

Dreamcast™



Dreamcast.



MARVEL™
VS. CAPCOM®
New Age
of
Heroes

Virgin
Interactive

CAPCOM™

<http://www.replacementdocs.com>

WARNINGS Read Before Using Your Dreamcast™ Video Game System

CAUTION

Anyone who uses the Dreamcast™ should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast™ before the minor uses it.

Health and Epilepsy Warning

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Dreamcast™.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Dreamcast™.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Dreamcast™ GD-ROM disc is intended for use exclusively on the Dreamcast™ video game system. Do not use this disc in anything other than a Dreamcast™ console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the centre hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the centre to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

Projection TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Dreamcast™ Video Game Use

This GD-ROM can only be used with the Dreamcast™ video game system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Dreamcast™ video game system only. Unauthorised copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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"Armour of Erosion"... It should have been no more than a fairy tale.
It should never have been awoken. However, the end has come.
Wheel of fortune has resurrected the legendary evil from limbo.
Hideous waves from the armour have turned fish into deformity, and
the accursed wind from the sea has brought death to the inland.



S T R Y

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for purchasing Marvel™ Vs Capcom® 2. Please note that this software is designed only for use with the Dreamcast™ console. Be sure to read this instruction manual thoroughly before you start playing Marvel™ Vs Capcom® 2.

We at CAPCOM ENTERTAINMENT are proud to bring you this thrilling new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

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The fighters gather when the ominous shadow is about to cover the light of hope. They head to the abyss to bring everything back into the "Sea of Genesis."

DREAMCAST™ CONTROLLER

PARTNER BUTTONS

R Trigger
Partner Button B

L Trigger
Partner Button A

Analog Thumb Pad

Directional Buttons

* The controls are for characters facing right.

Up - Vertical Jump

Left up - Diagonal backward jump

Left - Move backward, upper block

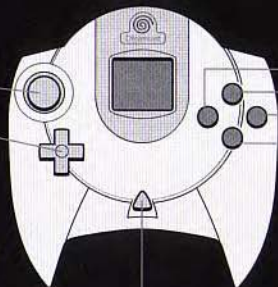
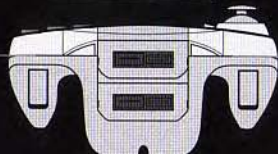
Left down - Crouch, lower block

Down - Crouch

Right down - Crouch

Right - Move forward

Right up - Diagonal forward jump



ATTACK BUTTONS

X Button - Light Punch
Y Button - Heavy Punch

B Button - Heavy Kick

A Button - Light Kick

Start Button - Pause/resume game,
join in for player 2

Never touch the Analog Thumb Pad or L/R Triggers while turning the Dreamcast™ power ON. Doing so may disrupt the controller initialisation procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Dreamcast™ power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

EAMCAST™ JOYSTICK

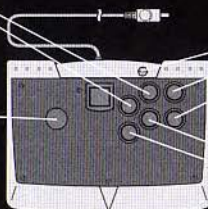
OTHER CONTROLS

X/Y Directional
Buttons -
Select a game
mode, menu,
item in option.

Joystick
Move a character
Choose
Characters,
game mode,
etc.

Start Button
Z Button - Partner Button A
C Button - Partner Button B

B Button - Cancel a selection
A Button - Determine a selection



These are the default button assignments. To change them, use the Option mode (see page 11.)
The software is for 1-2 player(s). Connect controller(s) to the Dreamcast™ properly before you turn on the Dreamcast™.
Do not move the Analog Stick or L/R Trigger when you turn on the Dreamcast™.
When you press the Start Button holding A, B, X and Y buttons, you can reset the game and go to the title screen.
When you use a Vibration Pack (optional) with your Dreamcast™ Controller, make sure to put it into the slot 2.

Z / 60HZ OPTION If you have a modern television it may support 60hz. This means that you can experience Marvel™ vs Capcom® 2 full screen rather than having black borders on the top and bottom of the screen. As the game loads you will see the following option screen:

Display mode select

Tests whether your television supports 60 Hz.
A picture will be displayed for 3 seconds.
If the picture appears correctly, your TV supports 60 Hz.
If the picture is unstable or flickers you must select 50 Hz.

z display
Can be displayed on all PVL televisions.

z display
Requires a Television that supports 60 Hz.

Use Up and Down Control Pad to select between 50hz and 60hz display. If you are uncertain if your television set supports 60 hz then use the 'Test' option to check. If a Marvel® vs Capcom™ 2 picture is displayed then your television supports 60hz. You should now chose the 60hz option. If not however, please chose the 50hz option.

SPECIAL MOVES

HYPER COMBO GAUGE

Hyper Combo Gauge builds up as you attack. When it is full, your character will be able to perform special attacks like Hyper Combo. You can build up your Hyper Combo Gauge up to level 5.

HYPER COMBO

<a command> +PP or KK (press simultaneously)

A Hyper Combo uses level 1 gauge.

DELAYED HYPER COMBO

You can perform up to 3 Hyper Combos in a row. During the first character's Hyper Combo, input the second character's Hyper Combo. During the second character's Hyper Combo, input the third character's Hyper Combo.

Delayed Hyper Combo uses level 2 or 3 Hyper Combo Gauge.



SNAP BACK



Force your opponent to change characters.

"Snap Back" uses level 1 gauge.

↓↘→+ Partner A Button – Get opponent's second character out.

↓↘→+ Partner B Button – Get opponent's third character out.

SPECIAL MOVES

VARIABLE ASSIST

Your partner character will come out to make a counter-attack and switch characters.

Variable Counter uses level 1 gauge.

Partner A Button (while blocking) – Your second character will come out.

Partner B Button (while blocking) – Your third character will come out.

VARIABLE ATTACK

Switch characters. The red part of the vitality gauge will recover gradually while resting.

LP+LK (press simultaneously) – Switch to your second character.

HP+HK (press simultaneously) – Switch to your third character.

AERIAL RAVE

Perform an air combo. Each character has an Ariel Rave start move.

Hit opponent with it and perform a combo in the air.

Hit with ↓+HP or HK then ↑ (super jump) then perform a combo in the air.

DASH

Move faster than normal walk.

→→ (or ←←) or PP (press simultaneously)



SPECIAL MOVES

SUPER JUMP

Jump much higher than a normal jump. ↑↓

BLOCK / AIR BLOCK

Block an opponent's attack on the ground and in the air by pressing a directional button away from the opponent.

THROW / GRAB MOVES

Throw an opponent who is near your character. Some characters do a grab move instead of throw. (near opponent) → or ← + HP or HK

SAFE FALL / BREAK AWAY

Fall safely after being thrown or break away an opponent's grab. (When falling to the ground being grabbed) press any directional button except ↑ +HP or HK

ROLLING GET UP

When knocked up, input this command and evade opponent's pursuit attack. ↓↙↘ +P or

ADVANCED GUARD

Push back your opponent. (While blocking)
PP (press simultaneously)

CHAIN COMBO

If you press attack buttons quickly in an order of Light > Light > Heavy, you can hit the opponent successively.

TAUNT

LK + Start (press simultaneously)

*Taunt command can be changed in Option.



GAME SCREEN



- ① **SCORE/WINS** - Current score in 1 player game and number of wins in 2 player game.
- ② **VITALITY GAUGE OF FIGHTING CHARACTER** - The colour bar decreases as a fighter takes damage. If the vitality reaches zero, the character is knocked out (K.O.'d).
- ③ **VITALITY GAUGES OF PARTNER CHARACTER A AND B** - The red part of the colour bar recovers little by little while a character is resting.
- ④ **TIMER** - Shows the time left. When the time reaches zero, the match is decided by the remaining vitality of both teams.
- ⑤ **CHARACTER** - Your character's face is displayed.
- ⑥ **HYPER COMBO GAUGE** - The colour in the gauge builds up as you attack. When it is full, you can use hyper combos and other powerful moves.
- ⑦ **ASSIST MARK** - Is displayed when Assist moves are possible.
- ⑧ **ASSIST IMPOSSIBLE MARK** - Is displayed when Assist moves are impossible.
- ⑨ **BONUS MESSAGE** - Appears when you perform a super move, such as an Aerial rave.

RULES

MATCH

A match lasts until either team completely runs out of their vitality of the 3 characters. You can switch characters during a match. The red part of the vitality gauge of resting characters will recover little by little.

CONDITION FOR
WINNING AND LOSING

If a character's vitality runs out, the character will be knocked out. If time runs out, the match will be decided and the team who has more total vitality will be the winner. When there is no time limit, the match will last until either team's vitality runs out completely.

DRAW GAME

A draw is declared when both teams run out of vitality at the same time (double KO), or both teams have the same amount of total vitality left when the time runs out.



GAME MODES



Press the Start Button in the title screen and Game Mode Menu will be displayed. Choose a Game Mode with the directional buttons and A button.

ARCADE MODE (1 or 2 player game)

Fight against CPU opponents. Choose 2 from 15 characters. If you defeat all opponents, you will win the game and you will see an ending movie. You can continue after losing.

VS MODE (2 player game)

2 player competition mode. Select characters before every match. You can also change handicaps and stage.

*You must connect 2 controllers to the Dreamcast™ to choose this mode.

TRAINING MODE (1 player game)

Practice moves against CPU characters. Choose your characters and opponents characters. Press Start Button to open a menu.

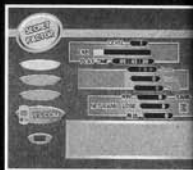
OPTION MODE

Adjust various settings (see page 14).

GAME MODES

SCORE RANKING

View high score ranking for the Arcade Mode and Score Attack.



SCORE ATTACK (1 player game)

Fight against CPU characters. This mode is not affected by the settings in Option.

SECRET FACTOR

Check your play status and characters you have unlocked (see page 15).



STARTING GAME



After choosing a game mode, the character select screen will appear. Choose a character with directional buttons and any attack button.

NEXT, CHOOSE THE CHARACTER'S ASSIST TYPE.



CHOOSE 3 CHARACTERS FOR YOUR TEAM.



LASTLY, CHOOSE A PLAY SPEED.

ASSIST TYPE SELECT Choose Assist Type for each character from α , β and γ type. Depending on the character's Assist Type, the character's Variable Assist and Variable Combination change.

MEMORY CARD

Save – save your option setting and score ranking data in a Memory card (VM).

Load – load your play record from a a Memory card (VM).

- To save your play record, an optional Memory card (VM) is required.
- This game uses 5 blocks in a Memory card (VM).
- Do not turn off your Dreamcast™ or pull out the Memory card (VM) controller or peripherals while saving.

OPTION MODE



DIFFICULTY Adjust difficulty level for the Arcade mode.

TIME Adjust match time.

DAMAGE Adjust damage level of attack.

SPEED Adjust the game speed.

SOUND Choose STEREO or MONAURAL.

DEFAULT SETTING Reset all option settings to default status.

EXIT Return to Main Menu screen.

BUTTON CONFIG.

Adjust button assignments.

BUTTON CONFIG. Assign each button a punch, kick or a special move.

VIBRATE When ON and your controller has a Vibration Pack and Vibration Pack vibration is activated.



SCREEN ADJUST

SCREEN SIZE - Adjust screen display range.

DEFAULT SETTINGS - Reset screen size to default.

SECRET FACTOR MODES



Unlock new characters and other secret features by collecting points.

CONTROLS

Directional Buttons Up/Down - Move cursor

A Button - Confirm a selection

B Button - Return to main menu

LEVEL

Your current level.

EXP.

By gaining points, your EXP. Bar will be filled up gradually. When it is full, you gain a level.

PLAY TIME

Your total play time.

POINTS - D-pts. You gain points by playing each game mode. You can buy new characters and other features at the "Shop".

SHOP - Buy new characters and other features with the points you have acquired.

Directional Buttons Left/Right - Choose an item to buy

Directional Buttons Up/Down - Switch between Exit and an item to buy

A Button - Confirm a selection

B Button - Return to Secret factor Menu

YOUR CHARACTERS - You can check the characters you have acquired.

Directional Buttons Left/Right - Choose a character

Directional Buttons Up/Down - Switch between Exit and character

B Button - Return to Secret factor Menu

TRADE - You can find an explanation on how to trade characters by connecting 2 VMs with "VS-COM" data (see page 16).

Directional Buttons Up/Down - Select a message

B Button - Return to Secret factor Menu

VS.COM

You can play with the characters you have acquired by inserting a VM with "VS.COM" data into your Dreamcast™.

Choose "SAVE" to create a "VS.com" file in a VM

- A VM with 64 or more open blocks is required to make a "VS.com" file.
- Do not turn off your Dreamcast™ or pull out a VM or other peripherals while creating a file.
- Do not disconnect VMs while trading characters

VS.COM

Press the A and B Buttons in the title screen to go to mode select screen.

MODE SELECT

LEVEL & EXP. – Your current Level and Experience Points.

YOUR POINTS – Points you have gained.

SHOP – Buy new characters and features with your points.

YOUR CHARACTERS – Check out the characters you have acquired.

TRADE – Trade characters by connecting 2 VMs (see page 20).

PLAY TIME – Your total play time.

SOUND – Turn on/off sound.



CHARACTERS - SAMPLE

CHARACTER



Character Name

Special Moves

Viper Beam
Scimitar
Scimitar

↓↘→+P (also usable in the air)
→↓↘+P
↓↙←+K (also usable in the air)

Hyper Combos

Hyper Flip
Time Flip

↓↘→+PP (also usable in the air)
↓↘→+KK

Assist Type

Assist Type

α Shooting
β Anti-Air
γ Anomalous Attack

P - Punch Button

K - Kick Button

L - Light

H - Heavy

Charge – Press a Directional button for a while and then press the next Directional button.

LV3 – The move uses level 3 Hyper Combo Gauge.

*The controls are for a character facing right. Reverse the right-left controls when facing left.



Character Name	
CABLE	
Special Moves	
Viper Beam	↓↘→+P (also usable in the air)
Scimitar	→↓↘+P
Scimitar	↓↙←+K (also usable in the air)
Hyper Combos	
Hyper Flip	↓↘→+PP (also usable in the air)
Time Flip	↓↘→+KK
Assist Type	
α	Shooting
β	Anti-Air
γ	Anomalous Attack



Character Name	
MARROW	
Special Moves	
Bonemerang	↓↘→+P (also usable in the air)
Towering Spine	→↓↘+P
Ricoet Slash	↓↙←+K
Ride & Slash	→↘↙+P (also usable in the air)
Hyper Combos	
Bone Burst	↓↙←+PP (also usable in the air)
Stinger Bones	↓↘→+PP
Assist Type	
α	Shooting
β	Anti-Air
γ	Moving



Character Name	
CYCLOPS	
Special Moves	
Optic Blast	↓↘→+P (also usable in the air)
Rising Uppercut	→↓↘+P
Cyclone Kick	↓↙←+K
Optic Sweep	→↘↙+P
Hyper Combos	
Mega Optic Blast	↓↘→+PP (also usable in the air)
Super Optic Blast	↓↘→+KK
Assist Type	
α	Shooting
β	Anti-Air
γ	Anomalous Attack



Character Name	
JILL	
Special Moves	
Fire Fighting A	↓↘→+P (also usable in the air)
Grade Launcher	→↓↘+P
Turn Fire	↓↙←+P
Emergency Dodge A	↓↙←+K
Hyper Combos	
Fire Fighting A+	↓↘→+PP (also usable in the air)
Emergency Dodge A+	↓↙←+KK
Assist Type	
α	Healing
β	Rushing Attack
γ	Shooting



Character Name	
TRON	
Special Moves	
Beacon Bomb	↓↘→+P
Servbot Launcher	→↓↘+P
Bonne Strike	↓↙←+K (also usable in the air)
Hyper Combos	
King Servbot	↓↙←+PP
Lunch Rush	↓↘→+PP
Assist Type	
α	Assisting Throw
β	Anti-Air
γ	Shooting



Character Name	
RUBYHEART	
Special Moves	
Schwarzaile	↓↘→+P (also usable in the air)
Fantome	↓↙←+K
Sublimation	↓↘→+K
Hyper Combos	
Mil Fantome	↓↙←+KK
Partraile	↓↘→+KK
Tule Do Mazi	HK LP ↓ LK HP
Assist Type	
α	Anti-Air
β	Assist Attack
γ	Ability Enhancement

CAPTAIN AMERICA



Character Name

CAPTAIN AMERICA

Special Moves

Shield Slash ↓↘→+P (also usable in the air)
 Stars & Stripes ↓↘→+P
 Charging Star ↓↘→+K

Hyper Combos

Final Justice ↓↘→+PP
 Hyper Stars & Stripes ↓↘→+PP
 Hyper Charging Star ↓↘→+KK

Assist Type

α Shooting
 β Anti-Air
 γ Rushing Attack

PSYLOCKE



Character Name

PSYLOCKE

Special Moves

Psy-Blast ↓↘→+P (also usable in the air)
 Psy-Blade Spin ↓↘→+K (also usable in the air)
 Ninjutsu →↘↘↘↘←any button
 (also usable in the air)

Hyper Combos

Butterfly Hidet ↓↘↘←+KK (also usable in the air)
 Psy-Maelstrom ↓↘→+KK
 Psy-Thrust ↓↘→+PP (also usable in the air)

Assist Type

α Anti-Air
 β Shooting
 γ Balance

ROGUE



Character Name

ROGUE

Special Moves

Repeating Punch ↓↘→+P (also usable in the air)
 Rising Repeating Punch →↘↘↘↘←P
 Power Dive Punch ↓↘→+K
 Power Drain ↓↘↘←+K (also usable in the air)

Hyper Combos

Goodnight Sugar ↓↘→+PP

Assist Type

α Anti-Air
 β Rushing Attack
 γ Assisting Throw

Character Name

SONSON

Special Moves

P (press rapidly) also usable in the air
 ↓↘→+P (also usable in the air)
 Hangeki →↘↘↘↘←P (also usable in the air)

Hyper Combos

Shikan ↓↘→+PP (also usable in the air)
 ↓↘→+KK
 King ↓↘↘←+PP

Assist Type

α Healing
 β Shooting
 γ Anti-Air

AMINGO



Character Name

AMINGO

Special Moves

Shout of the Wind ↓↘→+P (also usable in the air)
 Joy of Green ↓↘↘←+P
 Child of the Ground ↓↘↘←+K

Hyper Combos

Rules of the Plants ↓↘↘←+PP
 Boon of the Sun ↓↘→+PP

Assist Type

α Healing
 β Ability Enhancement
 γ Balance

HAYATO



Character Name

HAYATO

Special Moves

Shiden ↓↘→+P
 Guren ↓↘→+P (also usable in the air)
 Plasma Combo ←← LP LP LP LP

Hyper Combos

Rasetsuzan ↓↘→+PP
 Engetsu ↓↘→+KK
 Plasma Field ↓↘↘←+KK (also usable in the air)

Assist Type

α Moving Attack
 β Anti-Air
 γ Balance

DOCTOR DOOM



Character Name

DOCTOR DOOM

Special Moves

Plasma Beam ↓↘→+P (also usable in the air)
Photon Shot →↘↓↖←+P (also usable in the air)
Molecular Shield →↘↓↖←+K

Hyper Combos

Electric Cage ↓↘→+PP
Photon Array →↘↓↖←+PP (also usable in the air)
Sphere Flame ↓↘→+KK

Assist Type

α Anomalous Attack
β Anti-Air
γ Shooting

WOLVERINE



Character Name

WOLVERINE

Special Moves

Berserker Barrage ↓↘→+P
Tornado Claw →↘↓↖←+P (also usable in the air)
Drill Claw LK+HP (also usable in the air)

Hyper Combos

Berserker Barrage X ↓↘→+PP
Weapon X ↓↘→+PP

Assist Type

α Ground Attack
β Knock Up Attack
γ Anomalous Attack



Character Name

ICEMAN

Special Moves

Ice Beam ↓↘→+P (also usable in the air)
Ice Avalanche →↘↓↖←+K (also usable in the air)
Ice Fist ↓↖←+P

Hyper Combos

Artic Attack ↓↘→+PP (also usable in the air)

Assist Type

α Shooting
β Anomalous Attack
γ Balance



Character Name

SAKURA

Special Moves

↓↘→+P (also usable in the air)
↓↖←+K (also usable in the air)
↓↖←+K (also usable in the air)

Hyper Combos

↓↘→+PP
↓↖←+PP
↓↖←+KK

Assist Type

α Rushing Attack
β Shooting
γ Moving Attack

STRIDER HIRYU



Character Name

STRIDER HIRYU

Special Moves

Ame no Murakumo ↓↘→+P
Excalibur →↘↓↖←+P or K (in the air)
Gram ↓↘→+P (also usable in the air)
or K
Formation A ↓↘→+K

Hyper Combos

Ragnalok
Legion
Urobolos

Assist Type

α Ground Attack
β Anomalous Attack
γ Shooting



Character Name

GUILE

Special Moves

Sonic Boom ←charge→+P
Somersault Kick ↓charge↑+K
Air Somersault Kick ↓↘+K (in the air)

Hyper Combos

Sonic Hurricane ↓↘→+PP
Somersault Strike ↓↖←+KK

Assist Type

α Anti-Air
β Shooting
γ Balance

SPIDER-MAN



Character Name

SPIDER-MAN

Special Moves

Web Ball ↓↘→+P (also usable in the air)
Spider Sting ↓↘→+P
Web Throw ↓↘↙←+P
Web Swing ↓↙←+K (also usable in the air)

Hyper Combos

Maximum Spider ↓↘→+PP (also usable in the air)
Ultimate Web Throw ↓↙←+PP
Crawler Assault ↓↘→+KK

Assist Type

α Assisting Attack
β Moving Attack
γ Anti-Air

HULK



Character Name

HULK

Special Moves

Gamma Slam ↓↘→+P
Gamma Tornado →↓↘+P (also usable in the air)
Gamma Charge ←charge→+K
Gamma Charge(Anti Air) ↓charge↑+K

Hyper Combos

Gamma Wave ↓↘→+PP
Gamma Crush ↓↙←+PP
Gamma Quake ↓↘→+KK

Assist Type

α Ground Attack
β Rushing Attack
γ Anti-Air

VENOM



Character Name

VENOM

Special Moves

Venom Fang ↓↘→+P (also usable in the air)
Web Throw →↓↙←+K
Venom Rush ↓↘→+K

Hyper Combos

Venom Web ↓↘→+PP
Death Bite ↓↘→+KK

Assist Type

α Moving Attack
β Anomalous Attack
γ Knock Up Attack



Character Name

RYU

Special Moves

↓↘→+P (also usable in the air)
↓↘↙+P
↓↙←+K (also usable in the air)

Hyper Combos

↓↘→+PP (also usable in the air)
Sempukyaku ↓↙←+KK
↓↘→+PP (LV3)

Assist Type

α Anti-Air
β Shooting
γ Moving Attack

ZANGIEF



Character Name

ZANGIEF

Special Moves

Double Lariat PP (also usable in the air)
Banishing Flat →↓↘+P
Aerial Russian Slam →↓↘+LK
Screw Pile Driver 360° Turn+P (also usable in the air)

Hyper Combos

Final Atomic Buster 360° Turn+PP
Iron Body ←↙↘+K
Ultra Final Atomic Buster 360° Turn+KK(LV3)

Assist Type

α Ground Attack
β Assisting Throw
γ Anti-Air Throw



Character Name

ANAKARIS

Special Moves

Coffin Drop ↓↘→+P (also usable in the air)
Cobra Blow ←↙↘+P (also usable in the air)
Mummy Drop ↓↘→+P (also usable in the air)
Pharaoh Judgement ↓↘→+K (in the air)

Hyper Combos

Pharaoh Magic HKLP↓LK HP (also usable in the air)
Pharaoh Cobra Blow ←↙↘+PP (also usable in the air)
Pharaoh Illusion LP HP→LK LP

Assist Type

α Ground Attack
β Assisting Throw
γ Anomalous Attack

TECHNICAL SUPPORT

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