash
Spider-Man:	Shinkuu Assault
U.S.Agent:	Shinkuu Star
Wolverine:	Shinkuu Barrage X
Zangief:	Shinkuu Lariat

Shadow

Akuma:	Shadow Gou Hado
Armored Spider-Man:	Shadow Assault
Blackheart:	Shadow Armageddon
Captain America:	Shadow Star
Chun-Li:	Shadow Kikousho
Cyclops:	Shadow Optic Blast
Dan:	Shadow Gadouken
Dark Sakura:	Shadow Hadouken
Dhalsim:	Shadow Inferno
Hulk:	Shadow Wave
Ken:	Shadow Shouryuu-Reppa
M.Bison:	Shadow Nightmare
Mechanized Zangief:	Shadow Lariat
Mephisto:	Shadow Armageddon
Norimaro:	Shadow Miracle Treasure
Omega Red:	Shadow Assault
Ryu:	Shadow Hadouken
Sakura:	Shadow Hadouken
Shadow:	Shadow Justice
Shuma Gorath:	Shadow Smash
Spider-Man:	Shadow Assault
U.S.Agent:	Shadow Star
Wolverine:	Shadow Barrage X
Zangief:	Shadow Lariat

Shuma Gorath

Akuma:	Mystic Gou Hado
Armored Spider-Man:	Mystic Assault

Blackheart:	Mystic Armageddon
Captain America:	Mystic Star
Chun-Li:	Mystic Kikousho
Cyclops:	Mystic Optic Blast
Dan:	Mystic Gadouken
Dark Sakura:	Mystic Hadouken
Dhalsim:	Mystic Inferno
Hulk:	Mystic Wave
Ken:	Mystic Shouryuu-Reppa
M.Bison:	Mystic Nightmare
Mechanized Zangief:	Mystic Lariat
Mephisto:	Mystic Armageddon
Norimaro:	Mystic Miracle Treasure
Omega Red:	Mystic Destroyer
Ryu:	Mystic Hadouken
Sakura:	Mystic Hadouken
Shadow:	Mystic Justice
Shuma Gorath:	Mystic Smash
Spider-Man:	Mystic Assault
U.S.Agent:	Mystic Star
Wolverine:	Mystic Barrage X
Zangief:	Mystic Lariat

Spider-Man

Akuma:	Crawler Gou Hado
Armored Spider-Man:	Crawler Assault
Blackheart:	Crawler Armageddon
Captain America:	Crawler Star
Chun-Li:	Crawler Kikousho
Cyclops:	Crawler Optic Blast
Dan:	Crawler Gadouken
Dark Sakura:	Crawler Hadouken
Dhalsim:	Crawler Inferno
Hulk:	Crawler Wave
Ken:	Crawler Shouryuu-Reppa
M.Bison:	Crawler Nightmare
Mechanized Zangief:	Crawler Lariat
Mephisto:	Crawler Armageddon
Norimaro:	Crawler Miracle Treasure
Omega Red:	Crawler Destroyer
Ryu:	Crawler Hadouken
Sakura:	Crawler Hadouken
Shadow:	Crawler Justice
Shuma Gorath:	Crawler Smash
Spider-Man:	Crawler Assault
U.S.Agent:	Crawler Star
Wolverine:	Crawler Barrage X
Zangief:	Crawler Lariat

U.S.Agent

Akuma:	Star Gou Hado
Armored Spider-Man:	Star Assault
Blackheart:	Star Armageddon
Captain America:	Star Star

Chun-Li:	Star Kikousho
Cyclops:	Star Optic Blast
Dan:	Star Gadouken
Dark Sakura:	Star Hadouken
Dhalsim:	Star Inferno
Hulk:	Star Wave
Ken:	Star Shouryuu-Reppa
M.Bison:	Star Nightmare
Mechanized Zangief:	Star Lariat
Mephisto:	Star Armageddon
Norimaro:	Star Miracle Treasure
Omega Red:	Star Destroyer
Ryu:	Star Hadouken
Sakura:	Star Hadouken
Shadow:	Star Justice
Shuma Gorath:	Star Smash
Spider-Man:	Star Assault
U.S.Agent:	Star Star
Wolverine:	Star Barrage X
Zangief:	Star Lariat

Wolverine

Akuma:	Berserker Gou Hado
Armored Spider-Man:	Berserker Assault
Blackheart:	Berserker Armageddon
Captain America:	Berserker Star
Chun-Li:	Berserker Kikousho
Cyclops:	Berserker Optic Blast
Dan:	Berserker Gadouken
Dark Sakura:	Berserker Hadouken
Dhalsim:	Berserker Inferno
Hulk:	Berserker Wave
Ken:	Berserker Shouryuu-Reppa
M.Bison:	Berserker Nightmare
Mechanized Zangief:	Berserker Lariat
Mephisto:	Berserker Armageddon
Norimaro:	Berserker Miracle Treasure
Omega Red:	Berserker Destroyer
Ryu:	Berserker Hadouken
Sakura:	Berserker Hadouken
Shadow:	Berserker Justice
Shuma Gorath:	Berserker Smash
Spider-Man:	Berserker Assault
U.S.Agent:	Berserker Star
Wolverine:	Berserker Barrage X
Zangief:	Berserker Lariat

Zangief

Akuma:	Double Final Atomic Buster
Armored Spider-Man:	Double Final Atomic Buster
Blackheart:	Double Final Atomic Buster
Captain America:	Double Final Atomic Buster
Chun-Li:	Double Final Atomic Buster
Cyclops:	Double Final Atomic Buster

Dan: Double Final Atomic Buster
 Dark Sakura: Double Final Atomic Buster
 Dhalsim: Double Final Atomic Buster
 Hulk: Double Final Atomic Buster
 Ken: Double Final Atomic Buster
 M.Bison: Double Final Atomic Buster
 Mechanized Zangief: Double Final Atomic Buster
 Mephisto: Double Final Atomic Buster
 Norimaro: Double Final Atomic Buster
 Omega Red: Double Final Atomic Buster
 Ryu: Double Final Atomic Buster
 Sakura: Double Final Atomic Buster
 Shadow: Double Final Atomic Buster
 Shuma Gorath: Double Final Atomic Buster
 Spider-Man: Double Final Atomic Buster
 U.S.Agent: Double Final Atomic Buster
 Wolverine: Double Final Atomic Buster
 Zangief: Double Final Atomic Buster

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How do those supers really look like?

Well basically we all know that auto supers are mainly repeats of frames that goes real fast, but how do they actually look like?

 Dan: Hisshou Buraiken Hits: 10

S.Jab, S.Strong, S.Forward(one hit), S.Fierce, S.Forward(two hits), C.Fierce, C.Forward, S.Roundhouse --> Fierce Kouryuken

 Captain America: Final Justice Hits: 10

Final Justice Charge, S.Strong, S.Forward, S.Forward, S.Short, J.Short J.Strong, Throw into air, Catch Opponent, Power Suplex

 Ken: Shippu Jinra Kyaku Hits: 14

S.Forward(one-hit), S.Forward(two-hits), S.Roundhouse, S.Forward(two-hits), S.Roundhouse, --> Shien Tatsumaki Senpoo Kyaku

 Omega Red: Carbnadium Smash Hits: 12

Carnadium Smash Start Up, J.Jab, J.Jab, J.Short, J.Strong, J.Forward, J.Roundhouse, J.Fierce --> Carbonadium Coil Slam

 Sakura: Midare Zakura Hits: 16

Midare Zakura Charge, S.Forward, S.Strong, S.Jab, S.Short, S.Forward, S.Short --> Short Shunpoo Kyaku, S.Roundhouse --> Shououken

 Shadow: Cross Shadow Blitz Hits: 10

Cross Shadow Blitz Charge, S.Short, S.Roundhouse, S.FWD.Roundhouse, S.Forward,

S.FWD.Forward, C.Forward, S.Strong, S.FWD.Fierce, S.FWD.Forward

Wolverine: Weapon X Hits: 12

S.Jab, S.Jab, S.Strong, S.Strong, S.Forward, J.Jab, J.Short, J.Strong, J.Strong, J.Forward, J.Fierce --> Weapon X Slash

Spider-Man: Crawler Assault Hits: 8

S.Fierce, S.Strong, S.Fierce, S.Strong, S.Fierce, S.Forward, S.Roundhouse --> Maximum Spider Kick

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Gameshark Codes

Well here's the infinite Berserker Mode code, and it was founded by me and my brother and I'm watching you cmgsgccc.com! Don't plagerize it without my consent otherwise you can and will be punished!

-----	-----
Infinite Berserker Charge/Chaos Dimension P1:	80070E92 0256
Infinite Berserker Charge/Chaos Dimension P2:	80071252 0256
-----	-----

Basically with this code once you activate it you can have either a unlimited amount of Berserker Charge for Wolverine, meaning more cheap combos and infinites galore. When you are Shuma Gorath once you activate the Chaos Dimension mode, you will remain that way for the rest of the battle! And if you have seen the damage done by the Chaos Dimension, then you'll realize that it can really irritate an opponent! With these codes on nothing can stop you! Also certain bugs come with this code, but I'm not sure if you want to call them bugs besides the Maximum spider glitch:

- a) Captain America's Hyper Charging Star does 25 hits!!!!
- b) Captain America's Stars n' Stripes is twice as powerful hitting 4 times!
- c) The Maximum Spider will freeze the game
- d) The Kikousho hits up to 60+ times!!!
- e) Sometimes projectiles will not harm you, meaning that projectiles will hit you, but you won't get stunned or even suffer and block damage, its like the projectile wasn't even there, this mainly works with Captain America.

-----	-----
Infinite Chaos Split Mode P1:	80071252 0451
Infinite Chaos Split Mode P2:	8007125C 0451
-----	-----

I don't think there were any glitches involved with this code though. Basically when you are Shuma Gorath once you activate this code you will be given an unlimited amount of Chaos Split Mode, the only problem with this code is that I haven't found a away to keep this code permanent, meaning that you can be hit out of this mode. Some glitches may occur:

- a) Cyclops' air Optic Blast does just as much damage as his Mega Optic Blast!
- b) The same occurance with the Chun-Li Kikousho super might occur

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