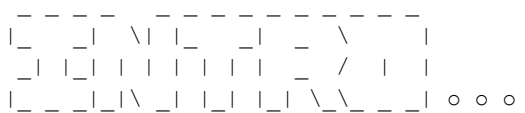
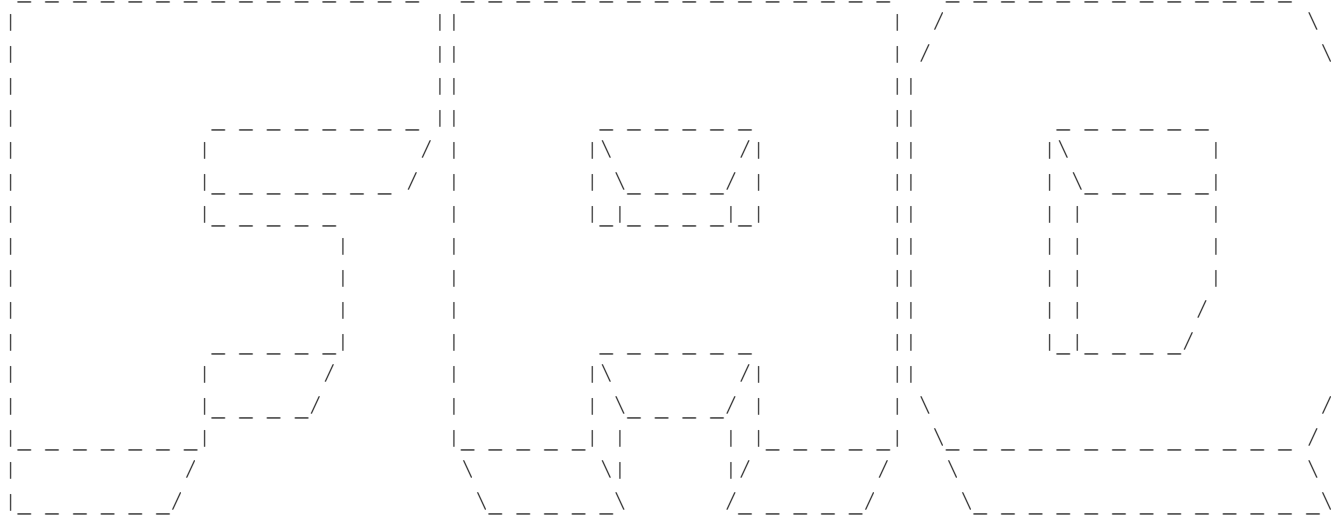
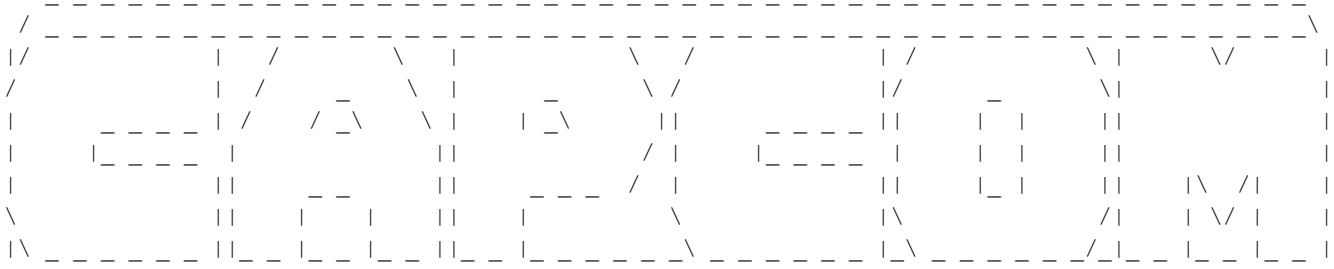
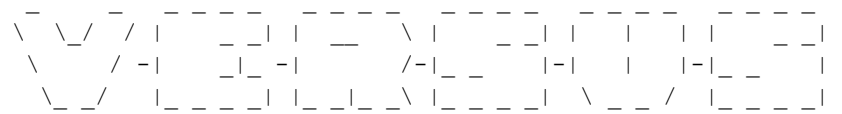
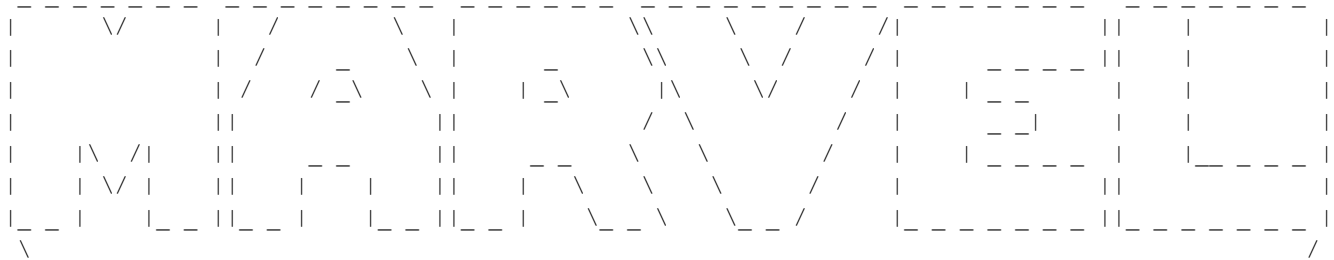


Marvel vs. Capcom: Clash of Super Heroes FAQ/Move List

by Erick E. Santos

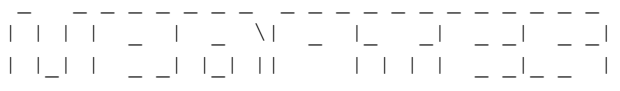
Updated on May 14, 2000

Airick's (Erick E. Santos)Marvel Versus Capcom EX(PSX Version) Faq.
Copyright May 14th, 2000.



The first time I played a game from the Marvel Vs. series was when my friend lend me X-men versus Street Fighter. I found the game was pretty cool and exciting. Then three months later, I mastered it. A year after, the sequel, Marvel versus Street Fighter came out in stores and I bought a copy of it from a little friend. This time, it took me only two months to master it because I was already used to it. Then finally, Marvel versus Capcom came out for the Sony PlayStation and I bought it. I found this sequel to be the best and decided to make a faq for my first time...

In this faq, you will see all da moves, commands, attacks, combos, hints, codes etc... This faq is suitable for beginners all they to experts.



April 18th/2000
 -Finished combo section for Captain America and Spider Man.

 April 17th/2000
 -Finished moves section for Capcom to Special characters.
 -Finshed Marvel Versus Capcom logo.

 April 16th/2000
 -Finished moves section for Marvel.
 -Finished creating Table Of Contents.

 April 15th/2000
 -Started Faq.

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- Captain America
 - Hulk
 - Gambit
 - Spider Man
 - Venom
 - War Machine
 - Wolverine
- Captain Commando
 - Chun-Li
 - Jin
 - Mega Man
 - Morrigan
 - Ryu
 - Strider
 - Zangief
- Gold War Machine
 - Orange Hulk
 - Red Venom
 - Lilith
 - Roll
 - Shadow Lady
 - Onslaught

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:: Captain America ::
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Launch #1	Down + High Punch	No
Launch #2	Medium Punch	Needed
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No
Air Jump	Jump After a First Jump	Only
Cartwheel	Forward,Down,Back + Any Punch	No
o Attacks	o Command	o Air
Shield Slash	Down,Forward + Any Punch	Yes
Stars & Stripes	Forward,Down,Forward + Any Punch	No
Charging Star	Down,Forward + Any Kick	No
*Upper HK Jump	Up + High Kick	Only
*Lower HK Jump	Down + High Kick	Only
*Double MK Attack	Medium Kick x2	No
o Specials	o Command	o Air
Final Justice	Down,Forward + 2 Punches	No
Hyper Stars & Stripes	Forward,Down,Forward + 2 Punches	No
Hyper Charging Star	Down,Forward + 2 Kicks	No
o Combos	o Command	o Air
Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only
o Master Combos	o Command	o Hits
No Specials #1	Enemy On Ground Corner Normal Jump --> Lk,Mp Land --> Lp,Mk,Mk,Down + Hp(Launch) Super Jump --> Lp,Lp,Lp Air Jump --> Lp,Lk,Mp,Mk,Hp,Down + Hk Pick Up --> Lk,Mk,Mk,Hp!	19
All Specials #1	Enemy On Ground Corner Hyper Stars and Stripes (Cancel Before Last Uppercut) --> Hyper Charging Star (Cancel Right After Last Hit) --> Final Justice!	15-30
1 Special Combo #1	Enemy On Ground Corner Normal Jump --> Lk,Mp Land --> Lk,Mk,Hk Hyper Stars and Stripes!	15
1 Special Combo #2	Enemy On Ground Corner Normal Jump --> Lk,Mp Land --> Lk,Mk,Hk Hyper Charging Star!	15
1 Special Combo #3	Enemy On Ground Corner Normal Jump --> Lk,Mp Land --> Lk,Mk,Hk Final Justice!	15
2 Special Combo #1	Enemy On Ground Corner Normal Jump --> Lk,Mp Land --> Lk,Mk,Hk Hyper Stars and Stripes (Cancel Before Last Uppercut) --> Hyper Charging Star	25-40

(Use Till Finish) -->
 Pick Up --> Lk,Down + Hp(Launch)
 Super Jump --> Lp,Lp,Lp
 Air Jump --> Lp,Lk,Mp,Mk,Up + Hk!

2 Special Combo #2 Enemy On Ground Corner 25-40
 Normal Jump --> Lk,Mp
 Land --> Lk,Mk,Hk
 Hyper Stars and Stripes
 (Cancel Before Last Uppercut) -->
 Final Justice!

3 Special Combo #1 Enemy On Ground Corner 20-35
 Normal Jump --> Lk,Mp
 Land --> Lk,Mk,Hk
 Hyper Stars and Stripes
 (Cancel Before Last Uppercut) -->
 Hyper Charging Star
 (Cancel Right After Last Hit) -->
 Final Justice!

::: Hulk :::
 ::: :::

o Moves	o Command	o Air
Launch #1	Down + High Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No

o Attacks	o Command	o Air
Gamma Mini Wave	Down,Forward + Any Punch	No
Gamma Upper Charge	Charge Down,Up + Any Kick	No
(Continue)	Press Any Direction But Down + Kick	Only
Gamma Front Charge	Charge Back,Froward + Any Kick	No
(Continue)	Press Any Direction But Down + Kick	Yes
Gamma Tornado Grab	Forward,Down,Back + Any Punch	No

o Specials	o Command	o Air
Gamma Wave	Down,Forward + 2 Punches	No
Gamma Crush	Down,Back + 2 Punches	No
(Control)	Hold Left or Right	Only
Gamma Quake	Down,Forward + 2 Kicks	No

o Combos	o Command	o Air
Ground	None	No
Normal Jump To Enemy	(Lp or Lk or Mp or Mk or Hp or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

::: Gambit :::
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o Moves	o Command	o Air
Launch #1	Down + High Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	No
Grab #2	Forward or Back + Medium or High Kick	Yes

o Attacks	o Command	o Air
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Kinetic Card	Down,Forward + Any Punch	Yes
Trick Card	Down,Back + Any Punch	No
Cajun Strike	Charge Down,Up + Kick	No
(Continue Jumping)	Press Opposite Direction on Wall	Only
Cajun Flips	Charge Down,Up + Punch	No
(Continue Jumping)	Press Opposite Direction on Wall	Only
(Slash at End)	Press Any Punch	Only
Cajun Slash	Forward,Down,Forward + Any Punch	
o Specials	o Command	o Air
Royal Flush	Down,Forward + 2 Punches	No
Cajun Explosion Left	Down,Left + 2 Kicks	No
Cajun Explosion Right	Down,Right + 2 Kicks	No
o Combos	o Command	o Air
Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only
.....		
:: Spider Man		::
.....		
o Moves	o Command	o Air
Launch #1	High Kick	Needed
Launch #2	Medium Punch	No
Mini Launch	Down + Medium Kick	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium Punch	Yes
Grab #2	Forward or Back + High Punch	Yes
Air Swing	All 3 Punches	Only
o Attacks	o Command	o Air
Web Ball	Down,Forward + Any Punch	Yes
Web Swing	Down,Back + Any Kick	Yes
Web Throw	Forward,Down,Back + Any Punch	No
Spider Sting	Forward,Down,Forward + Any Punch	No
(Continue)	Another Punch	Needed
o Specials	o Command	o Air
Maximum Spider	Down,Forward + 2 Punches	Yes
Crawler Assault	Down,Forward + 2 Kicks	No
Ultimate Web Throw	Down,Back + 2 Punches	No
o Combos	o Command	o Air
Ground	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only
o Master Combos	o Command	o Hits
No Specials #1	Venom, Roll, or Megaman On Ground Corner 19 Normal Jump --> Web Ball (High Punch) Normal Jump --> Lp, Lk, Mp Land --> Down + Lk, Down + Mk, Hk (Launch) Super Jump --> Lp, Lk, Mp, Mk, Web Swing Pick Up --> Down + Lp, Hk (Launch) Super Jump --> Lp, Lk, Mp, Mk, Web Swing	

All Specials #1	Enemy On Ground Corner Ultimate Web Throw (No Need To Cancel) --> Pick Up --> Crawler Assault (Cancel Right After Last Hit) --> Maximum Spider!	15-30
1 Special Combo #1	Enemy On Ground Corner Normal Jump --> Lp,Lk,Mp Land --> Down + Lk,Down +Mk,Down + Hk Pick Up --> Crawler Assault!	14
1 Special Combo #2	Enemy On Ground Corner Normal Jump --> Lp,Lk,Mp Land --> Lp,Mk,Spider Sting (Cancel Right After First Hit) Maximum Spider!	11
1 Special Combo #3	Enemy On Ground Corner Normal Jump --> Lp,Lk,Mp Land --> Lp,Mk,Spider Sting (Cancel Right After First Hit) --> Ultimate Web Throw!	8
2 Special Combo #1	Enemy On Ground Corner Normal Jump --> Lp,Lk,Mp Land --> Down + Lk,Down +Mk,Down + Hk Pick Up --> Crawler Assault (Cancel Right After First Hit) --> Maximum Spider!	19
2 Special Combo #2	Enemy On Ground Corner Normal Jump --> Lp,Lk,Mp Land --> Down + Lk,Down +Mk,Down + Hk Pick Up --> Crawler Assault (Cancel Right After First Hit) --> Ultimate Web Throw!	16

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:~::~:
:: Venom ::
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o Moves	o Command	o Air
Launch #1	Medium Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Any Punch	Yes
Grab #2	Forward or Back + Any Kick	Yes
Air Swing	All 3 Punches	Only
o Attacks	o Command	o Air
Venom Fang	Down,Forward + Any Punch	Yes
Venom Tongue	Down,Forward + Any Kick	No
Web Throw	Forward,Down,Back + Any Punch	No
o Specials	o Command	o Air
Venom Web	Down,Forward + 2 Punches	No
Death Byte	Down,Forward + 2 Kicks	No
o Combos	o Command	o Air
Ground	Lp to (Mk or Hk)	No
Normal Jump To Enemy	(Lp or Lk or Mp or Mk or Hp or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes

After Launch Lp to Lk to Mp to Mk to (Hp or Hk) Only

War Machine

Moves Command Air
Launch #1 High Kick No
Knockdown Down + Medium Kick No
Grab #1 Forward or Back + Medium or High Punch Yes
Grab #2 Forward or Back + Medium or High Kick No
Fly In Air Down,Back + Any Kick No

Attacks Command Air
Smart Bombs Low Kick + Medium Punch Yes
Repulsor Blast Forward,Down,Back + Any Punch No
Upper Laser Cannon Down,Forward + Any Punch Yes
Lower Laser Cannon Down,Forward + Any Kick No
*Cannon Down + High Punch No
*Fist Orb Sheild High Punch No
*Knee Dive Down + Medium Kick Only
*Upper HP Jump Up + High Punch Only
*Lower HP Jump Down + High Punch Only
*Upper HK Jump Up + High Kick Only
*Lower HK Jump Down + High Kick Only

Specials Command Air
Proton Cannon Down,Forward + 2 Punches No
War Destroyer Down,Forward + 2 Kicks No

Combos Command Air
Ground Lp to Lk to Mp to Mk to Hp to Hk No
Normal Jump To Enemy Lp to Lk to Mp to Mk to (Hp to/or Hk) Yes
Super Jump To Enemy Lp to Lk to Mp to Mk to (Hp to/or Hk) Yes
After Launch Lp to Lk to Mp to Mk to (Hp or Hk) Only

Wolverine

Moves Command Air
Launch #1 High Kick No
Mini Launch Down + Medium Punch No
Knockdown Forward Crouch + High Punch No
Grab #1 Forward or Back + Medium Punch Yes
Grab #2 Forward or Back + High Punch Yes
Jump Off Wall Press Forward When Beside a Corner Only

Attacks Command Air
Berserker Barrage Down,Forward + Any Punch No
(Longer Hits) Tap Any Punch Rapidly No
Berserker Claw Down,Back + Any Punch No
Drill Claw Low Kick + Medium Punch + Direction Yes
Tornado Claw Forward,Down,Forward + Any Punch No
(Rapid Hits) Tap Any Punch Rapidly Only
*Kick Dive Down + High Kick Only
*Claw Slide Forward Crouch + High Punch No
*Double MP Attack Medium Punch x2 Yes
*Double MK Attack Medium Kick x2 No

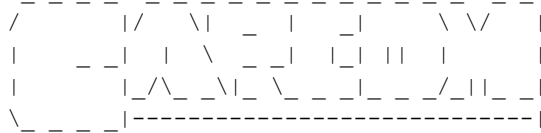
Specials Command Air

Berserker Barrage X	Down,Forward + 2 Punches	No
Weapon X	Forward,Down,Forward + 2 Punches	No
Fatal Claw	Down,Forward + 2 Kicks	Yes
Berserker Charge	Down,Back + 2 Punches	No

o Combos	o Command	o Air
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Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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:: Captain Commando ::

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o Moves	o Command	o Air
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Launch #1	High Kick	No
Launch #2	Down + Medium Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	Yes

o Attacks	o Command	o Air
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Captain Fire Blast	Down,Forward + Any Punch	Yes
Captain Corridor	Down,Back + Any Punch	No
Captain Fire Kick	Down,Back + Any Kick	No
Ninja Commando Strike	Down,Forward + Low Kick	No
Mummy Commando Strike	Down,Forward + Medium Kick	No
Robot Commando Strike	Down,Forward + High Kick	No

o Specials	o Command	o Air
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Captain Sword	Down,Forward + 2 Punches	No
Captain Storm	Down,Back + 2 Kicks	No

o Combos	o Command	o Air
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Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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:: Chun-Li ::

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o Moves	o Command	o Air
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Launch #1	High Kick	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No
4x Air Jumps	Jump 4 Times After a First Jump	Yes
Air Dash	Press All 3 Punches	Only

o Attacks	o Command	o Air
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o Moves	o Command	o Air
Launch #1	Down + High Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No
o Ryu Attacks	o Command	o Air
Hadouken	Down, Forward + Any Punch	Yes
Dragon Punch	Forward, Down, Forward + Any Punch	No
Tornado Kick	Down, Back + Any Kick	Yes
*Upper MK Jump	Up + Medium Kick	Only
*Upper HK Jump	Up + High Kick	Only
*Super Jab	Forward + Medium Punch	No
*Super Leg	Forward + Medium Kick	No
o Ken Attacks	o Command	o Air
Hadouken	Down, Forward + Any Punch	Yes
Dragon Punch	Forward, Down, Forward + Any Punch	Yes
Tornado Kick	Down, Back + Any Kick	Yes
*Upper MK Jump	Up + Medium Kick	Only
*Upper HK Jump	Up + High Kick	Only
*Super Jab	Forward + Medium Punch	No
*Super Leg	Forward + Medium Kick	No
o Akuma Attacks	o Command	o Air
Hadouken	Down, Forward + Any Punch	Yes
Dragon Punch	Forward, Down, Forward + Any Punch	No
Tornado Kick	Down, Back + Any Kick	Yes
*Upper MK Jump	Up + Medium Kick	Only
*Upper HK Jump	Up + High Kick	Only
*Super Jab	Forward + Medium Punch	No
*Super Leg	Forward + Medium Kick	No
Teleportation #1	Forward, Down, Forward + 3 Punches	No
Teleportation #2	Forward, Down, Forward + 3 Kicks	No
Teleportation #3	Back, Down, Back + 3 Punches	No
Teleportation #4	Back, Down, Back + 3 Kicks	No
o Ryu Specials	o Command	o Air
Ultimate Hadouken	Down, Forward + 2 Punches	Yes
Ultimate Tornado Kick	Down, Back + 2 Kicks	No
Ultimate Dragon Punch	Forward, Down, Forward + 2 Punches	No
o Ken Specials	o Command	o Air
Triple Dragon Punch	Down, Forward + 2 Punches	No
Flaming Dragon Kicks	Down, Back + 2 Kicks	No
Vertical Dragon Punch	Down, Forward + 2 Kicks	No
o Akuma Specials	o Command	o Air
Ultimate Hadouken	Down, Back + 2 Punches	No
Demon Fireballs	Down, Back + 2 Kicks	Yes
Triple Dragon Punch	Down, Forward + 2 Punches	No
Raging Demon!	Lp, Lp, Forward, Lk, Hp	No
o Combos	o Command	o Air
Ground	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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:: Strider ::
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o Moves	o Command	o Air
Launch #1	Down + High Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No
Air Dash	Press All 3 Punches	Only
Air Jump	Jump After a First Jump	Only

o Attacks	o Command	o Air
Dashing Slash	Down, Forward + Any Punch	No
Dashing Strike	Down, Forward + Any Punch or Kick	Yes
Dashing Surprise	Forward, Down, Forward + A Punch or Kick	No
Formation A Leopard	Down, Forward + Any Kick	No
Formation B Eagle	Charge Back, Forward + Any Punch	No
Formation C Satellite	Charge Back, Forward + Any Kick	No
(To Shoot)	Charge Back, Forward + Any Kick	No
Wall Climb	Down, Back + Any Kick	No
(Continue)	Press Any Kick	Only
Teleport	Back, Down, Back + Any Button	No
Teleport Kick	Forward, Down, Back + Any Kick	No

o Specials	o Command	o Air
Ouroboros	Down, Forward + 2 Punches	No
Legion	Down, Forward + 2 Kicks	No
Ragnarok	Forward, Down, Forward + 2 Punches	No

o Combos	o Command	o Air
Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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:: Zangief ::
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o Moves	o Command	o Air
Launch #1	Down + Medium Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No

o Normal Attacks	o Command	o Air
Spinning Clothesline	Press All 3 Punches	Yes
Spinning Lariat	Pres All 3 Kicks	Yes
Reflector	Forward, Down, Forward + Any Punch	No
Flying Slam	Forward, Down, Forward + Any Kick	No
Far Bear Crush	Forward, Down, Back, Up + Any Kick	No
Close Bear Crush	Forward, Down, Back, Up + Any Kick	No
Spinning Pile Drive	Forward, Down, Back, Up + Any Punch	Yes
Dashing Grapple	Forward, Forward	No
(Attack #1)	Press Any Punch	No
(Attack #2)	Press Any Kick	No
*Turbo Throw	Forward Crouch + Any Punch	No
*Turbo Bites	Forward Crouch + Any Kick	No

o Cyber Attacks	o Command	o Air
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Spinning Clothesline	Press All 3 Punches	Yes
Spinning Lariat	Pres All 3 Kicks	Yes
Cyberian Blast	Down,Forward + Any Punch	No
Reflector	Forward,Down,Forward + Any Punch	No
Flying Slam	Forward,Down,Forward + Any Kick	No
Far Bear Crush	Forward,Down,Back,Up + Any Kick	No
Close Bear Crush	Forward,Down,Back,Up + Any Kick	No
Spinning Pile Drive	Forward,Down,Back,Up + Any Punch	Yes
Normal Mode	Down,Back + 2 Kicks	No
Dashing Grapple	Forward,Forward	No
(Attack #1)	Press Any Punch	No
(Attack #2)	Press Any Kick	No
*Turbo Throw	Forward Crouch + Any Punch	No
*Turbo Bites	Forward Crouch + Any Kick	No

o Normal Specials o Command o Air

Final Atomic Buster!	Forward,Down,Back,Up + All 3 Punches	No
Ultra Atomic Buster!	Forward,Down,Back,Up + All 3 Kicks	No
Cyber Mode	Down,Back + 2 Kicks	No

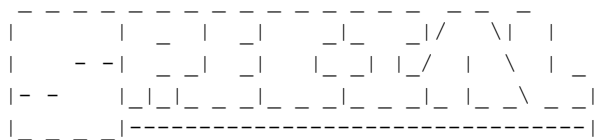
o Cyber Specials o Command o Air

Final Atomic Buster!	Forward,Down,Back,Up + All 3 Punches	No
Siberian Blizzard	Forward,Down,Back,Up + All 3 Kicks	No

o Combos o Command o Air

Ground	Lp to Mk to Hp or Lk to Mp to Hk	No
Normal Jump To Enemy	None	No
Super Jump To Enemy	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	Yes
After Launch	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	Only

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:: Gold War Machine ::
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o Moves o Command o Air

Launch #1	High Kick	No
Knockdown	Down + Medium Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No

o Attacks o Command o Air

Smart Bombs	Low Kick + Medium Punch	Yes
Repulsor Blast	Forward,Down,Back + Any Punch	No
Upper Cannon	Down,Forward + Any Punch	Yes
Lower Cannon	Down,Forward + Any Kick	No
*Short Laser Cannon	Down + High Punch	No
*Fist Orb Shield	High Punch	No
*Knee Dive	Down + Medium Kick	Only
*Upper HP Jump	Up + High Punch	Only
*Lower HP Jump	Down + High Punch	Only
*Upper HK Jump	Up + High Kick	Only
*Lower HK Jump	Down + High Kick	Only

o Specials o Command o Air

Proton Cannon	Down,Forward + 2 Punches	No
War Destroyer	Down,Forward + 2 Kicks	No

o Combos	o Command	o Air
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Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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:~::~:
:: Red Venom ::
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o Moves	o Command	o Air
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Launch #1	High Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Any Punch	Yes
Grab #2	Forward or Back + Any Kick	Yes
Air Swing	All 3 Punches	Only

o Attacks	o Command	o Air
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Venom Byte	Down,Forward + Any Punch	Yes
Venom Tongue	Down,Forward + Any Kick	No
Web Throw	Forward,Down,Back + Any Punch	No

o Specials	o Command	o Air
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Venom Web	Down,Forward + 2 Punches	No
Death Byte	Down,Forward + 2 Kicks	No

o Combos	o Command	o Air
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Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to Hp to Hk	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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:: Lilith ::
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o Moves	o Command	o Air
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Launch #1	Down + High Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No
Air Dash	Press All 3 Punches	Only

o Attacks	o Command	o Air
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Heart Shot	Down,Forward + Any Punch	Yes
Demon Blade	Forward,Down,Forward + Any Punch	Yes
Piledriver	Forward,Down,Back + Any Punch	No
*Kick Dive	Down + High Kick	Only
*Kick Flow	Down + Medium Kick	Only
*Ark Blade	Forward Crouch + High Punch	No

o Specials	o Command	o Air
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Brilliant Shower	Down,Forward + 2 Punches	No
Luminous Illusion	Down,Forward + 2 Kicks	Yes
Love Blade	Forward,Down,Forward + 2 Punches	No

o Combos	o Command	o Air
Ground	Lp to Lk to Mp to Mk to Hp to Hk	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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 :: Roll ::

o Moves	o Command	o Air
Launch #1	High Kick	No
Launch #2	Medium Punch	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No

o Attacks	o Command	o Air
Fire Ball	High Punch	Yes
Rock Ball	Down,Forward + Any Kick	No
(Use)	Down,Forward + Any Punch	No
Leaf Shield	Down,Back + Any Kick	No
(Use)	Down,Forward + Any Punch	Yes
Tornado Hold	Forward,Down,Forward + Any Kick	No
(Use)	Down,Forward + Any Punch	No
Roll Upper	Forward,Down,Forward + Any Punch	No

o Specials	o Command	o Air
Hyper Roll	Down,Forward + 2 Punches	Yes
Rush Drill	Down,Forward + 2 Kicks	No
(Jump)	Do a Normal Jump	No
Beat Destroyer	Down,Back + 2 Kicks	Yes
(Bullets)	Tap Any Punch Rapidly	Yes
(Bombs)	Tap Any Kick Rapidly	Yes

o Combos	o Command	o Air
Ground	(Lp or Lk) to (Mp or Mk) to (Hp or Hk)	No
Normal Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
Super Jump To Enemy	Lp to Lk to Mp to Mk to (Hp to/or Hk)	Yes
After Launch	Lp to Lk to Mp to Mk to (Hp or Hk)	Only

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 :: Shadow Lady ::

o Moves	o Command	o Air
Launch #1	High Kick	No
Knockdown	Down + High Kick	No
Grab #1	Forward or Back + Medium or High Punch	Yes
Grab #2	Forward or Back + Medium or High Kick	No
4x Air Jumps	Jump 4 Times After a First Jump	Yes
Air Dash	Press All 3 Punches	Only

o Attacks	o Command	o Air
Drill Attack	Down,Forward + Any Punch	No
Missile Attack	Down,Forward + Any Kick	No
Electric Shield	Forward,Down,Forward + Punch	No
Rapid Kicks	Rapidly Press Any Kick	Yes
*Stomp Kick	Down + Medium Kick	Only

