

Marvel vs. Capcom: Clash of Super Heroes Roll Character FAQ

by JChristopher

Updated to v1.0 on Nov 27, 1999

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MARVEL VS. CAPCOM FAQ for the PSX

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.0

Nov. 27, 1999

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* I always told everyone that Megaman is just the worst character ever to be included in a seemingly "serious" fighting game, then I saw Roll and took back what I said. I also once said that Megaman is the smallest and at the same time most annoying MVC character that ever existed, and again I remembered Roll, and again I took back what I said. Finally I concluded that Megaman is the cheapest character in MVC, and then I thought of Roll, and then...NOOO WAAAAAAAAAAAAAYYYY! I won't take back what I said! Roll can NEVER!, EVER, EVER! be a cheap character no matter WHAT anyone else says! I just like her so much! ;) I can't give you much reason to choose her since she really is just an expert's choice and lacks what other players have at least TWO of: range, speed, priority, and damage. BUT, there's still some chance you could beat an above average player's butt with Roll because of these advantages:

1. Roll is THE evasion queen cause she's too small to get easily hit
2. Roll is the chipping princess (where Shadow Lady is queen, of course)
3. Roll is soooooo cute! (hey, there's some strategy to it!)
4. Roll is equipped with a lot slow yet I-didn't-see-it-coming moves
5. Roll's Beat Plane crosses out the Mech Zangief types from those who have a possibility to beat you.

* how to access: just finish the game once with Megaman and Roll will appear to his right.

Why read this guide:

- I. Legend
- II. General Moves
- III. Normal Moves
- IV. Special Moves
- V. Supers

- VI. Combos
- VII. Vs. Computer
- VIII. Vs. Human
- IX. Ending
- X. Credits
- XI. Revision History
- XII. (lotsa) Final Words

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- U - up
- D - down
- B - back
- F - forward
- + - at the same time
- P - any punch
- K - any kick
- L - low
- M - medium
- H - high
- / - or

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- dash - F,F / B,B (goes in direction you choose)
- super jump - D,U / D,UF / D,UB (goes in direction you choose)
- guard push - LP+MP+HP (while blocking)
- taunt - press select
- call helper- MP+MK
- tag super - D,DF,F+HP+HK
- team work - D,DB,B+HP+HK

* let me explain a few things about some of the general moves:
 * first of all, in the PSX version, you'll have to choose only ONE partner, either one of the conventional characters ("partner heroes") or one of the helpers ("special heroes").

call helper - your helper is the character you choose after you have chosen the special heroes option. He/she basically, when called, just enters the screen, does an attack, and leaves. Fighters available in the character select screen are not available as helpers and vice versa. In the PSX version, choosing a helper does not require much effort since the cursor is at your command. Beware of the time limit though, and be sure of who you'll choose before you enter that menu. Oh, and even the secret helpers are no secret no more---just press

no? Anyway...

- a) standing - you know what? I still consider this, as well as all her other MPs, as jabs! This time, however, she delivers a punch with her farther arm that aims at a 30degree angle.
 - b) crouching - well, she just crouches and does basically the same attack as her standing MP. This time you use it to confuse opponents to block when you decide to do a chipping move or a throw.
 - c) jumping - well, she just jumps and does basically the same attack as her standing LP. You can use it to continue an air combo, but other than that I don't see any reason to do it.
- 3) HP - This time only one of them is unique. Should have been combo enders but I'd rather use special moves. Can also be used to charge up your super meter but still, I'd prefer another move, the HKs.
- a) standing - She raises her nearer arm, and swings it all the way down, slapping (!) your opponent in the process. Good in speed and priority but the HK version is just better.
 - b) crouching - from a squatting position, Roll sends forth a powerful (well, not really) uppercut that looks much like Sakura's in the SFA series. Doesn't launch any opponent so don't use it much.
 - c) jumping - well, she just jumps and does basically the same attack as her standing HP. You can use it to end an air combo and/or to charge up your super meter but other than that I don't see any reason to do it.
- 4) LK - Only two are alike, but the other one mimics another of her normal moves. These are the longest-reaching of her moves, but still relatively ULTRA short in range.
- a) standing - this is just how Roberto (from Rival Schools) or any other soccer player kicks a free ball. Nothing much can be done with this move 'cept to confuse, like the standing LP.
 - b) crouching - remember Ryu's Joudan Sokutou Geri? This is a similar move, with range and damage the only BIG difference. And in case you didn't know, it's some sort of side-forward kick, so just see it for yourself to understand me better.
 - c) jumping - well, she just jumps and does basically the same attack as her crouching LK. It's highly efficient in starting or filling (but more on starting) an air combo but other than that I don't see any reason to do it.
- 5) MK - They're NOT all alike! Yes! but, they all just mimic another normal move and that, once again, sickens me.
- a) standing - well, she just stands and does basically the same attack as her crouching(and jumping) LK. You can use it to continue an air combo, but other than that I don't see any reason to do it.

2) Rush Drill - D,DF,F+2K

Roll calls out, "Wush-y!" (meaning Rush, the robo-dog) and... boom! She's already in a drill-vehicle of some sort. Mash the buttons to increase number of hits and damage as well. This super has four main advantages: One, you are totally INVULNERABLE while doing this super and even a Shinkuu Hadouken won't land you a scratch, two, it does WAY too much chip, (not cheap) damage, three, you can turn around and nail any opponent who tries to jump his way out of your wrath, and four, you can add an LK-> HK-> air combo afterwards if you end up cornering the opponent (which is VERY likely)

3) Beat Plane - D,DB,B+2K

Roll calls out, "Beat-ow!" and out comes this dumb-looking bump car with wings, loading our heroine in the process. You then HAVE TO mash the buttons since this super is practically useless if you don't. Mashing the Ps will let you fire a whole lotta low damaging, small sized fireballs while the Ks will yield missiles that don't fly; they just drop. Of course, you CAN(and should) mash both Ps and Ks to throw everything your flying bump car can. Oh, I forgot; you can, and again should, use the directions to control the Beat Plane while firing all its missiles. A good strategy would be to start the super, fire like crazy, and fly behind the opponent while firing to make sure he doesn't block all of it.

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Universal Jump-in: HK - yes, that's all you should do to start a jump-in combo. You may want to do a LK-> MK-> HK combo to start a jump-in but, can the LK really hit the opponent before he does something else?

- * I don't usually include corner combos but with Roll, you'll need all the help you can get.
- * a jump-in you MAY add while a dash-in you MUST add to any of these combos:

1. LP-> MP-> HP-> Roll Buster
2. LK-> MK-> D+HK-> Leaf Shield
3. LK-> MK-> D+HK-> Tornado Hold
(in corner) -> HK-> UF-> LP-> LK-> MP-> MK-> HP throw-> HK-> Roll Buster
4. LK-> HK-> UF-> LP-> LK-> MP-> MK-> Roll Buster
5. (in corner) Rush Drill-> LK-> HK-> UF-> LP-> LK-> MP-> MK-> HP throw-> HK-> Roll Buster

- * sigh...no combos that end in supers, sorry.
- * BUT, her Beat Plane can be linked to her Hyper Roll though you have to be extremely quick to pull it off.

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preferably a Tornado Hold and again, if opponent is cornered, follow up with an HK to air combo. Tornado Hold is also the best thing to do after this move is blocked because if its chipping damage.

- e) Hyper Roll - as mentioned above, use this super only on opponents trying to execute a jump-in or better yet a stomp because you'll NEED to connect the growing part of the super to get maximum damage. Not to be done as air combo ender or helper complement because it simply won't work.
- f) Rush Drill - for even MORE chipping! The opponent will most probably be able to block this, so chipping would be its main thing. Are YOU the one being chipped by a team work super? Never fear! Use this super and drill two birds with one...drill!(sorry, that's the only word that fits)
- g) Beat Plane - if you seriously want to land a hit or two, no matter how low damaging those hits are, (e.g whenever your opponent has 1% life left), then use this super. You won't get a chessy win cause you DID land a clean hit! Added note: Never use any other super if you'd be dealing with the Golden War Machine type cause this is enough to make them crack.

3. Abuse your Jumping HK even if it doesn't have a very high priority

Whenever you just don't know what to do, or whenever every attack of yours ends up being countered, pull yourself together while buying time using a ton of HKs while repeatedly super jumping. Not only will your supers get charged up in no time, you'll also be quite sure it'll take some time before he could think of a way to stop you, and by that time you've already thought of a way to stop HIM! If he tries to meet you in the air, switch to delivering a ton of HPs since it's these that can turn into an air throw when close enough.

4. Know which super to use

I already told you the use of her supers, but just for a quick overview, her Hyper Roll is only for those who try to jump-in or stomp, the Rush Drill is for those who block all day and those who abuse the power of the team work super, and the Beat Plane is for finishing off a hopeless opponent and for those who can't block like Golden War Machine.

5. Never underrate Roll's weight-lifting strength

Roll may be the weakest when it comes to delivering punches and kicks, (her hardest actually does equal damage to Ryu's jab!) but her throws, which lift the opponent and slam them on the ground, are just as damaging as any normal player's (e.g Ryu) throw in the game. Throwing with other players may be considered cheap, but with Roll, as I've mentioned time and again, there is NO cheapness! A good strategy would be to repeatedly tickle the opponent with your little attacks and close in for a throw when he least expects it. While it may be harder to land a throw with Roll in terms of distance required, it is definitely a whole lot harder to DETECT a Roll who's planning a throw. Most people would let Roll come close to be able to block and retaliate, not knowing the fact that Roll can easily throw them out of a block! If all else fails, repeatedly jump back and throw whenever someone gets close

enough---and don't forget to follow up with an HK-> Roll Buster for a three-hit combo, ok?

6. Character-specific strategies:

Captain America - if there's anyone who could counter your air HKing strategy, it's him. His jumping HP does a lot more damage, reaches further, and all that without having to sacrifice execution time. Don't be the first one to super jump, as he would most likely meet you in the air with the accursed HP. Stay on the ground, dash forward and back and lure him to miss a standing HP cause that's when you call on "Beat-ow" (though you have to be very quick at that). Use a confuser's throwing strategy, guard push his supers, and retaliate with a Hyper Roll.

Captain Commando - ahh...this captain must be dealt with in a rather opposite manner than the first one. With this captain, ALWAYS super jump and air block to avoid getting hit by the heavily damaging Captain Corridor or the Captain Sword super. Being able to block these would mean a free Rush Drill for you. DON'T use a confuser's game with this captain because he'll just Captain Corridor you out of it.

Chunli - two problems: avoiding her launcher when you're air-borne and avoiding her low combo to Lightning K super when you're on dry land. Two solutions: never be the first to super jump and if you ever will, hit the HK button rapidly during the whole air trip. Second, dash to low combo to special and make use of my confuser strategy, but with extra care. Missing would prove fatal...

Gambit - just avoid his cheappy infinite(which you'd be probably immune to but, still, be prepared) and you'll be fine. That's the only thing he can do to beat you so if you've mastered the art of avoiding it, and everything he can do set you up for it, (like a launcher, a ramming helper, or a throw in the corner) then you'll be fine. He can be a good confuser but has his options limited to low attacks and throws so show-off YOUR confusing skills and win! (well, actually your confusing skills will also have the same limits as his but your throws will have lower precitability) He may use a rain of Kinetic Cards as a chip away strategy but that can easily be countered: Just dash right below him, and what else but Hyper Roll!

Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to combo a dashing D+LK-> D+HK-> Tornado Hold. Air combos will also work on him fine, just remember to hit him once before launching otherwise he won't budge. Hulk is big, but remember that all your supers make bigger look dumber rather than stronger. And don't underrate your standing HP cause, in certain positions, it can stuff any normal move he tries to pull off.

Jin - obviously cannot even dream of having Hulk's reach, but would definitely be faster. Other than that, Jin would have all of Hulk's advantages and disadvantages as well. He'll pack power with his attacks, especially if he's all yellow! That doesn't give him much of an upperhand, though, as his attacks have a lame recovery time and could easily

be punished by an aerial combo. Just use the same strategies you would on a Hulk user and watch out for that hurricane super whenever you jump!

Megaman - two words: Keep Away. Yep, that's the NES freak's cheapy strategy! Let him use his X buster all he wants, while you constantly super jump and HK all the way. There'll be four kinds of Megaman users, and only two will you find challenging. The first one just hammers away with a stream of X busters that's easy to jump over and punish with a combo. The second one will always charge up his X buster and use it as part of an air combo. Just dash back and forth to confuse him into giving up that hold then welcome his fireball with a mid-air Bouquet Bomb. The third Megaman user would be using a rammer as a helper, slide kick you, and hope that you'll retaliate with a combo as he summons his helper afterwards. He'll surely get hit, but you'll be punished by his helper as well, giving him enough time for a Hyper Megaman super. Just don't counter the slide kick and wait for him to run out of helpers, THEN attack! The fourth, most challenging one would be a Megaman that X busters low, then X busters high, then low, then high, then you lose your sanity---WRONG!! Fight on! Block his low X busters and dash forward when he does the high one. Eventually you'd be near him. Time to use your confusing skills. If he manages to escape, which would only be possible via super jump, wait for him on the ground then launch with the all powerful and highly undetectable standing HK! By the way, don't worry bout his supers, just block and do your version afterwards.

Morrigan - will fight like you do, being a good confuser and all that. She will, however, have her options limited to low attacks and throws so show-off YOUR confusing throw skills and win! (well, actually your confusing skills will also have the same limits as hers but your throws will have lower precitability) If she does something you won't, namely raining you with air fireballs, Dash in and punish her with your Hyper Roll or launch her if you don't have the extra charged super bar.

Ryu - If he's using strategies found in my Ryu faq, then may the best confuser win! If he's not, you're in for a cheapy fireball game. Again, you'd be needing your invaluable jumping HK to chrage up your super, mid-air Bouquet Bomb his ground fireballs and dash-in to Hyper Roll his air fireballs wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Hyper Roll in progress so abuse that fact to your advantage. Master the art of rolling and you'll be avoiding his Crawler Assaults forever! His Ultimate Web Throw will be his only super that could counter a Hyper Roll but you can easily detect that. If he uses an air combo that knocks you down and falls right behind you as you get up, just hit the HK and launch him!

Strider Hiryu - I don't believe I'm hearing myself say this, but I advise you to STAY in the corner when pitted against this teleport master. That way he wouldn't be able to use an Ouroboros-and-teleport-behind-you strategy. But with you in the corner, he'll try two things: combo you like crazy, wherein the guard push feature would prove most useful, and chip away some nice damage with his robo dog, which you should

super jump to avoid and charge up your super meter. Use your helper whenever he jumps for you then launch him and air combo throw to HK-> Roll Buster. If he doesn't have a single super charged up yet, hell, forget all I've just said about him and engage in a confuser's game instead.

Venom - Just super jump and HK all the way and as you land, choose from two landing sites: as far away from him as possible to be able to continue super jumping and charging up your meter, or a little behind him so you could switch to delivering HPs which could out prioritize ANYTHING he whips up and give you an opportunity to do a D+LK-> D+HK-> Tornado Hold combo whether he blocks it or not. If he's able to block all of it, engage in a confuser's game but beware, he may not have an overhead but his throw allows him to combo you afterwards so get ready for that.

War Machine - Just block his ground combos, D+LK to combo his throw attempts, and do a dash in to Hyper Roll if he abuses his mid-air smart bombs. If he's dumb enough not to include his War Destroyer super in a combo, dash to Rush Drill him one moment after all his missiles are launched from his armor. I guarantee you the missiles will drop where you WERE before you dashed but you have to time it right, though. The Proton Cannon, if not done as an ender to a helper attack, would be easily detected and therefore super jumped from and punished with what else but a Hyper Roll. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HK to mid-air HP throws to do the trick.

Wolverine - until recently have I thought that Wolvie users (including me, once) were just plain good at it but now I know Wolvie was just too advantaged to be defeated by a mere above average player. I hate to be called cheap, so now I have stopped using Wolverine, and started taking him as a challenge to defeat with my Roll. There'll be two things any "challenging" Wolvie user would do: stomp you like crazy until you open up for a combo to super, or dash in like crazy also until you open up for a combo to super! With the first strategy you'll again have to utilize your Hyper Roll and your helper and mix them up so you wouldn't get too predictable. For the second strategy, you'll have to assess yourself. If you think you can pretty much predict what he's doing, then combo him if he tries to throw and use the guard push otherwise. If he doesn't give up and still dashes in like crazy, smile and surprise him with a risky but rewarding Hyper Roll to turn his healing factor off for good!

Zangief - Just charge up the way I've been telling you since the beginning of this section and guard push all his attacks so that he couldn't link them to a grapple or worse, SUPER grapple! He'll be using blocks much, so you'll just have to play a risky confuser's game with him. Remember that in a confuser's game, you'll have to succeed over him in a LOT of times before you can be at an advantage. One successful confuser from him and you're back to where you started, a draw. Whenever you're charged up and can't land a combo, just chip away with your every projectile including your Beat Plane's.

Golden War Machine - Just block his ground combos, super jump from his throw attempts, and do a sudden dash in to Hyper Roll if he abuses his mid-air smart bombs. If he's dumb enough not to include his War Destroyer super in a combo, dash and give him a Rush Drill one moment after all his missiles are launched from his armor. I guarantee you the missiles will drop where you WERE before you dashed but you have to time it right, though. The Proton Cannon, if not done as an ender to a helper attack, would be easily detected and therefore super jumped from and punished with what else but a Hyper Roll. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping HK to mid-air HP throws to do the trick.

Morrigan's Lilith Mode - as with her "older" counterpart, she'll be best dealt with a confuser's strategy. This time she can't use a rain of fireballs to annoy you because she'll only have short range ones but still beware her confusing skills and counter as you see fit.

Orange Hulk - Block, block, block! Eventually he'll grow impatient and hit you. Then attack, attack, attack! He'll be wide open after just about ANYTHING he does so it's time to combo a dashing D+LK-> D+HK-> Tornado Hold. You'll be needing this combo much to chip away some nice damage in case it turns out your opponent is a lot more patient than you are. Orange Hulk is big, but remember that all your supers make bigger look dumber rather than stronger.

Roll - She's so cute, I wouldn't dare land a jab on her face, but, sadly, MVC is survival of the fittest and Roll, as many would say, is not "fit". I'd choose her over Megaman anytime but I must admit I find the always-give-you-a-stupid-look boy much harder to defeat. Refer to my Megaman strategies for dealing with her and adjust them according to these added notes: One, Roll's X buster CAN chip some block damage but it would need a down to forward motion so it'll come out slow. Two, you can low block against her Hyper Roll and you wouldn't get a bruise. And three, all her other supers are easy to block and retaliate with your own afterwards.

Shadow Lady - Chunli minus the ability to combo a super but plus the ability to chip away with her butt missiles. Keep an eye out for your life bar cause these farts can cut it down to half without even you noticing. Don't super jump, as that would mean a free chip from those accursed butt bombs. If she's stupid enough to do it while you're on the ground, and up close then it's Rush Drill time! Anticipate her missile super and again use your Rush Drill to counter. She'll also be using a ramming helper to easily connect with her Big Bang Laser so you'll have to predict when she'll use it. Knowing all these, engage in a confuser's game and she'll definitely be the first to short-circuit.

Venom's Carnage Mode - I really am not very observant on who takes more damage than who but I definitely noticed the Carnage Mode's belief in the quote, "The best defense is a strong offense." (did I say it right?) Anyway, Carnage Mode concentrates on speed and power, but

gives up stamina in return. Don't try a confuser's game for him cause he's already confused!(heh) Seriously though, his tremendous speed just gives him the ability to jab his way out of any confusing strategy you may have in mind. Let him combo you like crazy, (while you block, of course), abuse your guard push, and make him feel he's just another big sucker for the Rush Drill!

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Roll defeats Onslaught(!) and Dr. Light is very pleased. Roll is so happy that she beat Megaman in this..."stage"(!) and has finally proven the fact that she can also kick some metallic butt. She is given lots o' nice upgrades by Dr. Light and so, I think, she permanently becomes Hyper Roll! Megaman arrives after all's gone and realizes he has lost the race to Onslaught. He then sheds a single tear, but that's still enough to make me call him a ... CRY BABY!!! Hahahaha! (sorry)

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Jim Chamberlin (jjchamber4@aol.com) for info on the whats and hows of ASCII arts

Sir "O" (SirOrion@aol.com) for the English translation of Roll's taunt quote

<http://blackhole.winsocket.com/dogshell/roll/> - for Roll's background song and its English translation

Doug Dlin - the real author of the song's English translation which I stumbled upon in the site above

Gamefaqs.com for paying attention to this faq
Capcom and all its affiliates for creating such a great game

Ms. AsianCuteness for inspiring me in just about everything I do!

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Please feel free to email me if there's something about Roll I left out or if you just want to comment on my work. Thank you. If ever I revise this faq and add something you feel came from one of your emails to me, email me again and remind me bout it so I can give you credit. Thanks again.

Roll has the reputation(though I beg to disagree) of being the joke character of MVC. She's known to have to weakest of attacks, the shortest of limbs, and the lamest of combos. Hey, that's just all the more reason to USE her! If she has such an awful reputation, then losing a game with her won't be shame, but winning...ahhh glory! Remember that she is an experts choice, and if you want to master her, you'll have to be prepared to spend a little more than usual.

Roll's Cuteness:

999,999 out of a million Roll users (well, assuming there ARE a million,...) choose Roll partly, mainly, or ONLY because she's sooooo cute! And since that's the case, I've decided to add a semi-section on the little details that take part in making Roll the cutest fighting game character ever!

- 1. Colors - LP: ribbon - green
 - hair - gold
 - dress - red
 - sleeves - grey
 - socks - grey
 - shoes - red

- MP: ribbon - dark green
 - hair - blonde
 - dress - dark grey
 - sleeves - grey
 - socks - grey
 - shoes - dark grey

- HP: ribbon - red
 - hair - gold
 - dress - light pink
 - sleeves - pink
 - socks - pink
 - shoes - light pink

- LK: ribbon - dark green
 - hair - blonde
 - dress - dark grey
 - sleeves - grey
 - socks - grey
 - shoes - dark grey

MK: ribbon - dark green
hair - blonde
dress - dark grey
sleeves - grey
socks - grey
shoes - dark grey

HK: ribbon - white
hair - light yellow
dress - white
sleeves - blue
socks - blue
shoes - white

2. Entrances -

- a) Rush(the robo-dog) enters the screen from the opponent's side with Roll sitting on it. Roll then hops down at her starting point.
- b) A mini Beat Plane enters the screen with Roll hanging on to its talons. Roll then lets go and drops exactly at her starting point.
- c) That nutcase who brings Roll her items is shown repeatedly opening then closing its head. Roll then kicks it to its senses, then it stops and looks left and right. Roll then fixes her ribbon a bit like in her taunt as that nutcase leaves the scene.

3. Taunt - Roll looks at her hair, fixes the knot of her ribbon a bit, and says, "Boku re nai wa?" which means, "Can't you hit me?" (!) My, my,... ain't she the cutest? ;)

4. In-game actions

- a) Hyper Roll - her head is still looking at her opponent, but her eyes stray on you and then she winks. She does this before and after she pours out all her energy to the opponent.
- b) supers - Roll always kinda morphs before executing a super, and afterwards she has to "morph" back. Just one moment after she stabilizes and before you can control her again, she turns her back on you but still looks at you, gives a very happy look on her face, and raises one of her arms straight up with her hand opened while the other arm is pointing opposite direction.
- c) guard push - using both her wide-open hands, she pushes the opponent with much force while raising one leg backwards, closing her eyes, looking the other way, and leaving a trace of pain in her face.
- d) time-over - she sits on the ground, knees together and feet apart. (get it? like a top view of her would resemble a letter "T" ?) Her hands hold her shins, and she starts crying out loud. You'll notice her mouth is about half the size of her face in this animation!

5. Background Song - "Kaze yo Tsutaete"
(Wind, Let Him Know)

* the words in () are obviously the English translations while the words in [] ,I think, are just added to complete the sense in the English sentences and wasn't directly translated from Japanese.

I

Tsutaetai kono om oi
(I want to let you know, know just what I feel)

Tomaranai modorenai
(I'm not gonna stop, I can't ever go back)

Dakishimete Tsukamaete
(I want you to hold me, want you to catch me)

Moh hanasanaide
(And never let me go...)

II

Machi no akari Yureru om oi terashite
(The lights of the city shine on the trembling thoughts I possess.)

Hitogomi ni anata no Yasashisa kanjite
(Even amid the crowds, I [clearly] feel your gentleness.)

Namida no ashiato sae
(Before the tracks of tears [on my face])

Kiete shimau mae ni
(Have a chance to [dry and] disappear)

Anata to ita jikan wo
(Just once again, I want to be sure)

Moh inchido tashikamete
(Of the time that I spent with you, [dear])

III

Aitakute samishikute
([Now] I want to see you, [cause] I'm lonely)

Nukum ori ga kienai yoh ni
(So [I can be sure] that your warmth won't depart.)

Kono mune ga sakeru hodo
(I want to feel it [now, want] it so badly)

Kanjite itakute
(That it's breaking my heart.)

6. Winning Poses -

- a) Roll changes her outfit to that of a school girl, holds the straps of her back pack, and looks at YOU in a very, very cute way.
- b) The ever so reliable nutcase enters the screen, runs toward her, opens its head, and offers her flowers. Roll then picks up and smells these flowers in appreciation.
- c) Megaman comes running for Roll and does his taunt (THE most annoying taunt in the game! I personally make sure anyone who does that taunt to me gets a butt load of Shinkuus in his face) Roll then sheds some tears, but does not cry out loud.
- d) Megaman is flying the Beat Plane as he swoops down for Roll, making her skirt fly up. Roll holds her skirt back down and Megaman looks at you for approval. (\$#%& you Megaman, you little...)
- e) Rush, being originally made for Megaman, is still loyal to his original master as he practically the same thing--make Roll's skirt fly! This time, however, he also projects a holographic image of a blabbing Dr. Light.
- f) Roll raises one of her arms, the other one resting on her bicep, (like a not-so-good sign) and yells a lot of Japanese words while raising one of her feet a little backwards.

7. Quotes -

- a) "Are you hurt? Maybe my doctor can fix you....."
- b) "Hehe..... I did it! Girl power!"
- c) "I didn't mean to hurt you badly!"
- d) "I should learn that absorption thing from Dr. Light."
- e) "I think you're due for an upgrade!"
- f) "Now all I need is my own series..."
- g) "Now how does Megaman do that absorption thing?"
- h) "See? I should have been in Power Battle!"

8. Pre-fight conversation with Onslaught:

Roll : "Don't get mad at me..... I'm just a girl!"
 Onslaught: "You shall be the first to fall, little one."

9. Partners you should really try, and why:

Venom - Venom has always been a good partner because of his "interactive" ending, but is especially wacky when it comes to Roll. This ending starts out just the same as Venom's normal ending, which features him(Venom) praising his partner and inviting him/her to be his tag teammate for their next adventures. But then after they both do their winning pose, the symbiote takes control of Venom and he starts saying gross things to

Roll and that makes her cry.

- additional reason: Try finishing the opponent with Venom doing a tag super; the resulting name? "Death Roll!" (Ha!)
- another additional reason: for the obvious contrast: Venom being the scariest and most disgusting while Roll being the cutest and most adorable.

Zangief - now, just you try his Double Final Atomic Buster with Roll and see her take part in the SLAM! (though I think she looks more like just trying to hold on for the ride of her life! hehe)

Ryu - this is strictly for an MVC expert only! Try executing a team work super and theennnnn....TAUNT!! TAUNT!! TAUUUUUNT!!!
Bwahaha! Both do practically the same thing! Roll would look much like Ryu's daughter-student in this scene ;) But that does not come without strategy(!)...pull off a Shinkuu Tatsumaki Senpoo Kyaku (also activating Roll's Beat Plane) and maneuver Roll into getting behind the opponent while he's being whacked by both Ryu's foot and the Beat Plane's projectiles then repeat the code for the Shinkuu Tatsumaki Senpoo Kyaku (which will now activate Roll's Rush Drill) and watch the opponent scream in sandwiched pain! But wait, if Roll's the daughter, then who's the mother? ;) That's simple: Roll has blonde hair right? She wouldn't have gotten that from Ryu, so it must've come from her mom! And who else in MVC is a blonde-haired babe, may I ask? (forgive my sick mind, ok?)

Hulk - well, just for the contrast of it. Imagine the biggest oaf in the game teamed up with the smallest doll. I think Roll here is just about as big as Hulk's foot!

Megaman - no! I hate this team, mainly because I HATE Megaman and partly because I honestly think you'll lose if you choose them as a team (unless maybe if you go ULTRA cheap with the blue boy and take care of both your opponents!) Then why did I list Megaman here? Cause he and his sis looks plain cool in a tag super, nothing else.

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