

XBOX

MARVEL
VS. CAPCOM
2

<http://www.replacementdocs.com>

MARVEL

CAPCOM
capcom-europe.com

5055060960073

Marvel and all related characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2002 Marvel Characters, Inc. All Rights Reserved. www.marvel.com. © Capcom Co., Ltd 2002. All Rights Reserved. Strider: © Moto Kikaku. © CAPCOM CO., LTD. 2002 ALL RIGHTS RESERVED. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CAPCOM

A Special Message from CAPCOM EUROSOFT

Thank you for selecting MARVEL VS. CAPCOM 2 for your Xbox™ computer entertainment system from Microsoft.

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

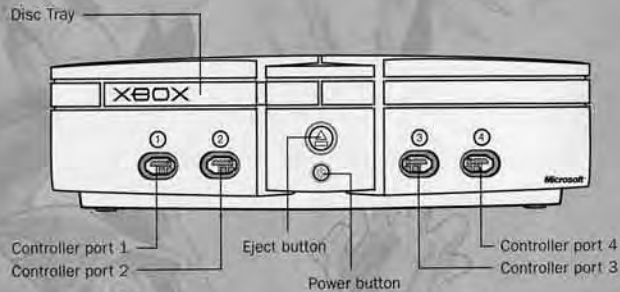
Capcom Eurosoft Ltd
9th Floor
26-28 Hammersmith Grove
London
W6 7HA

TABLE OF CONTENTS

Using the Xbox Video Game System	3
Using the Xbox Controller	4
Default Controls	5
Starting a Game	7
Game Modes	7
Combat Screen	9
Combat Rules	10
Special Moves	11
Secret Factor	14
Fighters	16
Cable / Marrow	17
Cyclops / Jill	18
Captain America / T. Bonne	19
Psylocke / Rubyheart	20
Rogue / Amingo	21
Sonson / Hayato	22
Doctor Doom / Wolverine	23
Sakura / Iceman	24
Strider Hiryu / Hulk	25
Spider-man / Guile	26
Ryu / Venom	27
Anakaris / Zangief	28
Warranty	29
Technical Support	30

Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **Marvel vs Capcom 2** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **Marvel vs Capcom 2**.

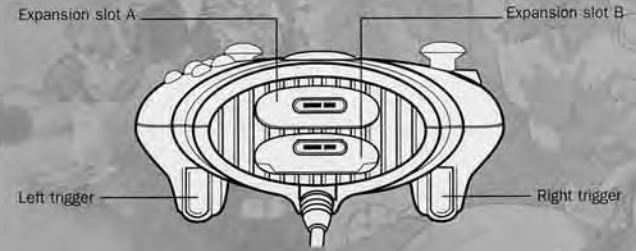


Avoid Damage to Disc or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **Marvel vs Capcom 2**.
4. See pages 5 – 6 for game controls.

DEFAULT CONTROLS

Directional Pad

Left thumbstick



○ button

- Light Punch (LP)
- Heavy Punch (HP)

● button

- Light Kick (LK)
- Heavy Kick (HK)

Start button START

- Start game
- Join in Player 2
- Pause/Resume

- Highlight menu selections
- Move your character:

↑ Vertical jump

↓ Crouch

→ Move forward

← Move backward/
Upper block

↗ Diagonal forward jump

↖ Diagonal backward jump

↘ Crouch

↙ Crouch/Lower block



Controls shown are for characters facing right. Reverse left/right controls for characters facing left.

Y button

- Cancel menu selection
- Heavy Punch (HP)

B button

- Cancel menu selection
- Heavy Kick (HK)

X button

- Light Punch (LP)

A button

- Confirm menu selection
- Light Kick (LK)



R trigger

- Partner Button A

L trigger

- Partner Button B



COMBAT SCREEN



- Score/Wins** Current score in 1 Player games; number of wins in 2 Player games.
- Timer** Remaining round time. When it reaches zero, the winner is decided by which team has more vitality remaining. You can reset round time in Option Mode. (See page 8.)
- Vitality Gauge** Colour bar decreases as character is attacked. If the colour bar disappears, the character is knocked out (K.O.'d). "Assist OK" appears on the Vitality Gauge when Assist moves can be performed.
- Character** Name and portrait of main fighter.
- Partners A & B Vitality Gauge** Colour bar decreases as partner characters are attacked. It recovers gradually when a character is resting. If the colour bar disappears, the character is knocked out (K.O.'d).
- Bonus Message** Appears when a character performs a super move, such as an Aerial Rave.
- Hyper Combo Gauge** The colour bar increases as a character attacks. When it is full, the character can use Hyper Combos and other powerful moves.

COMBAT RULES

Match Play

- A match lasts until one team completely runs out of vitality for all three fighters. When that happens, the other team wins.
- If the match time (99 counts, default) runs out before either team wins, the team with more vitality is declared the winner. (You can change the match time in Option Mode.)
- With no time limit, the match continues until one team wins.
- You can switch to different team fighters during a match. Resting fighters recover some vitality. When a fighter's vitality runs out, that fighter is knocked out.

Draw Game

A draw game occurs when both teams run out of vitality at the same time (double K.O.), or when both teams have the same amount of vitality left when time is up.



SPECIAL MOVES

In the moves below, the directional pad/left thumbstick moves are for fighters facing right. Reverse the left/right actions for fighters facing left.

Hyper Combo Gauge The Hyper Combo Gauge builds up as you attack. When it is full, your character can perform special attacks such as Hyper Combo. You can build your Hyper Combo Gauge up to Level 5.

Hyper Combo **<A Hyper Combo command> + PP or KK (press simultaneously).**
A Hyper Combo uses Level 1 gauge. See pages 17-28 for individual characters' Hyper Combo commands.

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

Variable Combination **Press Partner A and Partner B Buttons simultaneously.**
Your partners will come out and perform Hyper Combos at the same time. Variable Combination uses Level 3 Hyper Combo Gauge.

Snap Back **↓ ↘ → + Partner A Button – Get opponent's second character out.**
↓ ↘ → + Partner B Button – Get opponent's third character out. Force your opponent to change characters. Snap Back uses Level 1 Hyper Combo Gauge.

Variable Assist **Partner A Button – Your second character will come out.**
Partner B Button – Your third character will come out. Your partner character will come out and make an assisting attack.



Variable Counter **↓ ↘ ↓ + Partner A Button while blocking – Your second character will come out.**
↓ ↘ ↓ + Partner B Button while blocking – Your third character will come out.

Your partner character will come out to make a counterattack and switch characters. Variable Counter uses Level 1 gauge.

Variable Attack **LP + LK (press simultaneously) – Switch to your second character.**
HP + HK (press simultaneously) – Switch to your third character.

Switch characters. The color bar in the Vitality Gauge will recover gradually while a character is resting.

Aerial Rave **Hit with ↘ + HP or HK then ↑ (super jump), then perform a combo in the air.**

Perform an air combo. Each character has an Aerial Rave start move (see pages 17-28). Hit opponent with it and perform a combo in the air.

Dash **⇒ ⇒ (or ⇐ ⇐) or PP (press simultaneously).**
Move faster than a normal walk.

Super Jump **↓ ↑**
Jump much higher than a normal jump.



Block/Air Block

Directional pad/left thumbstick away from opponent.

Block opponent's attacks on the ground and in the air.

Throw/Grab Moves

(near opponent) → or ← + HP or HK

Throw an opponent who is near your character.

Some characters do a grab move instead of a throw.

Safe Fall/Break Away

(When falling to the ground or being grabbed) press any directional pad /left thumbstick direction except ↑ + HP or HK.

Fall safely after being thrown or break away an opponent's grab.

Rolling Get Up

← ↓ + P or K.

When knocked up in the air, input this command to evade opponent's pursuit attack.

Advancing Guard

(While blocking) PP (press simultaneously).


Push back your opponent.

Chain Combo

LP (or LK) + LP (or LK) + HP (or HK)

Press attack buttons quickly one after the other to hit the opponent successively.

Taunt

LK +  (press simultaneously).

You can change the Taunt button assignment in Option Mode.



SECRET FACTOR

Unlock new characters and other hidden features! Collect points by playing each game mode. Use points to buy new characters and other features at the Shop.

Use these controls to operate the Secret Factor features:

- directional pad/left thumbstick: Move cursor; select items, characters, messages, etc.
- **A** Confirm selection
- **B** Return to previous menu or screen



Level – Your current level.

EXP – As you gain points, your Experience bar gradually fills. When it's full, you gain a level.

Playtime – Your total play time.

Points – Gain points by playing each game mode.

Shop

Buy new characters and other features with the points you acquire.

Your Characters

Check out the game characters and the new characters you acquire.





FIGHTERS

The following pages show the Special Moves for 24 fighters in the game.



The controls are for characters facing right. Reverse the left/right controls for characters facing left.

The moves use these terms:

LP Light Punch

LK Light Kick

HP Heavy Punch

HK Heavy Kick

PP Two Punches (light or heavy)

KK Two Kicks (light or heavy)

Charge Press the first indicated direction for a short while, and then press the second indicated direction.

Usable in air The move can also be performed while jumping.

In air Perform the move while jumping.

Level 3 The move requires Level 3 Hyper Combo Gauge.

α Alpha Assist Type.

β Beta Assist Type.

γ Gamma Assist Type.



CABLE

Special Moves

- Viper Beam ↓↘→ + P (usable in air)
Scimitar →↓↘ + P
Electrap ↓↙← + K (usable in air)

Hyper Combos

- Hyper Viper ↓↘→ + PP (usable in air)
Time Flip ↓↘→ + KK

Assist Type

- α Projectile
β Anti-Air
γ Variety



MARROW

Special Moves

- Boomerang ↓↘→ + P (usable in air)
Towering Spine →↓↘ + P
Ricochet Slash ↓↙← + K (usable in air)
Ride & Slash →↘↓↙← + P (usable in air)

Hyper Combos

- Bone Burst ↓↙← + PP (usable in air)
Stinger Bones ↓↘→ + PP

Assist Type

- α Projectile
β Anti-Air
γ Expansion



CYCLOPS

Special Moves

- Optic Blast ↓↘→ + P (usable in air)
Rising Uppercut →↓↘ + P
Cyclone Kick ↓↙← + K
Optic Sweep →↘↓ + P

Hyper Combos

- Mega Optic Blast ↓↘→ + PP (usable in air)
Super Optic Blast ↓↘→ + KK (usable in air)

Assist Type

- α Projectile
β Anti-Air
γ Expansion



JILL

Special Moves

- Close Fighting A ↓↘→ + P (usable in air)
Grenade Launcher →↓↘ + P
Return Fire →↘↓↙← + P
Emergency Dodge A ↓↙← + K

Hyper Combos

- Close Fighting A+ ↓↘→ + PP (usable in air)
CODE: T-002 ↓↙← + KK

Assist Type

- α Heal
β Dash
γ Projectile



CAPTAIN AMERICA

Special Moves

Shield Slash ↓↘→ + P (usable in air)

Stars and Stripes →↓↘ + P

Charging Star ↓↘→ + K

Hyper Combos

Final Justice ↓↘→ + PP

Hyper Stars and Stripes →↓↘ + PP

Hyper Charging Star ↓↘→ + KK

Assist Type

α Projectile
β Anti-Air
γ Dash



T. BONNE

Special Moves

Beacon Bomb ↓↘→ + P

Servbot Launcher →↓↘ + P

Bonne Strike ↓↘→ + K (usable in air)

Hyper Combos

King Servbot ↓↘← + PP

Lunch Rush ↓↘→ + PP

Assist Type

α Throw
β Anti-Air
γ Projectile

PSYLOCKE

Special Moves

Psy-Blast ↓↘→ + P (usable in air)

Psy-Blade Spin ↓↘→ + K (usable in air)

Ninjutsu →↘↓↘↘ + any button (usable in air)

Hyper Combos

Butterfly Hide ↓↘← + KK (usable in air)

Psy-Maelstrom ↓↘→ + KK

Psy-Thrust ↓↘→ + PP (usable in air)

Assist Type

α Anti-Air
β Projectile
γ Balance



RUBYHEART

Special Moves

Schwarzaille ↓↘→ + P (usable in air)

Fantome ↓↘← + K

Sublimation ↓↘→ + K

Hyper Combos

Mil Fantome ↓↘← + KK

Partnaile ↓↘→ + KK

Tule Do Mazi HK LP ↓ LK HP

Assist Type

α Anti-Air
β Capture
γ Enhancement

ROGUE

Special Moves

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

Hyper Combos

- Goodnight Sugar ↓↘→ + PP

Assist Type

- α Anti-Air
β Dash
γ Throw



AMINGO

Special Moves

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

Hyper Combos

- Rule of the Plants ↓↙← + PP
Boon of the Sun ↓↘→ + KK

Assist Type

- α Heal
β Enhancement
γ Balance



SONSON

Special Moves

- Fusetsuzan P (press rapidly; usable in air)
Shienbu ↓↘→ + P (usable in air)
Seiten Rengeki →↓↘ + P

Hyper Combos

- Tenchi Tsukan ↓↘→ + PP (usable in air)
POW ↓↘→ + KK
Monkey King ↓↙← + PP (usable in air)

Assist Type

- α Heal
β Projectile
γ Anti-Air



HAYATO

Special Moves

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

Hyper Combos

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

Assist Type

- α Expansion
β Anti-Air
γ Balance



DOCTOR DOOM

Special Moves

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

Hyper Combos

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

Assist Type

- α Variety
β Anti-Air
γ Projectile



WOLVERINE

Special Moves

- Berserker Barrage ↓↘→ + P
Tornado Claw →↓↘ + P (usable in air)
Drill Claw LK + HP (usable in air)

Hyper Combos

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

Assist Type

- α Ground
β Launcher
γ Variety



SAKURA

Special Moves

- Shouoken ↓↘→ + P (usable in air)
Hadoken ↓↘← + P (usable in air)
Shunpukyaku ↓↘← + K (usable in air)

Hyper Combos

- Midari Zakura ↓↘→ + PP
Shinku Hadoken ↓↘← + PP
Haru Ichiban ↓↘← + KK

Assist Type

- α Dash
β Projectile
γ Expansion



ICEMAN

Special Moves

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

Hyper Combos

- Arctic Attack ↓↘→ + PP (usable in air)

Assist Type

- α Projectile
β Variety
γ Balance



STRIDER HIRYU

Special Moves

Ame No Murakumo	↓↘→ + P
Excalibur	↓↘→ + P or K (in air)
Gram	→↓↘ + P (in air) or K
Formation A	↓↘→ + K

Hyper Combos

Ragnarok	→↓↘ + PP
Legion	↓↘→ + KK
Urubolos	↓↘→ + PP

Assist Type

α	Ground
β	Variety
γ	Projectile



HULK

Special Moves

Gamma Slam	↓↘→ + P
Gamma Tornado	→↘↓↘← + P
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
β	Dash
γ	Anti-Air



SPIDER-MAN

Special Moves

Web Ball	↓↘→ + P (usable in air)
Spider String	→↓↘ + P
Web Throw	→↘↓↘← + P
Web Swing	↓↘← + K (usable in air)

Hyper Combos

Maximum Spider	↓↘→ + PP
Ultimate Web Throw	↓↘← + PP
Crawler Assault	↓↘→ + KK

Assist Type

α	Capture
β	Expansion
γ	Anti-Air



GUILE

Special Moves

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

Hyper Combos

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

Assist Type

α	Anti-Air
β	Projectile
γ	Balance



RYU

Special Moves

- Fireball ↓↘→ + P (usable in air)
Dragon Punch →↓↘ + P
Hurricane Kick ↓↙← + K (usable in air)

Hyper Combos

- Shinku Hadoken ↓↘→ + PP (usable in air)
Shinku Tatsumaki ↓↙← + KK
Senpukyaku
Shin Shoryuken →↓↘ + PP (Level 3)

Assist Type

- α Anti-Air
β Projectile
γ Expansion



VENOM

Special Moves

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

Hyper Combos

- Venom Web ↓↘→ + PP
Death Bite ↓↘→ + KK

Assist Type

- α Expansion
β Variety
γ Launcher



ANAKARIS

Special Moves

- Coffin Drop ↓↓ + P (usable in air)
cobra Blow ← → + P (usable in air)
Mummy Drop ↓↘→ + P (usable in air)
Pharaoh Judgement ↓↘→ + K (in air)

Hyper Combos

- Pharaoh Magic HK LP ↓ LK HP (usable in air)
Pharaoh Cobra Throw ← → + PP (usable in air)
Pharaoh Illusion LP LP → LK HP

Assist Type

- α Ground
β Throw
γ Variety



ZANGIEF

Special Moves

- Double Lariat PP (usable in air)
Banishing Flat →↓↘ + P
Aerial Russian Slam →↓↘ + KK
Screw Pile Driver 360° turn + P (usable in air)

Hyper Combos

- Final Atomic Buster 360° turn + PP
Iron Body ←↓↙ + K
Ultra Final Atomic Buster 360° turn + KK (Level 3)

Assist Type

- α Ground
β Throw
γ Air Throw



WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM EUROSOFTE LTD. ("CAPCOM") warrants to the original consumer who purchased this Xbox DVD Rom that this product shall be free from defects in materials and workmanship for a period of 90 days from date of purchase and that if a defect covered by this Limited Warranty occurs during such 90-day period, CAPCOM will replace the product free of charge as set out below.

To receive the replacement under this Limited Warranty:

1. You must in the first instance notify the CAPCOM Consumer Service Department of the problem by calling +44 (0)20 8846 2550. Our Consumer Service Department is in operation from 9.00am to 5.00pm, Monday to Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will authorise you to return the entire unit of this product together with a note stating your name, address, contact telephone number and your original sales receipt (photocopy not accepted) evidencing your purchase within the 90-day limited warranty period, to CAPCOM as below. You will send the product postage prepaid at your own risk of damage or delivery. We recommend sending the product by recorded mail. [We will not refund you cost of your call or postage.]

CAPCOM EUROSOFTE LTD
9th Floor
26-28 Hammersmith Grove
Hammersmith
London W6 7HA
United Kingdom

This Limited Warranty shall not apply if the product has been damaged by negligence, accident, unreasonable or improper use, modification, tampering or by any other causes unrelated to the materials or workmanship. Our obligation under this Limited Warranty is limited to the replacement as set out above.

REPLACEMENT AFTER 90 DAY PERIOD

If this product develops a problem after the 90-day Limited Warranty period, you may contact the CAPCOM Consumer Services Department at the phone number above. If the CAPCOM service technician is unable to solve the problem by phone, he/she may suggest you to return the defective product to CAPCOM postage prepaid at your own risk of damage or delivery, enclosing both a copy of the receipt or proof of purchase and a cheque made payable to CAPCOM EUROSOFTE LIMITED or postal order for £15.00/≈ 25.00. We recommend sending your product by recorded mail. We will then replace the product, subject to the same conditions applicable to the 90 day Limited Warranty above and availability. If replacement product is not available, your product will be returned to you and your £15.00/≈ 25.00 payment refunded. [We will not refund you cost of your call or postage.]

WARRANTY & LIABILITY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION WARRANTIES OF MERCHANTABILITY, SATISFACTORY QUALITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY EXCLUDED TO THE MAXIMUM EXTENT PERMITTED UNDER THE APPLICABLE LAWS, EXCEPT AS EXPRESSLY PROVIDED IN THIS LIMITED WARRANTY. IN NO EVENT SHALL ANY OF CAPCOM, ITS DISTRIBUTORS OR AGENTS BE LIABLE FOR INDIRECT, CONSEQUENTIAL, SPECIAL OR INCIDENTAL DAMAGES OR LOSSES, INCLUDING WITHOUT LIMITATION ANY DAMAGES TO ANY HARDWARES, BUT SUBJECT TO ANY MANDATORY STATUTES APPLICABLE. THIS WARRANTY IS GOVERNED BY ENGLISH LAW.

TECHNICAL SUPPORT

If you encounter any technical difficulties with this Capcom game, our Technical Support Department is in operation from 10.00am to 5.00pm, Monday to Friday:

CAPCOM EUROSOFTE LTD
9th Floor
26-28 Hammersmith Grove
London
W6 7HA

Tel: +44 (0)20-8846 2550