

Hulk Character FAQ

by JChristopher

Updated to v1.0 on Dec 1, 1999

```
ooooo   ooooo ooooo   ooo ooooo   oooo   oooo
`888'   `888' `888'   `8' `888'   `888   .8P'
 888     888   888     8   888     888   d8'
888ooooo888   888     8   888     88888[
888     888   888     8   888     888`88b.
888     888   `88.   .8' 888     o 888   `88b.
o888o   o888o   `YbodP'  o888oooooood8 o888o  o888o
```

MARVEL VS. CAPCOM FAQ for the PSX

by Joseph Christopher <sirlordjoseph@icqmail.com>

version 1.0

Dec. 1, 1999

this faq is copyright 1999-2000 Joseph Christopher

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...

By gaining access to this faq you agree to the following terms:

-
- ```
=====
```
- 1) I, Joseph Christopher, the author of this faq, is not in any way liable for any harm that anybody thinks came from reading this faq. Examples of this harm include physical ones, such as getting mauled by someone who lost to you via a technique found in this faq, and emotional ones, such as experiencing humiliation upon the use or most likely misuse of yet another technique found in this faq.
  - 2) If this faq was accessed from a source other than gamefaqs.com, nine out of ten chances are it is not in its latest update. You must therefore read the latest version of this faq first at the said web site before sending in any comments, suggestions, and/or corrections. As for webmasters, web page contributors, and all similar personnel, posting this faq on any other website requires every last sentence, phrase, word, and character contained within this file included and unaltered. Keeping this faq as updated as it is on gamefaqs.com is preferable, though not required.
  - 3) This faq is not to be profited from---directly, indirectly, or in whatever other way possible. By directly I mean earning less than, equal to, or greater than a cent's worth in cash, items, or services in exchange for part of or all the contents of this faq. On the other hand, by indirectly I mean using a part of or all the contents of this faq as a convincing factor for the purchase of another product thus directly or again indirectly yielding profit.
  - 4) You will not use even a single phrase, sentence, or concept found anywhere in this faq on your own work, even if you expressed it in your own words, without at the very least giving me, Joseph Christopher, the author of this faq, full credit for it. If you in any way incorporated even a very minute part of the strategies found in this

```

	faq with your own in your work, then you must at the very least give	
	me partial credit for it.	
	5) Ignorance of the law excuses no one, therefore if ever anything	
	unlawful is done to this faq and/or to me, its author, the appropriate	
	legal actions will be taken. If at any point you disagree to this	
	or any of the above statements, delete this faq immediately and discard	
	any help it has done for you.	

```

```

=====
~::~

```

\* 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! ;)

\* Hulk is BIG, and throughout my other faqs I have been repeatedly stating the fact that super moves make bigger people look dumber rather than stronger. But being big is not all that bad. Hulk is still a force to reckon with and that I have concluded mainly, and ironically, also because of his size. Other reasons include:

1. Hulk does not get easily stunned by weak attacks which means there's enough time to block when being setup for an air combo.
2. Hulk packs POWER! (obviously)
3. Hulk yields RANGE! (again, quite obviously)
4. Hulk's hard normal moves CAN chip.
5. Hulk's Gamma Charge makes anyone think twice before attacking a defensive blocker.

Why read this guide:

- I. Legend
- II. General Moves
- III. Normal Moves
- IV. Supers
- V. Combos
- VI. Vs. Computer
- VII. Vs. Human
- VIII. Ending
- IX. Credits
- X. Revision History
- XI. Final Words

```

%%%

```

```

(_) () (_) / _) (_) (\) (_ \
 _) (_) (_) _) ((_ .) _)) () ())
(_) () (_) (_) \ _ / (_) () \) (_) /

```

- 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

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

______ _____ / _____ \ _____ \ _____ /
() () / () () (\ () () () () \ / () () ()
) () () ((- .)) ()) / / () \) ()
() () () \ / () () \) () () \) () () ()

______ _____ \ / () () \ / () () / _____
) () () (\ /) () \ / \
(/ \ \) () \ / () () /

```

- 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).



- a) standing - you raise one arm, pack all the power you can muster, and give the opponent a first hand experience of the true meaning of a WHALLOP via hammer punch! But, sadly, it's this move that almost everybody is waiting for cause if blocked, will leave you open for their wildest dreams. Sorry, but don't use this move, ever!
  - b) crouching - this is what every MVC character has---a launcher. I don't understand why it's the biggest and strongest MVC character who needs to raise TWO arms just to launch an opponent! Yep, he uses both his arms in this move. It hits twice, but not because he used two arms, but because his first hit low, then high.
  - c) jumping - it's a clap, but obviously not the normal person's clap, cause if your head gets trapped in between...squishhh! Good move, high on range and damage, but comes out painfully slow and should only be used as an air combo ender.
4. LK - the only LKs in the MVC world worth abusing for their priority, these not only come out just about as fast as any normal players LK, but reaches out more than triply further than normal, and does a little more damage as well.
- a) standing - the introduction says it all! Hulk's front leg just turns side ways and stretches out while the whole base of the foot does not leave the ground. Sound's like the common crouching LK but with much, much more range.
  - b) crouching - why would he change the way he attacks in this move if his standing LK already looks like the common crouching one? So, he doesn't! He's kneeling this time, but still delivers the same kick.
  - c) jumping - well, he just jumps and does basically the same attack as his crouching LK. Not to be underrated cause it's the fastest long-reaching air normal move in MVC. Moreso, it's this move that must be abused for it's priority.
5. MK - like the MP, his basic combo filler. Not much use for these other than what I have just said, though.
- a) standing - he gives you a front kick that hits the face if your not tall enough. Looks cool, comes out a little faster than the standing HP, but recovers just as slow. Don't use this alone.
  - b) crouching - well, he just crouches and does basically the same attack as his standing MK. Recovers a little faster though, but still not fast enough.
  - c) jumping - Hulk does something similar to an axe kick (hey, I didn't know Hulk can do that!) Has a surprisingly short range, not much priority, damage is also not that evident.
6. HK - just like the HP, moves that scream damage, power, and knock down! Comes out a little slower, but recovers a little faster (though still slow enough to be supered). Don't use these as long as you know the opponent has more than 10% chance of blocking them---or

you'll end up black and blue all over.

- a) standing - turning his back on his opponent, Hulk makes a handstand and stretches out both his legs at a 70degree angle. Seems as though it's a launcher, well it is, but the opponent is launched too far across and you recover too slowly so no air combos from this move.
- b) crouching - looks just like his crouching MK, but the foot kicks at a higher angle. Good counter for dash-ins but I'd rather use the LKs.
- c) jumping - this, in my opinion, is just an inverted version of his standing HK. This time he's facing the opponent, his arms are raised, and he stretches both his legs at a -70degree angle! Can counter most launchers but beware the rising supers.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
(_) (\ /) / _) (_ \ (_) / _) (_) / _ \ (_)
_) (_ \ / \ _ \) _ /) _) ((_) (_ / (_) \) (_
(_) \ / () (_ / (_) (_) \ _) (_) (_) (_)

 _ _ _ _ _ _ _ _ _ _ _ _
(\ /) (_) (\ /) (_) / _)
) () (_) (\ /) _) \ _ \
(_ / \ \ _) (_) \ / (_) (_ /

```

1) Gamma Charge - Hold B...F+K

This is what the computer alomst always does, and you should learn from that. ALWAYS use this move as a ground combo ender and dash-in counter but only for that, not like the dumb computer who uses it for chipping---which can always be punished by a combo to super. You can hold any direction + any K afterwards for a second Gamma Charge, a two hit combo. An alternative code would be Hold D...U+K to produce an upward version of the Gamma Charge, but that should only be used as an anti-air, nothing more.

2) Gamma Slam - D,DF,F+P

Hulk does what he would in a crouching HP, but this time chunks of land rise from the ground in a wave-like manner and hit the opponent repeatedly. Good chipper, but nothing more. I really don't recommend using this move much.

3) Gamma Tornado - F,DF,D,DB,B+P

THE proof that Hulk is sheer strength! He grabs the opponent's face with one hand(and that's even larger than the opponent's head!) and whirls him round and round and finally throws him to the edge of the arena. Can be comboed from a standing or crouching LP, but only if you REALLY wanna land this move. Otherwise follow the LP with a D+MP-> Gamma Charge-> U+K(second hit of Gamma Charge)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

 _ _ _ _ _ _ _ _ _ _ _ _ _ _ _
(\ /) / _) () () (_ \ (_) (_ \ / _)
\ / \ _ \) (_) () _ /) _)) \ / _ \

```

\ / ( ) ( \_ / ( \_ ) ) ( ) ( \_ ) ( ) \ / ( ) /

1) Gamma Crush - D,DB,B+2P

Hulk does his best rising Gamma Charge which knocks the opponent off his feet, and it turns out that Gamma Charge has breached the Earth's atmosphere cause as he comes down, a meteorite is with him (and he's actually holding it!) and this is what he uses to crush his helpless victim. Try to look at the shadow he leaves behind to keep track of him cause you CAN control the direction with which he will land.

2) Gamma Wave - D,DF,F+2P

Same as his Gamma Slam, but hits the opponent way too many times. Takes much, MUCH life off an opponent, and has equal priority to a beam super, not to mention better chipping ability so, unlike the special version, use this super very frequently.

3) Gamma Quake - D,DF,F+2K

Hulk does what he would in a crouching LP, but this time chunks of land fall from the sky and hit the opponent repeatedly. Has the same strategies that could apply to helpers that allow things to fall from the sky like Iceman, Pure and Fur, etc. Use it to nail people with lotsa keep-themselves-in-the-air moves but not for jump-ins, where the Gamma Crush is a lot better.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

( \ / ) ( \_ \_ ) / \_ ) ( \_ ) ( \ / ) ( \_ \ ( \_ ) / \_ )  
\ / \_ ) ( \_ \_ ) ( ( \_ ) ( ) ( ) ( ) \_ < ) ( ) ( \ \_ \  
\ / ( \_ \_ ) ( ) \ \_ ) ( \_ ) ( / \ / \ ) ( \_ / ( \_ ) ( \_ /

Universal Jump-in: LK-> MK - yup, in Hulk's case, you can use without much risk an LK as a jump-in cause, like I said, it comes out fast, has good priority, and most of all, covers the most distance.

- \* a jump-in you MAY add while a dash-in you MUST add to any of these combos:
- \* by U+K I mean hit 'em with the second part of the Gamma Charge

- 1. LK-> MK-> Gamma Charge-> U+K
- 2. D+LK-> D+MK-> Gamma Charge-> U+K
- 3. D+LP-> D+MP-> Gamma Charge-> U+K
- 4. LP-> Gamma Tornado
- 5. D+LK-> D+HP-> LP-> MP-> LK-> MK-> HK
- 6. D+LK-> D+HP-> Gamma Crush
- 7. D+LK-> D+HP-> Gamma Quake

\* Hulk can link his Gamma Quake to his Gamma Crush. What's more, you can add a Gamma Wave at the start of this combo though you have to cancell right away to connect.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

( \ / ) ( \_ \_ ) ( \_ \_ ) ( \ / ) / \_ )  
\ / \_ ) ( \_ \_ ) ( \_ \_ ) \ / \ \_ \  
\ / ( \_ \_ ) ( \_ ) ( ) \ / ( \_ / ( )

/\_\_)(\_\_)(\ /)(\\_ \)( )(\ )(\\_\_)(\_\_)(\\_ \
 ( ( ))( ) ( )\_\_ / )( ) ( ) ( )\_\_ ) /
 \\_\_)(\_\_)(\\_ \ \ )( ) ( ) ( ) ( ) \

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: you are soooo powerful all you have to do is dash-in and do a standing HP. It'll stun him a bit so repeat and repeat and repeat until he finally decides a bigger him would match you.

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

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

\_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_ \_
 (\ / )( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )
 \ / \_ )( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )
 \ / ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

\*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 him, but make sure the replacement pretty much does the same thing--- RAM the opponent! You can always do a Gamma Wave for major damage afterwards.

2. Patience is the key to success

This is not the barbaric Hulk! Just look at his hair---he actually combed it! And that gives away a useful hint on playing him: Be patient and always think counter-attack instead of "berserker barrage". Most your attacks will leave you wide open if they're blocked so better make sure you'll connect before you execute and what better way to make sure than to use them as counter-attacks.

3. Abuse the priority of your jumping LK

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 LKs 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 Gamma Wave 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 Gamma Wave only if your opponent did a super that's so far from you and have 1% chance of ever landing a hit. The Gamma Wave 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 Gamma Quake which comes out a liiiiittle faster. Use the Gamma Crush whenever you detect a dashing super come your way.

#### 5. Character-specific strategies:

Captain America - if there's anyone who could match your air LK 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 Gamma Wave. (yup this is one of the few matches where you'll have to use this super frequently) Use a counter-attacking strategy and use your Gamma Crush in reply for all his supers!

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 Gamma Wave for you. Might as well use a counter-attacking strategy with this captain because he'll just Captain Corridor you out of any attack you start.

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 LK button rapidly during the whole air trip. Second, dash to low combo to special and make use of my counter-attacking strategies, but with extra care. Missing would prove fatal...

Gambit - just avoid his cheappy infinite (which would probably work exceptionally well on you) 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 Gamma Charge 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, and what else but Gamma Crush!

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-> Gamma Charge. 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 that goes for YOU too. Don't use the Gamma Charge on a standing Hulk cause more often than not you'll

get punished by HIS Gamma Charge.

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! (and it will surely work triply well on someone as big as you) 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 Gamma Wave. 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 counter-attacking skills. How? just dash then...BLOCK! If he attacks, counter with a Gamma Charge! If he manages to escape, which would only be possible via super jump, catch him off guard with a Gamma Crush! By the way, don't worry bout his supers, just block and do a super of yours afterwards---Gamma Wave if too far, any other super if otherwise.

Morrigan - will fight like Ryu does, being a good confuser and all that. She will, however, have her options limited to low attacks and throws so show-off your Gamma Charges and win! If she does something you won't, namely raining you with air fireballs, Dash in and punish her with your Gamma Crush or catch her off guard with a D+HP(your launcher) 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 LK to chrage up your super, Gamma Charges to counter his ground fireballs and dash-in to Gamma Crush his air fireballs wherever he may be! (even at the peaks of high jumps!)

Spiderman - Even his Maximum Spider has a high chance of getting countered by a Gamma Crush 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 all of yours 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, give him a rising

## Gamma Charge!

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. 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 throwing 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 your LK could out prioritize he whips up and give you an opportunity to do a D+HP-> Gamma Crush combo whether he blocks it or not. If he's able to block all of it, engage in a confuser's throwing 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 Gamma Crush 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 Gamma Quake 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 Gamma Wave. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping LK 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 your Gamma Crush 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 D+HP to Gamma Crush 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 throwing game, you'll have to be extra careful since his throws are part of the few that can out prioritize yours! Whenever you're charged up and can't land a combo, just chip away with my helper to Gamma Wave strategy.

#### 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 Gamma Crush 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 Gamma Quake 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 Gamma Wave. If your opponent doesn't make flaws like this, then you better stick to your good 'ol jumping LKs do the trick. Added note: You CAN Gamma Wave like crazy with this War Machine cause he'll take every last bit of it.

Morrigan's Lilith Mode - as with her "older" counterpart, she'll be best dealt with a counter-attacking 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 dash-in, deliver a D+HP, and proceed with air combos which will also work on him fine. Orange Hulk is big, but remember that all your supers make bigger look dumber rather than stronger---and that goes for YOU too. Don't use the Gamma Charge on a standing Hulk cause more often than not you'll get punished by HIS Gamma Charge.

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 any of your supers afterwards. Remember, Gamma Wave if too far and any other super if otherwise.

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 Gamma Wave time! The missiles won't connect if you time your super right. 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 Gamma Wave!

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```
____ _ _ _ _____ _ _ _ _____ _ _ _ _____
(_) (\ /) (_) (\ () (_ \ (_) (\ () / _)
) (_) () _)) () ()) _ (_) ((_ -
(_) (_ / \ _) (_) (_) \ _ (_ / (_) (_) \ _ \ _ /
```

Hulk has defeated Onslaught, but it turns out that all he did was crush his(Onslaught's) armor! Now, Onslaught is a mass of pure energy and poses a much greater threat than before. Captain America (that no-good spotlight stealer) rushes for Onslaught in an attempt to contain this energy within his body. He was successful, but perished in the process. All that's left now is his(cheap) shield. And HE gets aaaaall the credit. (not that he doesn't deserve any, but, this should be Hulk's ending, not his!)

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```
____ _ _ _____ _ _ _ _____ _ _ _ _____
(\ /) / _) (_ \ (_) (_ \ (_) (_) / _)
) (((_) /) _)) ()) _ (_) (\ _ \
(_ / \ _) (\ _) (_) \ _ (_) (_ / (_) (_) (_ /
```

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!

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```
____ _ _ _____ _ _ _ _____ _ _ _ _____ _ _ _
(\ /) (_) (_ \ (_) (\ /) (_) / _) (_) (_) (\ ()
) (_) () /) _) \ / _) (_ \ _ \ _) (_) () (
(_ / \ _) () (_) \ _ \ / (_) (_ / (_) (_) (_) \ _
 _____ _ _ _ _____ _ _ _
 () () (_) / _) (_) (_) (_ \ (\ /)
) _ (_) (_ \ _ \) () () () / \ /
```

( ) ( ) ( ) ( ) / ( ) ( ) ( ) ( ) \ ) ( )

none yet. suggestions, anyone?

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

_ \ / _ (_) (_) (_) (_) (_) (_) (_) (_)
) (_) (_) (_) (_) (_) (_) (_) (_) (_)
(_ / \ _) (_) (_) () (_) (_) (_) \) (_) (_) (_)

(_ \ / \ / _) (_) (_) (_) \ (_) \ / _)
) (_) (_) (_) /) (_)) \ _ \
(_ / \ _) (_) (_) \) (_) / (_ /

```

Please feel free to email me if there's something about Hulk 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.

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

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

By gaining access to this faq you agree to the following terms:

=====

- |  |                                                                          |  |
|--|--------------------------------------------------------------------------|--|
|  |                                                                          |  |
|  | 1) I, Joseph Christopher, the author of this faq, is not in any way      |  |
|  | liable for any harm that anybody thinks came from reading this faq.      |  |
|  | Examples of this harm include physical ones, such as getting mauled      |  |
|  | by someone who lost to you via a technique found in this faq, and        |  |
|  | emotional ones, such as experiencing humiliation upon the use or         |  |
|  | most likely misuse of yet another technique found in this faq.           |  |
|  |                                                                          |  |
|  | 2) If this faq was accessed from a source other than gamefaqs.com, nine  |  |
|  | out of ten chances are it is not in its latest update. You must          |  |
|  | therefore read the latest version of this faq first at the said web      |  |
|  | site before sending in any comments, suggestions, and/or corrections.    |  |
|  | As for webmasters, web page contributors, and all similar personnel,     |  |
|  | posting this faq on any other website requires every last sentence,      |  |
|  | phrase, word, and character contained within this file included and      |  |
|  | unaltered. Keeping this faq as updated as it is on gamefaqs.com is       |  |
|  | preferable, though not required.                                         |  |
|  |                                                                          |  |
|  | 3) This faq is not to be profited from---directly, indirectly, or in     |  |
|  | whatever other way possible. By directly I mean earning less than,       |  |
|  | equal to, or greater than a cent's worth in cash, items, or services     |  |
|  | in exchange for part of or all the contents of this faq. On the          |  |
|  | other hand, by indirectly I mean using a part of or all the contents     |  |
|  | of this faq as a convincing factor for the purchase of another product   |  |
|  | thus directly or again indirectly yielding profit.                       |  |
|  |                                                                          |  |
|  | 4) You will not use even a single phrase, sentence, or concept found     |  |
|  | anywhere in this faq on your own work, even if you expressed it in       |  |
|  | your own words, without at the very least giving me, Joseph Christopher, |  |
|  | the author of this faq, full credit for it. If you in any way            |  |

|| incorporated even a very minute part of the strategies found in this ||  
|| faq with your own in your work, then you must at the very least give ||  
|| me partial credit for it. ||  
|| ||  
|| 5) Ignorance of the law excuses no one, therefore if ever anything ||  
|| unlawful is done to this faq and/or to me, its author, the appropriate ||  
|| legal actions will be taken. If at any point you disagree to this ||  
|| or any of the above statements, delete this faq immediately and discard ||  
|| any help it has done for you. ||  
|| ||

=====  
~~~~~

This document is copyright JChristopher and hosted by VGM with permission.