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

by JChristopher   Updated to v1.0 on Dec 5, 1999

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(or simply Lilith)
MARVEL VS. CAPCOM FAQ for the PSX
by Joseph Christopher <sirlordjoseph@icqmail.com>
version 1.0
Dec. 5, 1999

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I didn't believe there will come a time when I'll have to write something
like this just to remind some people of what they all should be knowing
by heart :(Anyway, here goes...

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* This society does not care if you're the dumbest vegetable on earth,
  if you do something wrong, someone will make you pay the price! ;)

* Blonde Morrigans are what I like best, second would be the original
  green haired babe, her other colors, maybe, but in her Lilith Mode?
  I don't think so. Make-ups are supposed to enhance one's appearance,
  doesn't it? So why did it make Morrigan look worse? (maybe she's too
  perfect she can't look any better, no?) Anyway, she should have been
  a good MVC character but because of the existence of the original Morrigan,
  comparisons arise, and many think she just doesn't have ANYTHING that
  would top the real deal. I, for one, also think that way and advise
  you to choose Morrigan's Lilith Mode only if you're an absolute expert
  at Morrigan's confusing and comboing skills and using yet another player
  with identical normal moves guarantees you victory. Contrary to popular
  belief, however, I have observed some advantages the Lilith Mode has
  over the original, namely:

1. Morrigan's Lilith Mode is a liiiittle bit faster than the original.
2. Morrigan's Lilith Mode combos a liiiittle bit easier than the original.
3. Morrigan's Lilith Mode chips, not a liiiitle, but a whoooole LOT better
   than the original.
4. Morrigan's Lilith Mode's supers can still hit for max damage even when
   the opponent is cornered.
5. Morrigan's Lilith Mode can, sometimes, combo her beam super from a sweep
   (I'll explain why when I comment on this super)

* how to access - just finish the game once with Morrigan and Morrigan's
                  Lilith Mode will appear below War Machine.

Why read this guide:

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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
              down on Iceman to select Shadow and down on Colossus to
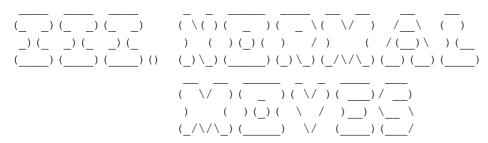   select Sentinel. One last reminder, helpers in the PSX version
              are no longer limited to a certain number of strikes so,
              in my opinion, rammers will RULE.

tag super - common to crossover fans, this move needs at least two levels
            of super charged up. It will allow both fighters to execute
            their respective supers at the same time, though the resting
            one, in the PSX version, will no longer be left behind as if
            they already "tagged"

team work - a clone of your opponent enters the screen, and after that
            you can control both your fighters at the same time! (they'll
            both respond to your controls.) What's more, your super gauge
            is set to infinite. Yeah! This state is timed though, so use
            it wisely. The length of time you stay in this state is determined
            by the amount of super you have charged up when you did it.
            Oh and I did say you can choose a helper as a partner right?
            Well if you do, and use this move, he/she'll just enter the
            screen, do his/her thing, exit, and repeat the whole process
            over and over while you do YOUR thing and until the time runs
            out---again one of the reasons why rammers would RULE. (cause
            they'll be the ones repeating their entrances most before
            time runs out).

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* Morrigan's normal moves are identical to her Lilith Mode's and, of course,
  are all picture-perfect(!) so I'll be concentrating on their descriptions
  rather than their uses, which are mainly combo starters, fillers, and
  enders for the low, medium, and high attacks respectively.

1. LP - one of the few LPs in the game that can be comboed unto itself
        for two, and possibly three, hits. Also one of the few Ps where
        she doesn't use her shape-shifting bats to strike.

   a) standing - she rests her nearer arm on her, uh, breasts (sorry, I'd
                 be using that term in this faq cause that's undeniably
                 a "big" part of what Morrigan and her Lilith Mode is
                 all about) and uses her HAIR to strike at the opponent.

   b) crouching - this move may not be comboed unto itself, as I've said
                  with Morrigan's Lilith Mode's LPs, but it alone is already
                  two hits! She punches the opponent's knee area with
                  her nearer arm and quickly "points" with her other one
                  for a second hit

   c) jumping - she folds both her arms and legs and out comes a spear-
                like shape from her side. Actually, it's just her shape-
                shifting bats doing the job.

2. MP - these moves make some semi-creative uses, shapes, and blades again
        from her shape-shifting bats. Basic combo fillers, but nothing
        more than that.

   a) standing - her farther arm reaches out as far as it can by means
                 of a punch. Strips of red metal wrap her punching arm
                 and form a drill in front of it.

b) crouching - from a kneeling position, she bows all the way down,
                      revealing a pair of wing-blades that are relatively
                      small but big enough to reach a not-so-close opponent.

       c) jumping - she crosses her arms above her head, re-opens them while
                    folding her legs, and out comes a double-bladed something
                    from her side. Actually, it's just her shape-shifting bats
                    doing the job.

3. HP - high-priority spikes that come from behind her. This is the most
        her shape-shifting bats can do without much effort. Basically
        covers and protects her whole front side from any jump or dash-in.

       a) standing - she spreads out both her arms sideways to their fullest
                     extent, swings them back toward the opponent and, like
                     I said, high-priority spikes come out from behind her.
                     Most would point straight forward, some diagonally upward,
                     and a few diagonally downward.

       b) down-forward - she doesn't use spikes in this move, only a single
                         blade. This blade also comes from behind her and
                         she turns around to get it to hit the opponent. Still
                         has the damage and priority of an HP but would mostly
                         come out by mistake when what you really wanted
                         to do was launch the oppoent so be careful.

       c) crouching - this is what every MVC character has---a launcher. From
                      a kneeling position, she points her nearer arm upwards
                      while trying to stand up and out pops a big arrow head
                      from the ground.

       d) jumping - crosses her arms to cover her face, re-opens them and,
                    again like I said, high-priority spikes come out from behind
                    her. These, however, are different from her standing HP
                    in the sense that these spikes are in curves (like the
                    spike that came from the upper part of her back would end
                    up pointing diagonally downwards) and form some sort of
                    "metallic net" in front of her.

4. LK - one of these show that she's ready to do what she does best, the
        other one shows her simply being a good fighter, and the remaining
        one just shows how happy she is with her job.

       a) standing - this is the part that shows her simply being a good fighter.
                     She does what looks like the famous Shotokan standing LK---
                     a weak but quick kick to the shin.

       b) crouching - this is what I refered to as the "remaining one" which
                      just shows how happy she is with her job. It's her nearer
                      leg that kicks the opponent's foot, and she's smiling
                      while doing it. She also has both arms spread out, and
                      both her hands are half-closed with the pinky sticking
                      out.

       c) jumping - I guess the one that shows she's ready to do what she does
                    best (and don't tell me you don't know what that is) is
                    all that's left and it's this move that shows just that.
                    She just basically does a weak knee attack but the pose---
                    eye candy!!

5. MK - just like the LKs, where one shows she's ready to do what she does
        best and another shows how happy she is with her job. This time,

however, two attacks show how good a fighter(kicker) she is.

   a) standing - this is, like the standing LK, the part that shows her
                 simply being a good fighter. She does what looks like
                 the famous Joudan Sokutou Geri by Ryu, but of course this
                 is a lot less damaging since it's only a normal move.

   b) crouching - she's definitely ready to...rumble when she does this
                 move, wherein from a kneeling position she slides her
                 farther leg towards her opponent without the heel ever
                 leaving the ground. Her butt slides a little with it
                 too. And her breasts become a little obvious.

   c) jumping - remember me saying there were two attacks that showed how
                 good a fighter(kicker) she is? Well, this is the second one.
                 In this move, she covers her whole chest area (ow, shucks)
                 with her arms as if embracing herself and then delivers
                 a horizontal kick that yields some nice reach.

   d) down (mid-air) - she experiences a feeling of "lightness" as she
                 turns around, spreads out both her arms and straightens
                 out both her legs. Strips of red metal wrap her
                 whole lower body and form a drill in front of her
                 toes. And all this while she slowly glides diagonally
                 downwards and try to hit the opponent.

6. HK - just like the MKs, where two attacks show how good a fighter(kicker)
        she is and another shows a feeling of "lightness". This time, however,
        none show she's ready to rumble but in its place one shows how
        well she know her ballet(!)

   a) standing - experienced MVC players should have already guessed, this
                 is the move that features Morrigan's Lilith Mode's ballet
                 skills ;) She raises both her arms and stretches her
                 nearer leg backwards until the foot reaches the back
                 of her shoulder. She then swings this whole leg forward
                 in a near 360degree arc without folding the knee, bending
                 back and reaching the ground with both arms in the process.
                 Get it? Oh, and a red metallic blade comes slashing with
                 her foot.

   b) forward - she folds one leg bakwards and straightens the other one
                 forward (kinda like a splits K) Then she does a forward
                 flip, making her hit with the straightened leg first followed
                 by a switch in the positions of her legs, and the other
                 leg, now straightened, will follow up. Each leg hits
                 twice for a total of four hits!

   c) crouching - she turns around, floats(!), and stretches both her legs
                 out to knock an opponent of his feet. Definitely shows
                 the "light" feeling within her. You'll also notice her
                 resting her chin on one arm and her breasts on the other.

   d) jumping - just like the jumping MK, this move shows how good a fighter
                 (kicker) she is. In this move, she turns her naked back
                 on you (ow, shucks) and then delivers a horizontal kick
                 that yields some nice reach.

   e) down (mid-air) - unlike the MK version, this move doesn't show a
                 feeling of gaiety cause she really looks serious
                 while doing it. Instead, it shows how good a fighter
                 she is as she faces YOU, crosses her arms above
                 her head, glows, and does a stomp, or rather, drill

kick at the opponent. (yup, red metallic strips
                    also cover her whole lower body like in the MK)

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1) Soul Flash - D,DF,F+P

        If done on the ground has a very similar size and range to that
   of Ryu's Ken Mode's Hadouken but if done in mid-air, will also be coupled
   with its strategic angle. This move works a lot like X-men COTA's Psylocke
   and her Psi-Blast with the ability to be repeatedly, and I mean REPEATEDLY
   done in mid-air until your opponent does something about it. But it
   ain't cheap cause you can't trap opponent's with, it's just like a
   long range punch. Still, don't use this move except as a combo ender
   cause relying on it will make you predictable.

2) Shining Blade - F,D,DF+P

        Has the speed of Ryu's Shoryuken while acquiring the multi-hitting
   and damaging properties of the Akuma Mode's Gou Shoryuken. If it could
   be done in mid-air, would definitely mimic the only mid-air Shoryuken
   in Ryu's arsenal, and that would be available in his Ken Mode, but it
   CAN'T! so cancel any air combos you mat be planning with this move.
   Also only for combos cause the recovery, as with any Shoryuken-type
   move, makes you regret ever doing it in the first place.

3) Vector Drain - F,DF,D,DB,B+P

        Similar to Zangief's spinning pile driver, but a lot less damaging
   while a lot easier to execute. Recovery is just as lame and range is
   a little shorter. The only main difference is the way she does it. She
   wouldn't be caught in such an unbecoming position (like what Zangief
   does) now, would she? Now way! She won't use both arms and legs to hold
   the opponent in place, only her hands. She then flies via bat-jets,
   "inverts" with the opponent, and only starts spinning on the way down---
   cool!

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1) Brilliant Shower - D,DF,F+2P

        This is the REAL potential of her shape-shifting bats unleashed!
   They'll all glow and fly towards the opponent, bursting on impact and
   dealing some damage in the process. It does a minimum of 20+ hits (as far
   as I've seen) and that can be increased to 30+ if you mash the buttons
   while she's at it. Cannot be done in mid-air unlike Ryu's Shinkuu Hadouken,
   but would cover more vertical range. See anyone who can't move for the
   moment? DO IT NOW!!! Added note: This super CAN be comboed from a D+HK,
   but you'll have random(or rather little) success since the bats come

out at random and you need the first two to four bats to come out low
for the whole super to connect. I usually wouldn't recommend that combo
unless the opponent has little life left, where chipping would prove
most useful.

2) Splendor Love - F,D,DF+2P

      Morrigan seems to be too tired to execute this super, so she calls
on Lilith, (or is it Lilith's Morrigan Mode?) and SHE does the uppercutting.
How? She lets Morrigan take hold of her in a similar way to the Vector
Drain, spreads out one of her wings, and they both float while repeatedly
dealing damage to the opponent. But, unlike the Silhouette Blade, you
cannot combo this super from anything so use this only as an anti-air.
But, again, it does a liiiitle more damage than the said super.

3) Luminous Illusion - D,DF,F+2K

      As if one bombshell beating you up wasn't enough, now there are
TWO of them! In this move, Morrigan's Lilith Mode glides toward the
opponent, and if she connects, another Morrigan in the same mode will
appear behind the victim, and they both will get to do a near twenty-hit
combo which would register as 30+ since there are two of them. You
can do this super in mid-air, but it can't be comboed from an air combo.

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Universal Jump-in: HP - 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?

* a jump-in you MAY add while a dash-in you MUST add to any of these combos:

1. MP-> HP-> Soul Flash
2. MK-> HK-> Soul Flash
3. LP-> LK-> Shining Blade
4. LP-> MP-> Shining Blade
5. LK-> MK-> Shining Blade
6. D+LP(two-hit)-> D+LK-> D+MK-> D+HP-> UF-> LP-> LK-> MP-> MK-> Soul Fist
7. D+LP(two-hit)-> D+LK-> D+MP-> D+MK-> D+HK-> Brilliant Shower

* Morrigan's Lilith Mode can link her Luminous Illusion from either Brilliant
  Shower or Splendor Love!

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Well, pull off all the combos I just taught you! If you block all day,
computer opponents will most likely do a dumb attack that'd leave them
open for a combo that ends in a super! If, however, they walk forward

for no reason, they're planning to throw you so do what you want to counter
that! Simple enough?

Oh, yeah, how to beat Onslaught:
First, cool-looking form: all you have to do is block and release a multitude
                            of standing HPs whenever he's finished doing
                            a special move.

Second, cheap@$$ form: jump and HP his face until you're all charged up
                       for a super then Brilliant Shower his face and
                       make his neck crack! Block right after your every
                       move to avoid his eye beams.

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*Well, there won't be any universal rules for fighting against humans cause
 no two humans think identically. There are, however, general rules that
 could apply to at most 80% of your encounters with human challengers.

1. Use Psylocke as a helper - You may replace her, but make sure the
                              replacement pretty much does the same thing---
                              RAM the opponent! You can always do a Brilliant
                              Shower for major damage afterwards.

2. Play a mix-up game - Morrigan's Lilith Mode can't just combo and hope
                        that her opponent opens up somewhere during her
                        moves because she can only do short range combos
                        and they don't even confuse that much. Here's
                        what you can do:

    Dash-> D+LK, after that,...

    a) D+HP - only if he doesn't block. Launches him in mid-air.

    a.1) U-> LP-> LK-> MP-> MK-> Soul Flash

    a.2) Dash-> D+HP - will confuse him into blocking the wrong way when
                       he falls back to the ground

    a.2.1) Dash-> D+HP - will again confuse him into blocking the wrong
                         way when he falls back to the ground

    a.2.2) D+HP - will confuse him into blocking the wrong way when
                  he falls back to the ground in case he's already got
                  the hang of your strategy.

    a.2.3) U-> LP-> LK-> MP-> MK-> Soul Flash

    b) D+MK - may be done even if he blocks or doesn't block. Added combo
              filler.

    b.1) D+HK-> Brilliant Shower - may be done even if he blocks doesn't
                                   block or even when he's at the middle
                                   of the screen

    b.2) Vector Drain - used to confuse opponents who block all day. Not
                        to be used much as it can be considered cheap
                        if you win almost entirely by it.

b.3) throw - easier and a little faster to execute so do it when you
                   weren't able to act quickly. Also not to be used much
                   as it can be considered cheap if you win almost entirely
                   by it.

     b.4) Dash-> D+LK - only if blocked. Repeat mix-up game.

     c) walk forward - make him guess what you'll be doing next and if
                        you predict right, either:

     c.1) Vector Drain - remove the D+MK part to further confuse. It's
                          used to confuse opponents who block all day. Not
                          to be used much as it can be considered cheap
                          if you win almost entirely by it.

     c.2) throw - remove the D+MK part to further confuse. It's easier
                   and a little faster to execute so do it when you weren't
                   able to act quickly. Also not to be used much as it can
                   be considered cheap if you win almost entirely by it.

     c.3) D+LK - start the whole strategy all over again for those who
                  are already keen observers and can retaliate when they
                  see a throw coming. Adding this to your options would
                  give 'em a sure fire headache.

     d) summon Colossus/any rammer - only when guard pushed because your
                                      opponent will usually dash afterwards.
                                      Connect with a Soul Eraser for major
                                      damage.

* you can always jump to D+MK or super jump to D+HK anywhere between
  these confuser strategies to further confuse. It's a bit more risky,
  but, if done sparingly, can lure opponents to execute dumb supers that
  leave them WIDE open for all of yours! Added note: when in mid-air
  and a little close to above the opponent's head, tap 3P to dash for
  the opponent, D+3P to do same but suddenly fake it and "hop" over his
  head, and U+3P to do the "hop" without dashing for the opponent first.

3. Abuse the priority of your Jumping HP

      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 HPs 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!

4. Know which super to use

      Don't always rely on the Brilliant Shower to retaliate on the
   mistakes of an opponent. It's slow execution time can make you regret
   doing it because most likely the opponent can still save his own hide
   by blocking. Use the Brilliant Shower only if your opponent did a super
   that's so far from you and have 1% chance of ever landing a hit. The
   Brilliant Shower is also applicable in times when you have super jumped
   from the opponent's beam super and landed behind him/her. Otherwise,
   on situations that enabled you to block a super or better yet a tag
   move, use the Luminous Illusion which definitely comes out faster.
   Use the Splendor Love whenever you detect a dashing super come your
   way.

5. Character-specific strategies:

Captain America - if there's anyone who could match your air HP priority,
                  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 pour out your Brilliant Shower. Use a confuser's
                  strategy and counter his dashing supers with a Splendor
                  Love to the face! (a little anticipation is needed here,
                  though)

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 Brilliant Shower 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 HP button rapidly during the whole air
         trip. Second, use your dash to low combo to Brilliant Shower
         to match Chunli's, and so we're back to a fair match. It's just
         a matter of "sleight of wrist" now...

Gambit - just avoid his cheappy infinite 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! He may use a rain of Kinetic Cards as a chip
         away strategy but that can easily be countered: Just dash right
         below him, super jump, and meet him in mid-air with a Darkness
         Illusion. Alternatively, you can use the Splendor Love---riskier,
         but well worth it.

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+HP->
       air combos which 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('cept the Luminous Illusion)
       make bigger look dumber rather than stronger.

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 a ground to air combo. 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. No, that's not how to beat him, I told
          you never to use Morrigan's fireballs! That's the NES freak's
          cheapy strategy! Let him use his X buster all he wants, while
          you constantly super jump and HP 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 dash back to Brilliant
Shower. 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 and then juggle with my D+HP strategy! By
the way, don't worry bout his supers, just block and Brilliant
Shower afterwards.

Morrigan - will fight like you do, being a good confuser and all that.
          She will, however, (if she didn't read this faq, heh)have her
          options limited to low attacks and throws so show-off YOUR
          confusing skills and win! If she does something you won't,
          namely raining you with air fireballs, Dash in and bury your
          foot or better yet Lilith's wing blade in her...uh...midsection
          with a Darkness Illusion or a Splendor Love respectively or
          make use of my D+HP strategy 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 HP to chrage up
      your super and Brilliant Shower his fireball wherever he may be.

Spiderman - Even his Maximum Spider has a high chance of getting countered
            by a Spledor Love 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 Splendor Love 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, do the aforementioned
            super and make him savor the taste of a succubus foot. Well,
            not that it tastes bad but, ow shut me up! :*

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 Brilliant Shower
                afterwards. 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 HP 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 your HP could out prioritize ANYTHING he whips up
and give you an opportunity to do a D+LK-> D+HK-> Brilliant Shower
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 attemps,
                and do a dash in to Splendor Love or jump and Darkness Illusion
                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 Luminous Illusion or Brilliant Shower 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 Brilliant Shower or a Splendor Love. If
                your opponent doesn't make flaws like this, then you better
                stick to your good 'ol jumping HP 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 players. 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 the priority that's in your HP.
                You can also opt to surprise him with a ramming helper as
                he stomps you to get a clear opportunity for a Soul Eraser.
                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 Splendor Love 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 Brilliant Shower along with its
                normal version.

6. Strategies on secret characters:

Golden War Machine - Just block his ground combos, super jump from his
                        throw attempts, and do a sudden dash in to D+HP->
                        Splendor Love 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 Brilliant Shower 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 Brilliant Shower. If your opponent
doesn't make flaws like this, then you better stick
to your good 'ol jumping HP 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+MK-> D+HK-> Brilliant Shower. 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(again,
'cept the Luminous Illusion) 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 Brilliant Shower 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,
it's Brilliant Shower time! Anticipate her missle super
and again use your Brilliant Shower 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 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 Brlliant Shower.

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Morrigan's Lilith Mode is actually Lilith's soul trapped in Morrigan's
body. She(Lilith) then decided that is was time for them to get everything
back to normal, and suggested a head butt, since, according to her,
it was a great bump in the head that caused this body-switch in the first
place. Morrigan flew high up and charged for Lilith. Suddenly, as both
were bracing for impact, Zangief(!) came out and joined them in their
head-butting! Morrigan was finally back in her old self and so she called
on Lilith and they left Zangief to his fate. But unknown to her, it was
ZANGIEF in Lilith's body who was flying with her and her real sis was
left on Earth in a muscle-bound oaf's body! (this is one of the funniest,
and at the same time most disturbing(?) endings I've ever seen)

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

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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        none yet. suggestions, anyone?

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Please feel free to email me if there's something about Morrigan's Lilith
Mode 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.

Contrary to what every other faq, guide, manual etc. has ever said about
Morrigan's Lilith Mode, I declare with 100% accuracy that she DOESN'T,
I reapeat, DOESN'T deal more damage than the original Morrigan in ANY

of her moves with the Splendor Love as the only possible exception---and
even that merely does 2-3% more damage than the Silhouette Blade. The
greatest and most common misconception is that her Soul Flash does a lot
more damage than Morrigan's Soul Fist. WRONG!! Again, this is NOT true!
Even her Shining Blade does, I think, 2-3% less damage. Trust me, I've
actually played a number of times just to verify that.

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And just in case you read the last part of this faq before the first,
allow me restate my legal notice...

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