

Marvel vs. Capcom: Clash of Super Heroes FAQ/Move List

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Marvel vs Capcom EX Edition

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Contents:

Gameplay

Controls

3rd Characters

Main Movelist

Cheats

Gameshark Codes

Okay people. This is my first time at writing an FAQ so no one make fun, please.

This FAQ is about one of the greatest fighting games ever to hit the arcades but when transferred into the Playstation lost some of its luster. Nonetheless, its still a great game, and I'd be more'n happy to share it with you.

GAMEPLAY - I don't know why, but for some reason, Capcom decided to make the playstation version a one-on-one, two round fighting game, just like MSHVSSF and XMVSSF, taking away the tag team feature that made the game a big hit, and placing it under another feature known as the CROSSOVER feature of the game. But the drawback is that while you chose your first character, the psx chooses your second player for you, and you don't beat the game in CROSSOVER mode. You win, you get to pick another character, the psx picks another fighter, and you keep on fighting. It's like one big TRAINING mode.<Yeeech!>

Terms of Interest

Battle - one on one vs computer

Versus - you vs friend

Crossover - look above

Training - hone your skills before batte

Gallery:

Illustration - close-ups of your favorite hero or heroine. When you beat the game in Battle mode, the character you used will get his/ her illustration on the slot.

Endings - Everytime you beat the game, your characters ending will be recorded for posterity.

Special Characters - simply shows you all of the third characters in the game and what they can do. Kinda cool, though.

Battle/Versus/Training Mode Options

Now, when you do decide to fight the computer or a friend on a one on one fight, after you pick your characters, you get these options:

Regular Partner - you can choose from one of the fifteen heroes, but you can't tag out or in. With this mode, you have the ability to use the Hyper Combination Finish or the Dual Team Attack Finish, only thing is, the mirror image of whoever your opponent is using as the first character will pop out to help you if you attempt to use the Dual Attack Finish, not your designated 2nd

character. You can do your supers infinitely as long as the time bar below you doesn't run out. Oh yeah, you can't choose a third character, either.

Special Partner - This is where you choose your third character. Only. However, you can only use the Dual Team Attack Finish, but not the Hyper Combination Finish (THIS I am sure of). You can, however, summon your special character to aid you infinitely!! COOL!

CONTROLS:

U - Up
D - Down
F - Front
B - Back
WP - Weak Punch
MP - Medium Punch
SP - Strong Punch
WK - Weak Kick
MK - Medium Kick
SK - Strong Kick
PPP - All 3 Punches/Auto Dash
KKK - All 3 Kicks/Auto Hyper Jump
d,u - Hyper Jump (Very Useful)
f,f/b,b - Dash Forward/Back
d,df,f + SP + SK - Hyper Combination Finish
d,db,b + SP + SK - Dual Team Attack Finish

3RD CHARACTERS

All that I'm going to put here are the characters I have used in the arcades. Remember, these codes can only be used in CROSSOVER Mode. First, Select your characters then, when you are transferred to the 3rd character screen, simply press:

Colossus - Hold Start + MP + MK + WP
Psylocke - Hold Start + MK
Rogue - Hold Start + WP + MP + FP + WK
Unknown Soldier - Hold Start + WP
Saki - Hold Start + SP
Shadow - Hold Start + WP + MK + FP
Sentinel - Hold Start + MP + MK + SP

I have absolutely no idea how to get the others and I don't care. But if you do know how to get all the others, drop me a line and I'll include it in my Ver.02.

MOVELIST: CAPCOM

RYU - Probably the most popular character in the game. He's been remodeled to change from Ryu to Ken to Gouki mode, so don't even think of looking for the fag fighter or the demon master, cuz they're not there.

Launcher - d + SP
Hadoken - d, df, f + P
Shoryuken - f, d, df + P
Tatsumakishippukyaku - d, db, b + K
(These are all general moves for all 3 modes)

Shakunetsu Hadoken - f, df, d, db, b + P
Ashura Warp - f, d, df, + PPP/ b,d, db + KKK
Zankukyaku - u, d, df, f + K
(These are moves for Gouki Mode)

Ken Mode - d,db,b + MK

Gouki Mode - d,db,b + SK

Ryu Mode - d,db,b + WK

(These are for switching Ryu's personalities from Ryu Mode. The last one is for switching him back to normal.)

Supers

Ryu Mode:

Shinkuuhadoken - d,df,f + PPP

Shinryuiken - f,d,df + PPP

Shinkuutatsumakishipuukyaku - d,db,b + KKK

Ken Mode:

Shoryuureppa - d,df,f + PPP

Shinryuken - d,df,f + KKK

Shipujinraikyaku - d,db,b + KKK

Gouki Mode:

Messatsu-Gouhadou - d,db,b + PPP

Tenma-Gouzanku - u,d,db,b + PPP

Messatsu-Goushoryu - d,df,f + PPP

Raging Demon - WP,WP,f+WK+SP

CHUN-LI - The gorgeous Chinese detective with the legs is back and she's badder than ever! With her kick-ass moves and lightning like reflexes which makes her one of the fastest players in the game, a good Chun-li player is almost unbeatable.

Launcher - f+SK

Kikkoken - b,db,d,df,f+P

Hyakukyaku - K rapidly

Rising Brd Kick - f,d,df+K

Axe Kick - f,df,d,db,b+K

Supers:

Kuukun - d,df,f + PPP

Senretsukyaku - d,df,f + KKK

Hazankukyaku - f,d,df + KKK

Shichesei Senkuukyaku - u,d,df,f + KKK

(This is one of the most powerful and incredible super you will ever witness. Looks like Chun-li kicks right thru the opponent and fireworks start going off in the background. Incredible!!)

ZANGEIF - the Red Cyclone, this guy may be slow, when he does damage, hoooo boy does he do DAMAGE!!! All I can say to all of you novices is NEVER GET IN RANGE OF HIS GRABS!!

Launcher - d+MP

Lariat - KKK/PPP

Banishing Fist - f,d,df + P

Siberian Crusher - f,df,d,db,b + K

Siberian Suplex - f,df,d,db,d + K (Very Near)

Skyreacher - f,d,df + K

Screwdriver - 360 degrees + P

Cyber Mode - b,d,db + KKK (Consumes one S.Bar)

Dark Flame - d,df,f + P (Only in Cyber Mode)

Supers:

Atomic Buster - 360 degrees + PPP

Final Atomic Buster - 360 degrees + KKK (Lv3)

Iron Tornado - 360 degrees + KKK (Cyber Mode)

MORRIGAN - the sexiest succubus in Capcom is back to tease your senses with deadly moves to rob you of both life and sanity and make you come back for more.

Launcher - db+SP

Soulfist - d,df,f + P

Soul Razor - f,d,df + P

Earthbreak - f,df,d,db,b + P

Supers:

Soul Eraser - d,df,f + PPP

Darkness Illusion - d,db,b + KKK

Silhouette Blade - f,d,df + PPP

Eternal Slumber - WP,MK,f+MP,SK

(Now this is one super which really lets your imagination fly. A heart will come out, and if it hits, Morrigan does a little tussle with her foe behind closed curtains, and when its over, Morrigan stands over her foe who looks drained, with her licking her fingers. What she did is up to your imagination. The heart comes out pretty slow and can be canceled with a projectile, nonetheless, its a great super.)

CAPTAIN COMMANDO - the greatest defender of the Capcom Universe is back with his friends and he looks way better than his arcade form, with new moves, ready to kick ass!!

Launcher - f+SK

Captain Fire - d,df,f + P

Captain Corridor - d,db,b + P

Captain Kick - d,db,b + K

Summon Ginzu - d,df,f + WK

Summon Mack - d,df,f + MK

Summon Babyhead - d,df,f +SK

Super:

Captain Sword - d,df,f + PPP

Captain Storm - d,df,f + KKK

(A cool super WHICH GOES UNDER FIREBALLS!!! AH HA HA HA!!! Take that you cheap projectile users!!! It's the only super where Cap and his friends appear together to each beat the crap out their foes!!)

MEGAMAN - the cheapest little *@\$^# in the whole game!! The little runt not only has the ability to throw numerous projectiles, he also has the most powerful super in the whole game!! I REALLY HATE THE LITTLE BASTARD!! Fortunately he takes damage like a bitch!!

Launcher - f+SK

Fireball - Press SP

Uppercut - f,d,df + P

Super Fireball - Hold SP for 3 sec. & release.

Get Item - d,db,b +:

Tornado Hold - SK

Leaf Sheild - MK

Rock Ball - WK

Use Item - d,df,f +P

Super:

Beat Destroyer - d,df,f + KKK

Rush Drill - d,db,b + PPP

Hyper Megaman - d,df,f + PPP

(THIS is the accursed super I'm talking about!!)

JIN - sort of like he new Dan of this game. Unlike Dan, however, this guy is far from useless. With great moves and a mecha to back him up, this guy is incredible.

Launcher - f+MP

Jin Tornado - Hold b 2 sec,f + P

Jin Dynamite - Hold d 2 sec,u + P

Jin Tackle - f,df,d,db,b + K

Supers:

Blodia Fist - d,df,f + PPP

Blodia Vulcan - d, db,b + PPP

Jin Tornado - d,df,f + KKK

STRIDER - The fastest, and I do mean, FASTEST character in the game, Strider is capable of only using 5 seconds to get rid of an opponent!

Launcher - d+SP

Ame No Murakumo - b,db,d,df,f + P

Ghram - f,d,df + P/K

Vajula - d,db,b + K

Formation A - d,df,f + K

Skyslasher - u,b,db,d,df,f + P/K

Bomb - Hold b 2 sec., f + K

Fireball - Hold b 2 sec., f + P (Repeat to fire)

Super:

Ragnarok - f,d,df + PPP

Legion - d,df,f + KKK

Ouroborous - d,df,f + PPP

LILITH - The younger sister of Morrigan from Vampire Savior, this time with long hair and breasts! Her name in the game, however, is Morrigan, too. Weird.

Launcher - db+SP

Heart Shot - d,df,f + P

Demon Blade - f,d,df + P

Piledriver - f,df,d,db,b + P

Super:

Brilliant Shower - d,df,f + PPP

Luminous Illusion - d,db,b + KKK

Love Blade - f,d,df + PPP

SHADOW LADY - Chun-Li's cyber form, she's got different moves which still kick ass. She's stronger too.

Launcher - f+SK

Drill - d,df,f + P

Missile - d,df,f + K

Shock field - f,d,df + P

Hyakukyaku - K rapidly

Axe Kick - f,df,d,db,b + K

Supers:

Big Bang Laser - d,df,f + PPP

Galaxy Missiles - d,df,f + KKK

Final Mission - Hold b, 2 sec,f,b,f + KKK (Lv3)

This is one Hell of a move!! Replacing the Schichesei Senkukyaku, this move kicks ass! Difficult to do, though.

ROLL - Megamans little girl friend who probably got tired of the runt taking all the glory and decided to go out there, kick butt, and take names on her own. That however, wasn't such a good idea, because the damage her moves do is pathetic! Only a real expert will dare to tackle the task of using Roll! She is kinda cute though. The only good thing about her is that she's too short to be bothered by most projectiles, even some supers.

Launcher - f+SK

Gun Blast - d,df,f + P

Deadly Bouquet - f,df,d,db,b + P

Get Item - d,df,f + (Refer to Megaman)

Use Item - d,df,f + P

Supers:

Hyper Roll - d,df,f + PPP

Beat Destroyer - d,db,b + KKK, P+K rapidly

Rush Drill - d,df,f + KKK

MOVELIST: MARVEL SUPERHEROES

CAPTAIN AMERICA - The greatest patriotic hero who ever lived, the living sentinel of democracy and freedom, the bane of Communist buggers everywhere, Capitan is back, better than ever. I really love this guy.

Launcher - d + SP

Sheild Slash - d,df,f + P

Stars and Stripes - f,d,df + P

Charging Star - b,db,d,df,f + K

Cartwheel - f,df,d,db,b + P

Supers:

Final Justice - d,df,f + PPP

Hyper Stars and Sripes - f,d,df + PPP

Hyper Charging Star - b,db,d,df,f + KKK

(This super renders Cap invincible to any, and I mean ANY, and all projectiles, normal, super, or Hyper Combinations. A great antidote for Hyper Megaman problems, HEH HEH HEH!!!)

SPIDERMAN - This irritating littleinsect is back for another go, and is still as irritating as ever, what with his quick moves and almost zero-recovery time, Spiderman has proven o be one of the most used players in MVC.

Launcher - f + MP, d,WK,MK, stand + SK

Web-ball - d,df,f + P

Web-swing - d,db,b + K

Web-throw - f,df,d,db,b + P

Spider Sting - f,d,df + P, P again for extra hit

Supers:

Maximum Spider - d,df,f + PPP

Crawler Attack - d,df,f + KKK

Ultimate Web Throw - d,db,b +PPP

GAMBIT - the cajun has returned after a long hiatus from MSHVSEF, and, telling form his new moves and supers, he wasnt too happy about that.

The rritating thing about the CPU Gambt is that it loves to defend on the fly. Dammit!

Launcher - d + SP
Kinetic Card - d,df,f + P
Trick Card - d,db,b + P
Cajun Strike - f,d,df + P
Cajun Slash - Hold d, 2 sec, u + K, then P
Cajun Attack - Hold d, 2 sec, u + K

Supers:

Royal Flush - d,df,f + PPP
Cajun Explosion - d,df,f/d,db,b + KKK
This is the move I'm talking about. Gambit jumps to either wall, clings, draws out 3 HUGE cards and throws them on the ground, creating huge shockwaves which reaches the very top of the screen and goes all the way to the other side. It may not be as numerous as the Royal Flush, but it packs more power than the former.

HULK - the jade giant has been one of the mainstays of the VS series of Capcom, and he still is just as strong. Being one of the slowest characters, he more than makes up for it with his brute strength. Coupled with his super armor ability, which means it takes 2 strikes to stun him, he can take out an opponent in seconds.

Launcher + SP

Gamma Charge - Hold d, 2 sec., f + K (range depends on strength of K pressed)
Gamma Rise - Hold d, 2 sec, u + K
Gamma Tornado - f,df,d,db,b + P
Earth Toss - d,df,f + P

Supers:

Gamma Crush - d,db,b + PPP
Gamma Wave - d,df,f + PPP
Gamma Quake - d,df,f + KKK
BE VERY CAREFUL when using Gamma Crush. Though it is the most powerful super in Hulk's arsenal,possessing the ability to take away hunks of energy from life bars, it has terrible recovery time which all, except for the mentally challenged, opponents can and will se to whoop yer ass!

WOLVERINE - What can I say? Ol' Berserker face is back with a vengeance, with the same killer moves that makes him the most popular characters in the entire VS. series. Here are Margarine's - uhhh - Wolverine's moves.

Launcher - f + SK
Berserker Barrage - d,df,f + P
Tornado Claw - f,d,df + P
Drill Claw - joystick direction + P
Berserker Claw - b,db,d,df,f + K

Supers:

Weapon X - f,d,df + PPP
Berserker Barrage X - d,df,f + PPP
Fatal Claw - f,d,df + KKK
Now this move I have NEVER seen Wolverine do in the comics!! I mean, he leaps in the air and energy comes from his claws in the form of an X?
I mean, come on! I know he's strong, but he ain't THAT strong!

WAR MACHINE - Iron Man's replacement from Marvel Superheroes, this is one's faster, stronger, and the CPU version is one hell of a grabber. Good choice for first timers.

Launcher - f + MK
Shoulder Cannon - d,df,f + P
Repulsor Blast - d,db,b + P
Bomb - WP + MK
Flight - d,db,b + K

Supers:

Proton Cannon - d,df,f + PPP
Star Destroyer - d,df,f + KKK
This new super takes alot of life and can be, with perfect timing, connected easily after a launcher.

VENOM - Spider-man's arch-nemesis makes his first video game debut with a bang! Definitely stronger than the irriratng spider, Venom's one flaw is his utter lack of speed. Oh, he moves fast when he dashes, but not as fast as the web crawler. But his moves are at par, when it comes to damage, with that of the Hulk or Zangief.

Launcher - f + MP
Venom Strike - d,df,f + P
Venom Throw - b,db,d,df,f + P
Venom Slice - d,df,f + K (distance depends on strength of K)

Supers:

Venom Web - d,df,f + PPP
Venom Bite - d,df,f + KKK
The Venom Web is one of the deadlier supers in the game. Covering the entire screen and can be done on both ground and air, any opponent foolish enough to be caught of guard gets a whooping!

GOLD IRON MAN - plays just like War Machine, only with an overdose on steriods! Virtually NOTHING will stop or stun this guy, even supers or Level 3 special supers will do squat! He cannot be stunned, tripped, or launched. He takes damage and asks for more!! His moves and supers are similar to War Machines, except he throws missiles instead of beams. Refer to War Machine for moves.

ORANGE HULK - the Onslaught controlled Hulk is fast, strong, and best thing is, he has NO super armor! Still, he is quite faster than the normal Hulk. Has the same moves too.

RED VENOM - or as some of the ignorant have termed him, Carnage, the only carnage to be done will be on him! This character is the fastest secret character in the game, but he takes damage like a bitch! 2 well-placed punches and a strong Super will put this joke out of his misery. Has the same moves as venom, except with a few alterations, so refer to him.

ONSLAUGHT - YES!! The big guy is playable in the EX version! He's got super armor, can't be tripped, launched, or thrown, and best of all, you can use the giant version! COOL! You can only use him in the Battle, VS, and Training Modes only. You also don't get a partner....who cares?!

(Small)

Hyper Grav - f,d,df + K (UNBLOCKABLE)
Sentinel Sumon - any P/K
Hyper Rush - d,df,f + K
Teleport - d,db,b + K

Super:

Hyper Beam - d,df,f + PPP
Magnetic Shockwave - d,df,f + KKK

Crossover Switch - d,db,b + KKK

(Giant)

Hyper Grav - f,d,df + K

Sentinel Summon - any P/K

Mighty Hand - d,df,f, + K

Eye Beams - d,db,b + P

Hand Crush - d,df,f + P

Super:

Mega Eyebeams - d,df,f + PPP

Contrary to what some people think, Onslaught is a hell of a lot easier than Apocalypse or Cyber Akuma. If you don't try to give him a 99 hit combo or some other kind of crap and watch his system, you'll find that the buff costume and scary face is all bluff! The trick is to keep him too stunned to use his sentinels or his kick-ass moves. It's fun and easy. First thing is to stick to him like glue. Here's how:

1st Form (Small)

First thing to remember: Never, Ever try to throw a super at him! Contact supers like Wolverine's Weapon X and Captain Commando's Captain Storm, etc, do squat against this guy. Projectile or Far reach supers like Magaman's Rush Drill or War Machine's Proton Cannon may be able to damage him a bit, but you won't complete the super 'cuz he can teleport behind you in the middle of or when the beam super makes first contact, so forget beam supers. 2nd thing to remember is never try to show off and try to pull a 99 hit combo against this guy. His super armor is incredible. You combo him and he might just laugh you off. What's worse is if you reach 6 hits, he sometimes summons those flying sentinels to wave you off. Now the sentinels don't hurt much. But if he decides to also throw a Hyper Grav at you while you are preoccupied by the sentinels, you are in for a whooping Hyper Beam or a painful Magnetic Shockwave. So big combos are out. Keep your combos simple and with as little recoil time as possible so you can defend against possible Sentinel attacks. Keep him too stunned to throw anything.

(The characters listed here are those I have used. If you don't see the character you use in here, that means I don't use them against Onslaught and I would never use them unless I am dead drunk.)

Chun-Li - 1. Go near him, d, then throw a MK, SK combo at his legs. Stuns him like hell.

2. Go near him and f + SP all the way!

Morrigan - Go near and d, MK, SK combo. If your timing is perfect and you're lucky, you can get away with a perfect game against this 1st form.

Roll - See Morrigan. But in her case, throw a third partner to stun Onslaught to get him into the correct position.

Mega Man - duck down and keep firing those charged shots. Stay as far from him as possible.

Captain America - See Morrigan.

Captain Commando - Get Ony to trap you in a corner then throw multiple special partners while unleashing your WP,WK,MP,MK,SP,SK combo.

Ryu - see Roll

Gambit - See Roll

Ryu - See Morrigan

Lilith - See Morrigan

Strider - See Captain Commando

Hulk - Let Ony trap you in a corner, then throw a third character and follow up with WP, then d + SP, then one weak Gamma Charge. Repeat until Onslaught dies.

Shadow Lady - See Chun-Li

Jin - have him trap you in a corner, throw a third character, then Jin Explosion or Weak Jin Hurricane, repetively. Continue process until Ony dies.

Wolverine - Let Ony trap you, throw 3rd character, then medium Berserker Barrage. Repeat until you win.

2nd Form (Giant)

This one is a trile harder than the smaller one, so be careful. You can only hit his head and arm if you're lucky. Watch out for his Eye Beams which can take away tons of energy from you, his Mighty Hand which is almost unstoppable, and his Hyper Grav which sets you up for these 2 forms of punishment. Fortunately for you, the hyper gravs, while unblockable, can be canceled by a projectile or a third character, or you can simply evade it by backing away, rushing forward if it is behind you, or Hyper jumping out of the way. Beam Supers now work wonderfully against this guy, only watch out for the Mighty Hand. It would also help to have 3 bars of Supers handy. (Oh yeah, if you don't see the character you want in here, see disclaimer above, and tough luck!)

Chun-Li - damage him for a while, then wait for him to do a Mighty Hand, Jump over it. When he reappears, give him a stinging Kikkoken! Let him do the Mighty Hand three times to hit him three times, or simply wait for the right opportunity, like when he tries to simply punch you, and let him have it!!

Morrigan - the succubus is fast enough to evade almost everyone of Onslaught's moves with ease. Simply Jump on to his head and combo away. when you see the sentinels, back away, then repeat until he is sufficiently low on life. then wait for a Mighty Hand and give the bastard a Soul Eraser for good measure!!

Captain Commando - Captain Corridor whenever you get the opportunity (See Chun-Li's opportunities). Both his Supers are useless, so stick with the Captain Corridor, and you'll be fine. Also Jump and blow a Captain fire in his face when you're far enough from him, yet the fire is within range.

Megaman/Roll - Damage him for a while, then get in par with his head and throw an aerial Hyper Megaman/ Hyper Roll. (Roll may need more of the damaging bit)

War Machine - Damage his for a while, then throw a War Destroyer right in his face when the opportunity appears, like a misplaced punch or a missed Mighty Hand.

Captain America - He has got to be either the bravest or most insane superhero of all! Simply wait for a Mighty Hand and then throw a Hyper Charging Star right at it! This move damages Onslaught and renders you invincible to any of his attacks! Hell, even the ordinary Charging Star will work just as well.

Hulk - wait for the opportunity and throw a gamma Rise or Gamma Quake or Gamma Crush.

Shadow Lady - Galaxy Missiles and Tracer Missiles all the WAY!!

Lilith - See Morrigan

Strider - Use Ouruburos and Combo all the way on his fool head!! This guy is anti-Onslaught!

Gambit - See Morrigan.

Ryu - See Megaman/Roll

Wolverine - Damage him for a while, then throw Fatal Claws!

Jin - Damage for a while, then Blodia Vulcan!

So that's all for my FAQ. I hope this enlightens those who have yet to play this fantastic game. See ya!!

P.S. Any one know anything about the rumors of Final Fantasy 9, the upcoming RPG from Squaresoft? Pls. tell me about it. You can contact me at bahmat@eudoramail.com. Thanks again.

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