



Marvel vs. Capcom 2 Guide

There are two kinds of people in this world: scrubs and competitors. Scrubs complain about cheap strategies in fighting games. Competitors learn to beat "cheap" by developing skills and techniques of their own.

Marvel vs. Capcom 2 has seen almost a decade of strategy development. Where once projectile traps and Air Hyper Viper Beams ruled, now triangle jumps, rushdown and mix-up combos prevail. We've done our best to summarize the many, many techniques and tactics at play in Marvel vs. Capcom 2 to get new players up to speed.

In this Marvel vs. Capcom 2 strategy guide, you'll find:

- **BASICS** // Basic MvC2 strategies to get you up to speed.
- **ADVANCED TECHNIQUES** // A handful of expert techniques and exploits explained in detail.
- **CHARACTERS** // A breakdown of all 56 characters, plus in-depth strategy for the best among them.
- **ACHIEVEMENTS / TROPHIES** // Tips for earning the game's many Achievements / Trophies.
- **Q & A** // Your chance to ask questions of a MvC2 fanatic.

Guide by: Mark Ryan Sallee

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Marvel vs. Capcom 2 Basics

«	Team Building, Health, & Jump States	Ten Tips ©	Glossary	»
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Building a Team



So you can pick three characters for your Marvel vs. Capcom 2 team—just grab the ones that look coolest, right? You can do whatever makes you happy, but if you want to get competitive at the game you've got to understand what goes into building a team. Just throwing together any set of characters, even if they're good characters, doesn't mean you'll have a good team with solid dynamics. You need to seriously consider how each character supports the other in order to assemble an effective Marvel vs. Capcom 2 team.



There are essentially three different roles that members of your team can fill: **battery**, **point**, and **assist**. Some characters successfully fill more than one of these three roles.

Battery

A battery is the most optional component of a team, but if your team dynamics call for one you'll want the battery as your first fighter. The purpose of a battery is to build up hyper meters from the second point character. An example of a good battery is Spiral, who can be very effective without using hyper meters. As well, her best tactics (trapping by throwing lots of swords) naturally build up hyper meters. Since Spiral doesn't need them, you can charge up the hyper meter for the next character who's intended to spend them.

Point

A point fighter is the fighter that's active and is usually your main character for dealing damage. A lot of effective teams consist of two point characters are forego the battery altogether, so keep that in mind. Your point character should be the character best supported by your assist.

Assist

Most top Marvel vs. Capcom 2 players use their third character almost exclusively as an assist. An assist provides an excellent backup support to your main point fighters, usually in the form of a great anti-air. Don't worry too much about the tier rating of your third character, focus more on the quality of his/her assist and how it supports your point fighter.

Stayin' Alive



As you take damage, some of your health is leftover as the red part of the life bar. This red health can actually regenerate if you let the fighter take a break, but simply tagging out to your next fighter will leave you very open. Thankfully, there are alternatives to straight-up tagging in a new fighter that'll keep you safe, though they may cost hyper bar.

Delayed Hyper Combo (DHC)

Execute a hyper combo and then quickly input the hyper combo for your second fighter to cancel the first with a DHC. This is often a good way to effectively tag out a weakened fighter without leaving the next character vulnerable, though it does cost two hyper meters. Make sure that whatever hyper combo you cancel into is a safe one, like Storm's Hail Storm or Sentinel's Hyper Sentinel Force.

Variable Counter

While blocking, input ↓↵← + A1 or + A2 for a variable counter, which quickly swaps out your point character for one of your assists while executing an attack. This change happens so quickly that most opponents can't react to it to punish you even if the variable counter is blocked. A variable counter does consume one hyper meter.

Safe Tagging

A simple tag maneuver (LP + LK or HP + HK) can leave you very vulnerable, but if you take proper precautions with the right character you can actually make it safe. As Spiral, throw a bunch of swords at the opponent and immediately follow with the tag. Your backup character will jump in behind the swords, and while he/she recovers from the tag-in animation, Spiral's swords will hold the opponent in block stun. Magneto can grab an opponent with his Hyper Grav move and then execute a safe tag. The tagged-in fighter will automatically hit the opponent that's held in Hyper Grav, making it perfectly safe.

Jump vs. Super Jump...vs. Fly Mode



Simply tapping ↑ will make your character jump, and quickly tapping ↓↵ will give you a super jump...which is just a really, really high jump, right? Not exactly. There are subtle differences between a regular and super jump that are important to understand.

Regular jumps give you just one action. When you perform a regular jump, you're limited to either blocking or attacking just once. Once you've used that action, you can't do anything until you land. Which means if you throw an attack, you can't block until you land. Or if you whiff an attack, you can follow it up with another attack until you land. During a super jump, you can block and attack interchangeably with no restrictions.



You can't call assists during a super jump. While you can freely call your assist attacks during a regular jump (and it doesn't count as your "one action"), you cannot call assists while super jumping. This is a very important distinction.




Fly mode is a weird hybrid of jumping and super jumping. Some characters can activate a fly mode, like Storm, Magneto, Sentinel and Iron Man. During flight, a character can still summon assists as if in a normal jump state, but can also perform more than just one action, like a super jump. However, a character in fly mode cannot guard.







Ten Tips ©


Sometimes you can mash buttons for extra damage. For some hyper combos, mashing every button on your controller will increase the damage dealt. For example, connect with Cable's Hyper Viper Beam and if you mash the attack buttons the beam will flick wildly and connect with more hits than usual. Not all hyper combos can be mashed for extra damage, but most can.





WTF is an OTG? OTG stands for "off the ground," which refers to a hit that connects with an opponent that's been knocked down. An example of a simple OTG combo might look like this: Playing as Magneto, hit the opponent with Psylocke's anti-air assist, and connect a c.LK c.HK just before the opponent lands on the ground to pop him/her back up. Note that some OTGs can be rolled out of by the opponent, while others cannot—it's generally down to a matter of how quickly you can catch the opponent before he/she hits the ground.

Play runaway to bide time. While some characters play well with all-out offense, others have the benefit of a solid runaway game. A runaway game is helpful because it lets you put the fight on your terms, lets you delay a fight if you've got a lead, and lets you build up hyper meters. An example of a good runaway is Storm's runaway game: You can super jump to the top of the screen and hold  on the controls to float down slowly...and then air dash back up to regain height...and then execute her Lightning Attack into the air to go even higher...all the while mashing HP to build hyper meter.

Fly screen ends combos and basically resets the action. Usually. So there's this weird state in Capcom's Vs. fighting games called fly screen that's usually triggered by a HP or HK in an air combo. During fly screen, one character is tossed to the ground while the screen goes into a locked scroll that resets both players on the ground, on opposite ends of the screen. You can trigger fly screen simply by landing Juggernaut's Juggernaut Punch or Blackheart's Heart of Darkness hyper combo. Once fly screen is triggered, it's virtually impossible to continue a combo.

Press both punch buttons (PP) to dash. While you can dash on the ground by tapping   or   there's a faster way to trigger dashes. Tap PP (both punch buttons together) to get the same effect. It's quicker than double-tapping a direction and makes wave dashing easier. As well, you'll need to use the PP dash to execute some characters' air dashes.

You can crouch cancel dashes. This is another bit of info that'll help you wave dash: During a dash, you can cancel it by tapping  to crouch. By canceling a dash, you avoid the ugly and vulnerable recovery frames of animation that follow a dash. In addition to wave dashing, you can use crouch canceling to dash up to an opponent and immediately throw him/her. Normally you can't throw during a dash, but if you crouch cancel the dash first you can immediately grab for a wicked play.

Launchers aren't the only moves you can super jump cancel. So the game's air combo system generally based on your ability to launch opponents with a launcher attack (you can usually trigger these by inputting  + HP or HK) and follow up with a super jump by simply tapping  after the launcher connects. Which is great, but know that launchers aren't the only attacks you can cancel with a super jump. To cancel non-launchers with a super jump, you need to input the whole   input, just after the hit connects. You can use this super jump cancel technique to make combos possible.

You can infinitely juggle an opponent's assist. If an opponent calls out an assist and leaves the character open, you can dash up and launch the assist into the air—the assist can't defend itself. As the assist lands from the launcher, you can catch it with another launcher...and another, and another, and eventually keep bouncing the assist into the air until it's killed. The limit here is that obviously the opponent isn't going to sit back and watch you do this. But if you KO an opponent just as he/she calls an assist, that assist will be a sitting duck. You can also catch both the opponent's main character and assist in a combo that ends with a snap back. The snap back will eject the opponent's active character and leave the assist which you can endlessly combo.

Get the first attack! There's a bug in the game called the "switch glitch" that lets you get the first attack in the game without having insane timing. As the game loads on the screen with your team facing off against the opponent's, hold down A1 or A2 to switch one of your backup characters with your point character. For example, if your lineup is Storm / Magneto / Psylocke and you hold A1 during the load screen, you'll begin the fight with Magneto as your lead fighter. Once you do this, but before the fight has actually started, hold down the attack button you want to use—with Magneto, we'd suggest a c.LK attack. If you've got the button held down, the very moment the match begins Magneto will perform his c.LK attack without you having to time the button press.

Understand the magic series. "Magic series" refers to the general chain concept system at play in Marvel vs. Capcom 2 that lets you chain combo a LP into LK, a LK into MP, an MP into MK, an MK into HP, and an HP into HK attack. Since there are no MP and MK buttons in MvC2, the button combo looks like this: LP, LK, LP, LK, HP, HK. Not all characters have a full magic series like that, but most do. You can use a Magic Series combo on the ground or in the air.

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Command Key

LP = Light Punch	HP = Hard Punch	A1 = Assist 1
LK = Light Kick	HK = Hard Kick	A2 = Assist 2
	P = Any Punch	K = Any Kick
	PP = Both Punches	KK = Both Kicks
s. = attack while standing	c. = attack while crouching	j. = attack while jumping
+ = both inputs simultaneously	xx = cancel	

Glossary

Air

Refers to any action performed while jumping. Example: Akuma can perform an air fireball by executing ↓↘↙ + P after jumping.

Block Stun

A temporary moment after blocking an attack during which a player cannot do anything but block. Block stun lasts only a few frames of animation. Example: Ken performs a LP Shoryuken and Ryu blocks the attack. Because of block stun, Ryu cannot immediately retaliate with an attack of his, and by the time block stun wears off (just a few frames) Ken will have usually recovered from the Shoryuken.

Buffer

Buffering is inputting commands, usually for special and super moves, early so as to complete the input at the exact moment that the move can come out. Example: Zangief's Spinning Pile Driver command (↘↙↓↘↙↘↙↑↘ + P) includes pressing ↑ which frequently makes Zangief jump while you're trying to execute the grab. However, you can whiff a LP to "lock" Zangief to the ground until the LP animation ends. During the animation, input the 360 motion—since Zangief is stuck in the grounded animation, he will not accidentally jump. To complete the buffer, you want the 360 motion to end at the same time as the LP animation and complete the Spinning Pile Driver input with + P. If buffered correctly, the LP will whiff and Zangief will *immediately* execute his grab after the LP animation.

Cancel

A cancel interrupts an animation from one action to let you perform a new action. There are many different forms of cancels in Street Fighter, but the most common is a two-in-one.

Cheap

A fake word cried by people that are not good at Street Fighter. Example: Mark Ryan Sallee backs Colin Moriarty into a corner and Colin cries, "Stop being so cheap!"

Combo

Any string of attacks that become unblockable once the first hit in the string has connected. Example: If Ryu lands a j.HK from deep in, he can land from the jump and connect a c.MK before the opponent can recover from the first hit and block. When the second hit, the c.MK, connects, Ryu can cancel into his Hadoken and, again, the attack will connect before the opponent can recover from the last hit.

Corner

The corners of the playing field are the far edges of the screen that represent the boundaries of the arena. The act of cornering involves backing an opponent into a corner and repeatedly attacking, taking advantage of the fact that the opponent cannot retreat. Example: Ryu backs Ken into a corner and keeps him there by throwing Hadokens rapidly and using Shoryukens to knock Ken out of the air if he tries to jump toward Ryu.

Cross-Up

A jumping attack that forces the defender to guard in the opposite direction the attacker comes from. Example: Ryu is on the left, Ken is on the right. In the standoff, Ryu is holding *left* to guard. Ken jumps over Ryu and attacks with MK, forcing Ryu to hold *right* in order to block the attack.

Crumple

The unique hit stun effect caused by a charged Focus Attack, crumple leaves the opponent vulnerable to a follow-up attack or combo as he or she slowly falls—or *crumples*—to the ground.

FADC (Focus Attack Dash Cancel)

FADC refers to canceling a ground attack with a Focus Attack and then canceling that Focus Attack with a dash (usually a forward dash) to set up a combo. Example: Ryu can FADC (MP + MK ➡➡) his Shoryuken to combo his Metsu Hadoken.

Frames

Typically refers to frames of animation. A typical half-second-long animation will consist of roughly 30 frames, and each frame could have different properties. Example: Some frames of Ryu's Hadoken are simply start-up frames with no attack. Next come attack frames during which the fireball is formed. Finally, there are recovery frames to end the animation. Also see: Invincibility Frames. Frames may also refer to frames of gameplay, not related to character animation. If we assume the game is running at 60 frames per second, there are 60 frames in each second of gameplay during which actions can take place.

Frame Advantage

A frame advantage implies that one character has frames of gameplay during which they can execute an action but the opponent cannot. Example: Ryu jumps in on Ken and attacks with a j.HK, which Ken blocks. As Ryu lands, he has a frame advantage—until the frames of Ken's hit stun wear off, Ryu can attack while Ken cannot.

Hit Stun

Like block stun, hit stun is a temporary moment after being hit during which you cannot do anything. Unlike block stun, during hit stun you cannot even block. Hit stun is what allows combos to form—you hit an opponent with one move, and they are frozen by a few frames of hit stun during which you can follow up with another attack. Example: Ryu jumps in deep and hits Ken with a j.HK. The hit stun from the j.HK gives Ryu enough time to land and connect with another attack, such as c.MK, before Ken can retaliate or even block. The combo is born.

Hyper Armor

Hyper armor allows a character to get hit by an attack from the opponent without incurring hit stun, being knocked down, or otherwise interrupting the hyper armor-affected character's actions. Example: Ryu performs his Focus Attack by pressing and momentarily holding MP + MK. When the Focus Attack is charged, Ryu gains temporary hyper armor properties—if Ryu is attacked during this Focus animation, he will take the hit but continue executing the Focus Attack. Because of hyper armor, the attack is not interrupted as any regular attack would be.

Invincibility Frames

Animation frames, usually part of a special or super move, during which the character is invincible and will pass through attacks from the opponent. Example: Ryu's Shoryuken uppercut has invincibility frames at the start of the move. If Ken throws a Hadoken fireball at Ryu, Ryu can execute a Shoryuken and use the invincibility frames to pass through the fireball without being hit.

Jump-In (Attack)

A jumping normal attack launched after jumping toward an opponent, connecting on the downward arc of the jump animation. Example: Ryu jumps toward Ken and on his way down from the jump hits Ken with a j.HK. A jump-in attack is a typical combo setup.

Jump-In Deep

A slight modification to a typical jump-in attack. Jumping in deep essentially means waiting longer on the downward arc of the jump to hit the attack button, resulting in hitting the opponent in the legs with the jumping attack.


Meaty (Attack)

The other side of a "wake-up" situation, a meaty attack seeks to hit an opponent immediately as they wake up from a knockdown. Example: Ken knocks down Ryu with a c.HK and just as Ryu is standing up, Ken jumps at Ryu with a meaty j.HK.


Negative Edge

For normal moves, pressing and releasing an attack button acts as just one input. However, for special and super moves, pressing and releasing acts as two separate inputs of the same attack button. This is negative edge. Example: If you press and *hold* HP with Ryu and no directional input, you will get one punch attack. If you then release that HP button with no directional input, nothing will happen. If, however, you input the motion for a Hadoken and release the HP button at the end of it, the release of HP acts as a button press to complete the Hadoken input. We promise, it's useful. Because of negative edge, you should always press and release an attack button when you're trying to execute a special move—since it acts as two separate inputs, you're more likely to correctly time the input for the special attack.




Normal (Attack)

A normal attack is any attack that does not require special directional inputs to perform. There are some exceptions, as many characters have normals that are modified with directional inputs but are still not special attacks. The defining characteristic of a normal is that a normal cannot cancel another normal. Example: As Ryu, pressing the HP button with no directional inputs performs a normal Hard Punch. Pressing  + HP with Ryu will perform an alternate normal attack.

Overhead (Attack)

An overhead attack is performed on the ground but hits high, forcing the opponent to guard it while standing. Typically, most ground-based attacks can be blocked while crouching, since the vast majority of ground-based attacks hit either mid or low. Overhead attacks are the exceptions, making them effective in keeping the opponent guessing. Example: Ryu's  + MP is an overhead normal punch that will connect if the opponent is blocking from a crouch.

Piano Input

Rapidly tapping, in immediate succession, each of the three punch or kick attacks, in order to better guarantee correct timing for special move inputs. Because of the way Street Fighter recognizes inputs for special moves, inputting button presses piano-style acts as *six* different inputs (via negative edge). Typically, this technique is used with arcade stick setups where the buttons are lined up next to each other and the player can drum-roll his/her fingers across the three buttons. Example: Input timing for Ryu's wake-up Shoryuken is tough, so you can input    on the control stick and then use piano inputs, quickly tapping off HP, MP, LP, essentially giving you six chances to correctly time the punch attack with the exact wake-up moment at which Ryu can start the defensive attack.

Poke

Refers to a ground attack, typically with lots of horizontal range. Pokes are usually quick and not part of combos, just attacks that are thrown out with the intent to pressure opponents and are usually safe when blocked. Some pokes, when landed, can lead to combos. Example: Ryu's c.MK is a very good poke, a quick, rangy attack that can be canceled into a special or super if it lands.

Priority

Determines which attacks "beat" other attacks. Every attack has a priority level. If both opponents attack at the same time, the attack with the higher priority "beats" the other and connects. If priority levels are similar, the attacks may "trade." Example: Ryu jumps in on Ken with a j.HK, but Ken counters with a Shoryuken. Since the Shoryuken has greater priority, Ken's attack wins and knocks Ryu down while Ken is untouched. Also see: Trade.






Safe

A description for a move that, when blocked, does not leave the attacker vulnerable to a counter attack. Safe attacks usually have quick recovery or induce lots of hit stun to keep the target frozen even if the attack is blocked. Example: Cammy's LK Cannon Spike is typically safe when blocked, but not safe when whiffed.









Special (Attack)

A special attack typically requires a combination of directional inputs capped off with one attack button input. Special attacks, if performed at the correct time, can cancel many normal attacks. Example: Ryu's Hadoken, performed by. Some specials require no directional inputs, such as Zangief's Lariat, performed by simply pressing LP + MP + HP.

Super (Combo)

A super attack is any attack that consumes a full bar of your super meter. Typically, super attacks require double motion inputs capped off with a single attack input. Example: Ryu's Shinku Hadoken super is performed by inputting      + P.

Tiger Knee / TK

Has two meanings, the most obvious is simply the name of one of Sagat's special moves. When not referring to Sagat's special, Tiger Knee, or "TK," refers to performing a special move in the air immediately upon jumping off the ground via a modified directional input that starts on the ground. Example: Akuma can throw a Hadoken from the air by inputting    + P after jumping. Alternatively, Akuma can TK his air Hadoken by starting the motion on the ground—  —and extending the directional input with  before pressing + P. In this situation, the  acts as both a jump input and the final directional input for the Hadoken. By TKing Akuma's Hadoken, he can perform the move sooner in his jump which opens up strategical advantages.

Trade

When both opponents attack at the same time and both opponents get hit, they have traded blows. Example: Ryu jumps in on Ken with a j.HK and at the same time Ken counters with a c.HP. Both fighters' attacks connect as they trade and neither fighter gains the upper hand.

Turtling

Excessive defense. A turtling opponent focuses only on blocking, not on offense, making him/her difficult to damage. Turtling is sometimes a result of fear, but also can be an effective tactic if the player is winning the round and time is about to expire.

Two-in-One (Combo)

Essentially canceling a normal attack into a special attack, using the input for the first attack as part of the input for the special attack. In order to two-in-one cancel a normal move, that normal move must connect with the opponent—it can successfully hit or be blocked, but it must connect. Example: Ryu does a c.HK by pressing **↓** + HK that gets blocked, and two-in-ones into a Hadoken by inputting **↘** + **↘** + P before the c.HK animation completes. Also see: Cancel.

Wake-Up

"Wake-up" is a general adjective for actions performed by a character after he/she is knocked down onto the ground and is getting up. Example: After Ryu gets knocked down by a c.HK from Ken, he wake up with a Shoryuken, going right into the attack before even moving to a standing animation.

Whiff

Simply means to miss with an attack. Usually when referred to in terms of strategy, whiffing is intentionally missing with a normal attack to either allow for buffering a special or super move, or to make the opponent block or anticipate being hit.

Marvel vs. Capcom 2 Advanced Techniques



Wave Dash, Triangle Jump, & Unfly

Guard Break



Wave Dash

Every character in the game can perform a simple forward dash by quickly inputting **→→** (or tap **←←** to perform a backward dash). Dashing lets you quickly cover ground on the screen, which is hugely important for a rushdown offense and to escape certain projectile traps. But the downside to a dash is that after the forward hop, your character is left with a slow recovery animation. You have to dash, wait for the dash to finish and wait for the recovery animation before you can dash again.



Except you don't. If you tap **↓** at any point during a dash, you effectively cancel the dashing animation (this doesn't work with Blackheart). This is why you can dash toward an opponent and then quickly go to a crouch blocking stance to avoid an incoming attack. That's useful, but there's a sort of hidden use to the ability to crouch cancel your dashes.

Once you've crouch canceled a dash, you can immediately input a second dash to perform what's known as a wave dash. Quickly tapping **→→** after the crouch cancel is tough, so use the PP shortcut for dashing to get the same



effect—the input sequence would look like this: ➡➡➡➡

PP ➡ PP ➡ PP (repeat ➡ PP to keep up the wave dash). You can use a string of wave dashes to cross the screen much, much faster than you would with ordinary dashing.

Triangle Jump

If you've played Street Fighter at all, you know that crouching attacks must be blocked low, and jumping attacks must be blocked high. Generally, the safest defense is a crouching block, so most opponents will resort to it. Simply jumping at the opponent in *Marvel vs. Capcom 2* is a pretty sluggish offense and a weak way to force him/her to guard high. Enter: The triangle jump.



A triangle jump gives you a much quicker way of attacking the opponent from the air to get around a low guard. To perform a triangle jump, super jump and immediately input ➡ PP to air dash down, toward the opponent. Immediately after inputting the downward air dash, throw in a j.HK for a very fast overhead attack. Of course, only characters with an eight-way air dash can perform triangle jumps.

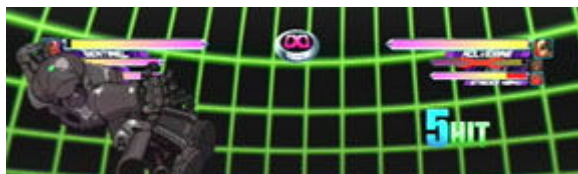
Unfly

If you read our bit on [Jump vs. Super Jump...vs. Fly Mode](#) then you already have a handle on the different air states your character can be in. But to further complicate things, in *Marvel vs. Capcom 2* there is a quasi-bug that affects the state your fighter is in after deactivating fly in mid-air. Normally, if you activate fly mode, move to the top of the screen and then deactivate fly, your character drops as if in a normal jump state in which the fly activation counted as your "one action," rendering you defenseless until you touch the ground and reset. After deactivating fly, you can't block or throw another attack until you land.



That is, unless you trigger unfly mode, which is the bug in question. With unfly in effect, you can deactivate your fly mode and fall to the ground while retaining control of your dropping fighter, letting you block and/or throw an attack on the way down. Unfly mode is good. As a flying character, especially Sentinel, you want it.

The trigger for the unfly mode bug is pretty simple. If you're in the air and get hit by an attack that does *not* send you straight to the ground, unfly is activated. You can get knocked out of a jump, super jump or regular fly state in order to trigger the bug. Once you've been knocked out of the air (but *not* knocked onto the ground—that's an



important distinction), you can activate fly mode and deactivate it in mid-air while still allowing your character to block or attack during the landing. It's especially helpful as Sentinel against Cable.

But beware; unfly mode can be easily deactivated. You'll kill your unfly if you perform a normal jump (super jumps do not kill unfly). As well, unfly mode will eventually "wear out" if you use it a lot. Once it wears out, you can have it reactivated by simply getting hit in the air again.

«	Wave Dash, Triangle Jump, & Unfly	Guard Break	»
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Guard Break

Guard breaking is most useful at the moment your opponent's backup character is forced into play, either by you snapping out or KO'ing his active character. As the backup fighter drops into the arena, he's vulnerable to a guard break. Use an attack—any attack—to force the incoming character to block at the peak of his drop. After he's blocked the first attack, wait a split second and you can catch the defenseless fighter with a second attack that cannot be guarded.

This exploit works because of a limitation the game puts on characters during a normal jump state, which is the state of a backup character as he drops into play. During a normal jump state, a character can perform only one action. In the case of a guard break, you force that action to be a block early in the jump. After that blocking action, the fighter is completely defenseless to follow-up attacks.



Some particularly useful applications of guard breaking come from characters Cable and Iron Man. As Cable, jump and force the incoming fighter to block a j.HP gunshot from across the screen. After the opponent has used his/her one action to block the shot, you can catch the opponent with a Hyper Viper Beam hyper combo for free damage. Iron Man needs to be close to Guard Break; as the opponent's backup character falls in, force him to block a jumping hard punch aimed upward. You can then catch the opponent with Iron Man's excellent infinite combo to pile on the damage.



You can defend against a guard break attempt by simply taking the first hit or by push-blocking the initial attack to attempt to throw off the timing of your opponent.



Marvel vs. Capcom 2 Characters

A Tier	B Tier	C Tier	D Tier	E Tier
Character	Tier Rating	Assist Rating	Best Assist	Basic Tips
Cable	A	B	β	One of the best, but he needs an anti-air assist behind him and lots of meter. Learn to love AHVB.
Magneto	A	B	α	The king of combos as speed. Learn triangle jumps, resets, his infinite and you can kill the opponent quicker than with any other character.
Sentinel	A	A	γ	Don't spend much time on the ground unless you're zoning with HP and Sentinel Force. Most time should be spent flying and stomping with an anti-air assist as backup.
Storm	A	B	α	Storm is, simply put, the best in the game. She's got great runaway <i>and</i> rushdown and so dictates the pace of the fight. Use Hailstorm to reset the fight in your favor.
Cyclops	B	A	β	His anti-air has great invincibility and sets up combos. On point, he's surprisingly good with solid runaway—super jump and rapidly tap j.HK.
Iron Man	B	C	β	He's got the best infinite combo in the game plus solid zoning techniques with his Smart Bombs. Great air dash and his Proton Cannon is useful.
Spiral	B	C	α	Spiral is the queen of chip damage. Summon swords, jump up and down, and toss the swords one by one at the opponent. Her teleport is a phenomenal counter to Cable.

Strider Hiryu	B	D	β	Paired with Doctor Doom, Strider rivals Spiral in his ability to chip opponents to death (hold them still with Ouroboros). Sadly, he takes the worst damage in the game and so dies easily.
Blackheart	C	A	β	Excellent as an assist, especially for traps. On point, super jump and throw out j.HK demons to be annoying and possibly start his infinite.
Cammy	C	A	α	No slouch on point because of a great dash, though her best combos can be rolled out of. Her anti-air assist has lots of invincibility and range.
Dhalsim	C	D	β	You can runaway endlessly by super jumping, air dashing, teleporting, air dashing, teleporting... Quite annoying (and effective). His offense isn't bad.
Doctor Doom	C	A	β	Used to be really effective on point with traps using j.HP and his Photon Shot in the air. His anti-air assist deals loads of chip damage.
Iceman	C	D	α	He doesn't take chip damage from energy-based attacks (which is most) so he's a good turtle, and his own Icebeam attacks deal good chip.
Juggernaut	C	C	β	Activate Power Up and tag out Juggernaut before throwing another attack. Next time he's on point, the Power Up effect is permanent.
Ruby Heart	C	C	α	Paired with Doctor Doom's anti-air assist, you can do lots of chip damage with repeated c.HK xx Sublimation.
War Machine	C	C	β	Though he's similar to Iron Man, he's not as good. He's still got an infinite, which is good, but his hyper isn't nearly as good (it's not instant) and he's got other subtle inadequacies.
Akuma	D	B	γ	Quick air combos ending with HK Hurricane Kicks do surprisingly good damage and his air hyper combo ain't bad.
Anakaris	D	E	β	Super jump and start dropping coffins from up high to be really annoying.

Captain America	D	D	γ	Can be used somewhat annoyingly because a number of his attacks are hard to punish.
Captain Commando	D	A	β	Maybe the most devastating assist, his anti-air does solid damage and reaches the top of the screen. On point, he can hang, but barely.
Colossus	D	C	α	His dash assist is almost like an anti-air and does good damage. On point, he has some simple and powerful combos, but he's slow. Use his hyper armor lots.
Gambit	D	E	α	Used to have the king of cheap bugs, but no longer. Now he's just got solid priority and a decent hyper in his Cajun Explosion.
Guile	D	C	α	Very easy combos that are decent in practice, plus a solid anti-air assist. His Flash Kick in the air is good against runaway.
Hulk	D	D	γ	Easily combos into his Gamma Crush hyper for very good damage, but he's a big target for opponents. Hyper armor helps.
Jill	D	E	β	Litter the screen with zombies and dogs and Jill can be a bit annoying against lower tier characters.
Jin	D	B	β	On point, he's decent at attacking the opponent's assists, but is best as an assist where his anti-air and eat health.
Ken	D	B	α	His anti-air is the only true "invincible" anti-air. Nothing beats it. Ken's decent on point with LK Hurricane Kick air combos.
M. Bison	D	D	β	His Psycho Field is good both as a special attack and an assist as it'll keep the opponent blocking. He's got decent combos and a solid teleport.
Mega Man	D	D	β	Jump up and down throwing out the j.HP shot from full screen. You can also charge the shot for a long time to make it do tons of damage.

Omega Red	D	D	β	He can be used somewhat effectively. Annoy the opponent from across the screen with his c.HK which you can make long-range by holding  .
Psylocke	D	A	α	Her anti-air is one of the best assists as it's quick and sets up easy off-the-ground combos. On point, her Psyblade special goes through everything and she has decent runaway.
Rogue	D	C	γ	She's got decent rushdown with her  + j.HK jumping attack, and her grab assist can set up combos.
Ryu	D	C	α	Sadly the least useful of the game's Shotos. His Shinku Hadouken in the air is decent, as is his anti-air assist.
Sakura	D	C	α	Turn her evil (with three bars) and she gains an easy hyper to combo into and a teleport which is invincible at both start-up and wind-down. Which means you can teleport one after the other to be invincible.
Shuma-Gorath	D	D	β	His Chaos Dimension hyper is unblockable and deals tons of damage. And his HK grab siphons health back into Shuma's bar which you can mash for tons of damage.
Silver Samurai	D	D	β	He can do solid chip with his Shuriken projectiles and his Raikeiken is a great and (mostly) safe way to punish assists.
Sonson	D	B	γ	Sonson's anti-air assist is really quite good. On point, try to catch opponents with her Seitenrengeki uppercut and cancel into her Tenchi Tsukan hyper combo.
T. Bonne	D	B	γ	Use her Bonne Strike in the air as a makeshift air dash to cover ground quickly and deal damage, and combo into her Servbot Takeout on the ground. Her γ assist does unreal damage if all hits connect.
Thanos	D	D	β	Gauntlet Soul hyper does loads of chip up close, but leaves Thanos open so use it to finish opponents. He's got easy combos into his hypers but his offense is sluggish.
Venom	D	D	α	Venom Fang is annoyingly hard to punish, so it's usually safe (especially in the air) for general pressure and chip damage. It's even got good priority, so spam it.

Amingo	E	E	γ	His j.HK ain't shabby, but the rest of him kinda is.
B.B. Hood	E	E	β	Her Cool Hunting hyper does pretty good chip damage, for what it's worth.
Charlie	E	C	β	Almost literally no reason to use him, though his anti-air is decent.
Chun-Li	E	E	β	She has some crazy combos against the likes of Juggernaut, but they're useless otherwise and so she's pretty unused.
Dan	E	D	β	Surprised? He sucks. But his Otoko Michi hyper combo does massive damage while also nearly killing Dan. Use it when Dan's already low on health.
Felicia	E	D	β	Her Sand Splash special and Super Sand Splash hyper are good counters for a Strider/Doom trap, but otherwise she's poor.
Hayato	E	D	β	He's got some easy combos that look cool, but no good means of landing them and they're not particularly powerful.
Marrow	E	E	β	Her Bone Burst hyper is good in the air for safe chip damage but that's all she's got.
Morrigan	E	D	α	She's got an interesting air dash and decent basic combos. Soul Eraser does solid chip.
Roll	E	E	α	She's small and a bit hard to combo, which is her only strength. Maybe the worst in the game.
Sabretooth	E	D	β	Not terribly useful, though as an assist he can team with Spiral for a lockdown trap that's too tough to use to be really effective (but theoretically crazy good).

Servbot	E	E	γ	He's annoying and hard to hit, but he also can't fight. His hyper combo is different depending on the assist type you pick. Pick γ and it does massive chip damage, which is his only redemption.
Spider-Man	E	D	γ	His Maximum Spider hyper is actually pretty decent at catching opponents, especially since you can trigger it in the air. But otherwise, he's not good.
Wolverine (bone)	E	C	γ	Also known as "Bonerine," he takes some of the worst damage in the game. His γ assist which is the only assist in the game that hits low, though priority isn't great.
Wolverine (claw)	E	D	β	Doesn't take as much damage as Bonerine but is possibly even more useless. He was one of the best in older Marvel games but Capcom neutered him and the result is that he's terrible.
Zangief	E	D	α	He's too slow for this game, though if you turn him into Iron 'Gief he can be annoying, especially as an Iron 'Gief assist.

Cable

Cable's power is in his ability to link Air Hyper Viper Beams (AHVB), his excellent hyper combo in the air. Go ahead and make a mental note now that the ground version of Hyper Viper Beam stinks. It's got a lot of recovery frames, can't be linked, and doesn't even execute as quickly as the Air version.

To execute an Air Hyper Viper Beam, you need to Tiger Knee the normal hyper combo motion, which means you need to extend the normal ↓↘→ + PP into ↓↘→↘↘ + PP which will cause Cable to very quickly super jump and immediately trigger the hyper combo off the ground. After the hyper combo ends, Cable drops back to the ground at which point you can pull out another Air Hyper Viper Beam to link a combo. Against most opponents, it's easy to connect three AHVBs, but against heavier opponents like Sentinel and Juggernaut you can connect them until your hyper meter gauge runs dry.

Complimentary Assists

Cyclops - β

Sentinel - γ

Captain Commando - β



Because of his use of the Air Hyper Viper Beam, Cable is a very meter-hungry character. It's a good idea to use a battery in front of him so that by the time Cable comes into fight, he's already got a stock of three or more hyper meters. Without meters, Cable has solid chip damage and zoning his standard Viper Beams and Elec-Trap grenades. You can give those specials the same Tiger Knee treatment as his AHVB to increase the effectiveness.



But Cable's weakness is in his defense, especially when he lacks a meter so that he can threaten with the Air Hyper Viper Beam. To help Cable's defense, you should always pair him with a solid anti-air assist. Without an anti-air assist (or Sentinel's ground assist) he's a bit of a sitting duck since he has no attacks that hit above him. Characters that are good in the air are especially strong against a Cable with no anti-air.



Common Teams		
Storm - α	Cable - β	Captain Commando - β
Storm - α	Cable - β	Sentinel - γ
Spiral - α	Cable - α	Cyclops - β
Spiral - α	Cable - β	Sentinel - γ

Magneto

Magneto's claim to fame is his speed. It's insane. But being able to use that speed takes a lot of practice and technique. First, dedicate yourself to learning to wave dash. And then learn triangle jumping. Both are very, very important to successful Magneto rushdown. If you don't know what wave dashing and triangle jumping are, head over to our [Advanced Techniques](#) section.

To compliment his speed, Magneto has absurd combo potential. Not only can he execute long combos from an infinite number of situations, but he can also deal tons of damage very quickly. Use Psylocke's anti-air assist to tag opponents and knock them on the ground. Quickly dash over as the opponent falls down and you can pop the opponent off the ground with an OTG—try c.LK c.HK xx Hyper Grav—and continue into a combo from there.

Complimentary Assists

Psylocke - α

Sentinel - γ

Sentinel - α



Here's a quick list Magneto combo essentials. These aren't necessarily complete combos, but rather bits of combos that you should practice and perfect as they're common in a lot of Magneto combo opportunities.

c.LK c.HK xx Hyper Grav - This is an essential OTG (off the ground) combo that you can land after knocking the opponent down with certain moves. As mentioned above, Psylocke's anti-air assist will do the trick. As well, you can use Magneto's HK throw and land an OTG combo as the opponent lands. Note that there is a point in a fall where the opponent can roll out of the OTG attempt but if you go for the c.LK early enough it's a guaranteed hit.



c.LK c.HP (super jump) j.HK xx Air Dash (down-forward) j.LK j.LK - Here is a basic combo starter. You land the c.LK because it's quick and hits low, and then immediately land the c.HP to launch the opponent into the air. Tap \uparrow to automatically super jump and follow the opponent into the air. Quickly throw out a j.HK to knock the opponent back toward the ground (this should *not* trigger flying screen). Air dash \searrow to follow the opponent after the j.HK and you can quickly land a j.LK j.LK string in the air before touching down on the ground. This is just a combo setup. From this point you have a number of options, including going for Magneto's infinite or landing a c.HP to knock the opponent back into the air for another air combo.



Hyper Grav xx Magnetic Tempest - A typical magic series combo will not combo into Magneto's Hyper Grav attack because it's a bit slow to move out. But if you cancel the Hyper Grav with a Magnetic Tempest hyper combo, the Hyper Grav mysteriously gets fast enough to combo out of a magic series string, making this a very powerful way to end a combo. Note that the Hyper Grav attack can be mashed out of by the opponent, but only the very best players will be able to get out of this combo.



(super jump) j.LK j.LK xx Air Dash (down-forward) j.LK j.LK - This is a typical Magneto ROM infinite combo that must start with the opponent already lifted off the ground. It's not easy. You first super jump straight up and land j.LK j.LK and then interrupt with a down-forward air dash and another j.LK j.LK string. The key is the transition from air dash to the second set of j.LK attacks. You need to slide your fingers across the PP buttons for the air dash in the same motion you use to tap the first j.LK which makes doing this combo on anything other than an arcade stick very tough.



Common Teams		
Magneto - α	Storm - α	Psylocke - α
Magneto - α	Storm - α	Sentinel - β
Magneto - α	Sentinel - α	Captain Commando - β

Sentinel

Sentinel is perhaps the game's most valuable character. Not only is he one of the two best point fighters in the game, but he also provides an outstanding assist that increases the viability of any team. Because his assist is so good, Sentinel is rarely the first fighter on the field, but that doesn't mean he should be playing second fiddle to anyone in your team.

His main weapon is his Flying mode which not only boosts his speed and lets him get the upper ground on opponents, but also lets him cancel a lot of his actions that would normally have a lot of recovery lag. His Flying is even more useful once you trigger **unfly mode** so learn to

Complimentary Assists

Captain Commando - β
Blackheart - β
Storm - α

get unfly and keep it. From Flying, float over the opponent and stomp down with his j.HK which you can cancel by disabling Flying...and then immediately re-enable Flying to stay in the air, or use unfly mode to poke with a j.LK j.LK string as you land. Flying is such a big part of Sentinel's game that rapidly enabling and disabling Flying should be as natural as dashing and super jumping.



Sentinel's also got great zoning capabilities with his excellent c.HP attack. Throw out a c.HP from across the screen (it does chip damage, too!) and cancel it with Flying to move forward. Or cancel c.HP with Sentinel Force. Or you can cancel the c.HP with a Rocket Punch and cancel that into a Hyper Sentinel Force hyper combo to start chipping away at the opponent's health. Also note that in certain situations, Sentinel's c.HP is unblockable. It's a two-hit attack and if you can get the opponent to be hit by the second hit without them first blocking the first it'll be unblockable. Realistically, the only way this happens is if you catch the opponent while landing from a jump or as a new fighter falls into play.



Here are a couple of combo portions you should know.

Rocket Punch xx Hyper Sentinel Force, s.HP xx Rocket Punch xx Hyper Sentinel Force, s.HP xx Rocket Punch... - This basic, repeatable string makes Sentinel very deadly when he's got lots of hyper meters. Once you get the opponent bouncing around in your Hyper Sentinel Force hyper combo, you can juggle with a s.HP from across the screen, cancel into a Rocket Punch and then cancel the Rocket Punch into another Hyper Sentinel Force. You can repeat this as many times as you have meters, or use it just once and juggle the opponent with a s.HK instead of the s.HP to launch the opponent into the air. This string is also a very good way to punish assists that get left out, unguarded.




j.LK j.LK xx Rocket Punch or **j.LK j.LP xx Rocket Punch** - This is just a quick air combo that's good for following a launcher or just intercepting the opponent. If you're in Flying, stick out the j.LK j.LK string and combo it into a Rocket Punch. Or, if an opponent is in the air above you, quickly super jump and tap j.LK j.LP xx Rocket Punch to knock 'em out of the sky.



Common Teams		
Sentinel - γ	Cable - β	Captain Commando - β
Storm - α	Sentinel - α	Captain Commando - β
Spiral - α	Cable - β	Sentinel - γ

Storm

Storm is the consummate all-rounder. While she doesn't have any singular areas where she excels, she has zero weaknesses. And because of her excellent runaway game, she can usually dictate the pace of the fight, with and without an assist to back her up.

To understand Storm, you must first know her runaway. Super jump with Storm and you can hold  to float slowly to the ground. While floating, rapidly tap j.HP to not only make a lot of noise but also build meter. You can air dash at the peak of your super jump for extra hang time, and after you've floated down a bit you can perform Storm's Lightning Attack into the air to gain even more height. From the top of the screen, start summoning Typhoons to stall longer. Put it altogether and you can be in the air for five or more seconds which is a good way to waste time on the clock and also reset the action to your advantage.

Complimentary Assists

Psylocke - α

Sentinel - γ

Captain Commando - α



But runaway isn't Storm's only strength. She's also got solid rushdown, similar to Magneto. Wave dash at opponents and use triangle jumps to get around their defenses. Check our [Advanced Techniques](#) section for tips on those two techniques. Once you hit the opponent, Storm has solid combo options. On the ground, you can control the pace with a safer strategy of triangle jumping *backward*, throwing out j.HPs to build meter, and occasionally throwing out a Whirlwind xx Hail Storm attack for chip damage (and to punish assists that get left on the screen).



And for your joyous joys, a combo.

c.LK s.LP s.HK (super jump) j.LP j.LK j.LP j.LK xx Lightning Attack (x2) xx Lightning Storm - This is Storm's basic bread and butter combo. Land the c.LK to start the combo (or land a triangle jump attack) and launch with s.HK to bring the combo to the air. A quick magic series string later and you can combo in Lightning Storm, which can be executed twice in a row before canceling into Storm's Lightning Storm hyper combo. If you've got Sentinel playing backup, this is a good opportunity to DHC into Sentinel's Hyper Sentinel Force for tons of damage.



Common Teams		
Storm - α	Sentinel - α	Captain Commando - β
Storm - α	Cable - β	Captain Commando - β
Magneto - α	Storm - α	Psylocke - α

Cyclops

Because his anti-air assist is so good, Cyclops is usually relegated to assist duty. But he's surprisingly good on point. What makes him strong is his ability to build meters and deal cheap damage with a very safe hyper combo. To build meter, super jump like crazy and throw out j.HK attacks.

It's his Super Optic Blast hyper combo that's good for safe chip damage. You can throw it out in the air and direct it all around you which keeps pesky fighters like Magneto and Sentinel from sneaking behind you. Use Super Optic Blast to punish assists and look for opportunities to land quick combo into it.

Complimentary Assists

Cable - β

Sentinel - γ



Also, don't underestimate the strength of his Rising Uppercut. Just as it has really good priority as an assist, the regular move will pass through a lot of incoming attacks making a good defense when the opponent throws a lot of crap at you. And if you catch the opponent with the uppercut, you can cancel into a Super Optic Blast pointed straight up to combo. If you get blocked, use a Super Optic Blast anyway to add chip damage and recover safely.



Here's a sample combo.

↓ + j.HK c.LK s.LK s.HK xx Optic Blast xx Super Optic Blast - After super jumping to build meter, try landing with Cyclops's ↓ + j.HK and then dash forward to quickly land the rest of the hits. Even if you commit to the combo when it gets blocked, you can finish it with the Super Optic Blast for nice, safe chip damage. And if it hits, it does solid damage.



Common Teams		
Spiral - α	Cable - β	Cyclops - β
Storm - α	Cable - β	Cyclops - β
Magneto - α	Storm - α	Cyclops - β

Iron Man

Iron Man is his infinite combo. While he's got some decent zoning capabilities and solid combos outside of his infinite, most of your effort should be toward setting up the infinite. Learn his many setups, like a basic jumping \uparrow + j.HK attack, or simply throw out a lot of Psylocke's anti-air assist in an attempt to catch the opponent and leave 'em vulnerable.

Complimentary Assists

Psylocke - α

Sentinel - α

When you're not juggling the opponent in the infinite, Iron Man plays a decent rushdown with his triangle jump, though it's significantly slower than a triangle jump from Magneto or Storm. To do basic chip damage and zone the playing field, super jump and drop Smart Bombs, and throw out a LP Unibeam as you land.



Also note that Iron Man's hyper combo, the Proton Cannon, has instant start up...as long as you trigger it via DHC. Normally when you do the attack, there's a brief moment of vulnerability while the cannon spawns before the shot comes out. In other words, it's slow. But if you trigger the Proton Cannon by DHC, it's essentially instant. An example of its use: Fighting against Storm, the opponent triggers a Hail Storm hyper combo. As your point character with Iron Man on deck, trigger a quick hyper combo (like Magneto's Magnetic Tempest) and then instantly DHC into Iron Man's Proton Cannon to stop Storm. You can also purposely flub a hyper combo like Cable's Hyper Viper Beam to bait the opponent into trying to punish you before DHCing into the Proton Cannon to catch him/her.



j.LP j.LP j.LK \uparrow + j.HP - This is it, the basic infinite combo loop. Before you can do it, you need to get the opponent off the ground, at about jump level (but way below super jump level). Against heavier characters, you'll need to modify the string with j.LK j.LK j.LP instead of j.LP j.LP j.LK to pull the opponent up a bit as he drops further and further with each repeat of the combo. During the combo, just hold \uparrow the entire time to both get the \uparrow + j.HP attack and to continually jump forward to continue the infinite.



c.LK c.LP c.HK xx Unibeam - This is a very basic infinite setup that only works in the corner and doesn't work against all characters. The Unibeam must be a LP version, which will juggle the opponent and set him/her up so that you can jump forward and immediately go into the infinite. Outside of a corner, you can land c.LK c.LP xx Proton Cannon for good, easy damage. Just don't flub it.



Common Teams		
Iron Man - β	Sentinel - γ	Psylocke - α
Iron Man - β	Sentinel - γ	Cyclops - β
Magneto - α	Iron Man - β	Sentinel - α

Spiral

Marvel vs. Capcom 2 used to be a game of trapping, but as players got better the traps started dropping off. But Spiral's traps continue to be viable strategy because of how good they are. If you're not familiar with trapping, the gist is that you overwhelm the opponent with so many projectiles that it's hard to move, and eventually the chip damage from those projectiles adds up to significant chunks of health.

Spiral's Dancing Swords are what make her trapping so good, but you'll usually want an accompanying assist to fill in the gaps. Summon Dancing Swords and jump straight up while tossing out the lot of six Swords. Time the calling of Cable's α assist to come out just as you throw your last sword and his Viper Beam attack will keep the opponent busy while you quickly summon another batch of swords.

Complimentary Assists

Sentinel - γ

Cable - α



With Sentinel y as your assist, summon Dancing Swords and make the opponent block your s.HP attack, which is a long string of punches. As the punch end, start tossing Sword while calling Sentinel's assist. The swords should run out just as Sentinel's assist hit the opponent, and that assist will give you cover so that you can summon more swords and dash in for another s.HP for the opponent to guard.



The Dancing Swords are also good in combos and for controlling air space with the Flying Sword B (LK version) circle formation that fills the air (especially good against Storm). Another great weapon that Spiral has is her Teleport, which activates *instantly* meaning that it'll get you out of a lot of trouble. The Teleport essentially makes Spiral invulnerable to Cable's Air Hyper Viper Beam punishment outside of combos, which is huge.



Oh yeah, and she's got a really powerful combo, though it takes three meters.

c.LK c.HK (super jump) j.LK j.LK xx Dancing Swords Formation B xx Metamorphosis j.LP - You must first have a full set of Dancing Swords summoned before landing this. Launch the opponent into the air with c.HK and follow with a super jump. In the air, tag the opponent with j.LK j.LK and quickly cancel into Spiral's Formation B (LK version), which will combo into a circular swirl of swords. While the swords hit, cancel into the Metamorphosis hyper combo which does nothing at first. When Metamorphosis is activated, throw out a quick LP to grab the opponent with the attack. It doesn't combo *per se* but it is unblockable and completely unavoidable.



Common Teams		
Spiral - α	Cable - α	Cyclops - β
Spiral - α	Cable - β	Sentinel - γ
Spiral - α	Storm - α	Sentinel - γ

Strider Hiryu

Like Spiral, Strider Hiryu is one of the last remaining trap artists. The goal with Strider is pretty basic—overwhelm the opponent with things on screen and deal lots of chip damage. But the actual trapping isn't terribly easy with Strider, and to make matters worse he's got possibly the worst health rating in the game. Which means he dies very easily. So don't get hit.

Complimentary Assists
Doctor Doom - β
Sentinel - γ

The core of Strider's trap is his Ouroboros hyper combo which summons a pair of bots that circle Strider and toss out little projectiles with every tap of a punch button. Unfortunately, these Ouroboros projectiles don't do much chip damage on their own so you need to augment them with Doctor Doom's β assist, which does *tons* of chip. Lock down the opponent, teleport next to him/her, call the Doctor Doom assist and watch as the opponent's health steadily drops.



As Ouroboros wears off, Doctor Doom should be just starting his attack to deal chip damage and continue holding the opponent in place. You need to wait for the little bots to crawl off screen before you can summon them again, so it helps to purposely position yourself close to a corner as the hyper combo wears off. Summon a Tiger or Eagle and cancel with another set of Ouroboros, and then teleport (use punch teleports, not kick teleports), landing with a j.HP slash, toward the opponent to continue holding the opponent in place. Wash, rinse, repeat.



Unfortunately, it's easy to screw up the trap. Watch your inputs when you teleport because it's easy to accidentally get a Wall Attachment, which is terrible. Strider would be better off without that move. Also, when you re-trigger Ouroboros it's easy to accidentally execute Ragnarok instead, which is almost always a waste of meter. Be careful when playing Strider. If you're good, he can be a crazy good fighter, and can hang with the best characters in the game. But it's his tendency to make errors and take loads of damage that make him a liability.



Common Teams		
Strider - β	Sentinel - γ	Doctor Doom - β
Strider - β	Doctor Doom - β	Blackheart - β
Magneto - α	Strider - β	Doctor Doom - β

Marvel vs. Capcom 2 Achievements / Trophies

Mega Buster

Win 50 Scoreboard Matches online

Simple as it says.

#1 in the Hood

Win 100 Scoreboard Matches online

Also simple, just like it says.

I Am Doom

Defeat opponent in under 15 seconds (Multiplayer)

Set damage to max and bump up your handicap. You only have to KO the opponent's first character in under fifteen seconds.

Hyakuretsu Kyaku

Perform a 100 hit Combo (Multiplayer)

A series of Air Hyper Viper Beams can rack up 100 hits easily, especially if you catch a Sentinel + Juggernet + Blackheart team at once.

Berserker Barrage

Perform a 200 hit Combo (Multiplayer)

A series of Air Hyper Viper Beams can rack up 200 hits easily, especially if you catch a Sentinel + Juggernet + Blackheart team at once.

Shun Goku Satsu

Perform a 3-part Hyper Combo (Multiplayer)

Simply perform a Delayed Hyper Combo (DHC) that has three parts. Start a Hyper Combo with one character, interrupt it with the next character's Hyper Combo, and then interrupt that character's with a third Hyper Combo. The hits don't have to connect.

The Best There Is (At What I Do)

Perform 50 One Character Victories within 20 unique teams in Scoreboard Matches

A One Character Victory (OCV) is when a player defeats the opponent's team using only the first point character, never switching out to a backup fighter. Get 50 of them with 20 different teams (this means you can get 31 OCVs with one character, and 19 with other teams).

Get Out Of Here!!!

Perform 10 snapbacks within 20 unique teams in Scoreboard Matches

Execute  + A1 or A1 to perform a snapback. Connect 10 of them.

Avengers Assemble!

Beat the game with Avengers theme team without continuing or challenges (Arcade)

Complete the game, without continuing or being interrupted by another player (that's a "challenge") using a team of Iron Man, Captain America, Hulk and/or War Machine.

Vampire Savors

Beat the game with Vampire Savors theme team without continuing or challenges (Arcade)

Complete the game, without continuing or being interrupted by another player (that's a "challenge") using a team of Morrigan, Felicia, Anakaris and/or B.B. Hood.

Uncanny Hero

Beat the game with X-Men theme team without continuing or challenges (Arcade)

Complete the game, without continuing or being interrupted by another player (that's a "challenge") using a team of X-Men. We suggest Cable, Storm and Cyclops.

World Warriors

Beat the game with Street Fighter theme team without continuing or challenges (Arcade)

Complete the game, without continuing or being interrupted by another player (that's a "challenge") using a team of Street Fighters. We suggest Cammy, Akuma and Ken.

Marvel vs. Capcom 2 Q & A

You've got questions, we've got answers. If you need help with something you didn't find in our guide, please [shoot us an e-mail question](#) and we'll do our best to answer. We'll publish the best and most common questions here.

[Ask a question!](#)

QUESTION | Who's the best character in the game?

ANSWER | Storm. Maybe Sentinel. Probably Storm.

QUESTION | Cable is cheap, how do I beat him?

ANSWER | First of all, there's no such thing as cheap. But if there was, yeah, Cable would be cheap. Storm is a good counter, as is Spiral.

QUESTION | How do you do a delayed hyper combo (DHC)?

ANSWER | Depends on your team. Let's assume, for a second, that your team is Magneto / Storm / Psylocke. As Magneto, you could execute a combo that ends his Magnetic Tempest hyper combo, which is executed by pressing **↓ ↘ ↙ + PP**

Before the Magnetic Tempest hyper combo ends, quickly input **↓ ↘ ↙ + PP** which will interrupt the Magnetic Tempest with Storm's Hail Storm hyper combo. You've just executed a delayed hyper combo (DHC)! Since Psylocke is next in the roster, you could interrupt Hailstorm with **↓ ↘ ↙ + PP** to execute Psylocke's hyper combo for a second DHC.

Question submitted by Hero

QUESTION | How do you switch characters in and out during your match?

ANSWER | Simply press LP + LK to switch to your second fighter or HP + HK to switch to your third.

Question submitted by Jesus

QUESTION | Wolverine, Spider man, Chun Li, and Ryu are some of the most popular characters in their franchises, so why are they four of lowest rated characters in the game?

ANSWER | Wolverine was a killing machine in Capcom's earlier Versus games, like X-Men vs. Street Fighter and the first Marvel vs. Capcom. It seems Capcom sort of over-compensated in trying to tone him down. Dunno why the others stink, but at least they're not Roll and Hayato.

QUESTION | What's a gimmick team?

ANSWER | I'm not familiar with the term "gimmick team," but it probably refers to a team built around a particular trick/exploit/gimmick. Like having a team that is 100% about getting opponents into the Iron Man infinite. Or perhaps a team that exploits an uncommon trick that works because other players aren't familiar with it.

QUESTION	How do people play this game competitively? I just don't understand how someone can be competitive at this game that can turn into a button mashing fest so easily.
ANSWER	That the game consists of button mashing is a common misconception. On the contrary, I would argue that more than any other fighting game, button mashing will ensure you never win against someone that knows how to play the game. In Street Fighter II, a button masher can get lucky and win a round or two even against someone that's moderately skilled at the game. But in Marvel vs. Capcom 2, a button masher would probably never ever beat someone that knows the basics of Sentinel and Captain Commando. More than most fighting games, MvC2 is a game of strategy. Once you get an understanding for the game, you'll see how people play it competitively.

Questions submitted by Ross