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- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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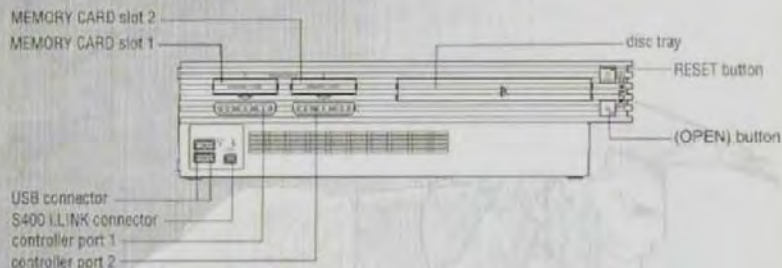
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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MARVEL™ VS. CAPCOM® 2 for your PlayStation®2 computer entertainment system. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

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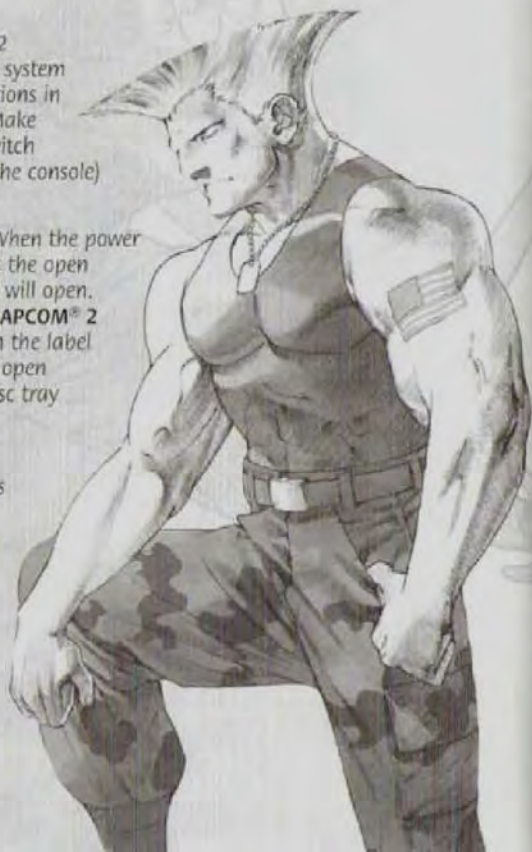
GETTING STARTED



Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **MARVEL™ VS CAPCOM® 2** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP



DUALSHOCK[®]2 analog controller

- **MARVEL™ VS CAPCOM® 2** is best played with the DUALSHOCK[®]2 analog controller. For one player connect the controller to Controller Port 1. For two players, connect two controllers to Controller Ports 1 and 2.
- When Vibration is set to ON, the controller will vibrate in response to game events. You can turn Vibration ON/OFF in Option mode (see page 7).
- To end the game and return to the Title screen, select QUIT GAME and then select YES in the Pause menu.



DEFAULT CONTROLS

DUALSHOCK[®]2 analog controller



L1 button
• Partner Button A

L2 button
• Partner Button B

R2 button
• Light Kick + Heavy Kick (LK + HK)

R1 button
• Light Punch + Heavy Punch (LP + HP)

△ button
• Cancel menu selection
• Heavy Punch (HP)

○ button
• Heavy Kick (HK)

× button
• Confirm menu selection
• Light Kick (LK)

□ button
• Light Punch (LP)

SELECT button
• Taunt

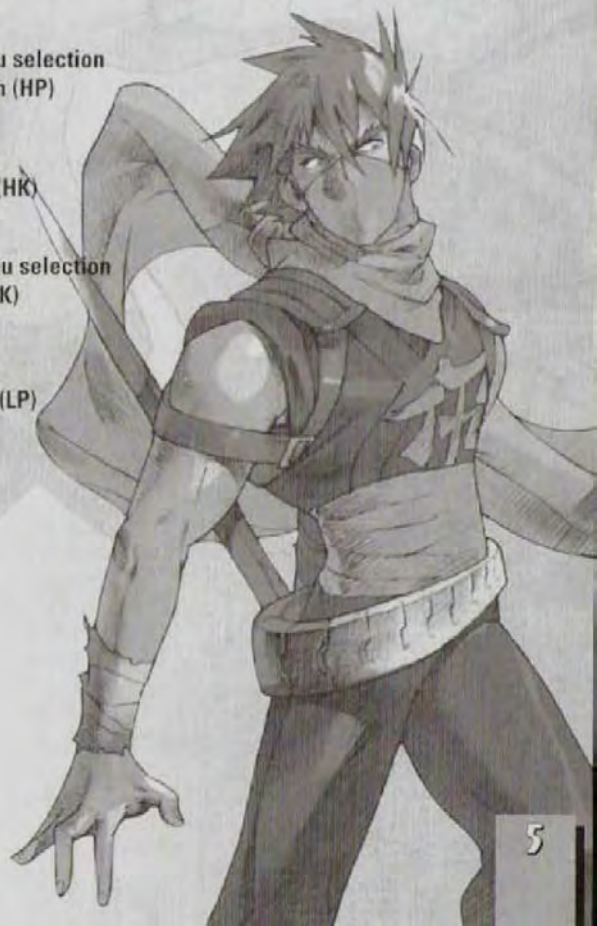
right analog stick
• Not used

START button
• Start/Pause
• Join in Player 2

directional button/left analog stick
• Highlight menu selections
• Move your character (controls shown are for characters facing right; reverse left/right controls for characters facing left):

- ⬆ Vertical jump
- ⬇ Crouch
- ➡ Move forward
- ⬅ Move backward/
Upper block

- ↘ Diagonal forward jump
- ↙ Diagonal backward jump
- ⬆ Crouch
- ⬇ Crouch/
Lower block



STARTING A GAME

Press START at the Title screen to begin. To make your selections on the following screens, use the directional button or left analog stick to choose and press the (X) button to confirm.

- Select a game mode. (See game mode descriptions below.)
- Select a fighter. (See fighter descriptions and individual moves starting on page 15.)
- Choose your fighter's Assist Type (α - alpha, β - beta or γ - gamma), which determines the character's Variable Assist and Variable Combination change. (See pages 16-27 or individual characters' Assist Types.)
- Select two more characters for your team.
- Finally, choose a play speed.

GAME MODES

Arcade Mode 1 or 2 Player(s)

Fight against CPU opponents, one after the other. Choose three fighters from 24 warriors. Defeat all comers to win the game and see a victory ending. Player 2 can join in any time by pressing the START button. You can continue even if you lose.

Versus Mode 2 Player Competition

Challenge a friend head-to-head. Insert two controllers into your PlayStation 2 console before starting. Choose a fighter, handicaps and stage before every match.

Training Mode 1 Player

Practice your moves and combos against a CPU character. Choose your character and sparring partner.



During training, press the START button to open the Training Menu and adjust the sparring partner's settings. Use the directional button or left analog stick $\blacktriangle/\blacktriangledown$ to make a selection and $\blacktriangleleft/\blacktriangleright$ to change the setting. Press the (X) button to confirm.

Option Mode

Adjust various game settings. Use the directional button or left analog stick $\blacktriangle/\blacktriangledown$ to make a selection and $\blacktriangleleft/\blacktriangleright$ to change the setting. Press the (X) button to confirm.

Game Option

Difficulty - Adjust the difficulty level for Arcade Mode games.

Time - Adjust round time. When set to Infinity (∞), the match continues until one team wins.

Damage - Adjust the damage level of your character's attacks.

Speed - Adjust the game speed.

Sound - Choose STEREO or MONAURAL.

Default Settings - Restore original settings.

Exit - Return to the Mode Select screen.

Button Config

Buttons - Change button assignments for punches, kicks and special moves.

Vibrate - Turn the controller vibration function ON or OFF.

Command - Adjust the computer's response time (NORMAL or LONG) for Special Move commands.

Default Setting - Restore original settings.

Exit - Return to the Option menu.

Display Adjust

Display Adjust - Center the game screen on your TV.

Default Setting - Restore original settings.

Save/Load

Save - Save your option settings and score ranking data to an optional memory card (8MB) (for PlayStation[®]2). The memory card must have at least 58kb of free space in order to save.

Load - Load previously saved game data from a memory card.

Exit - Return to the Mode Select screen.

Score Ranking

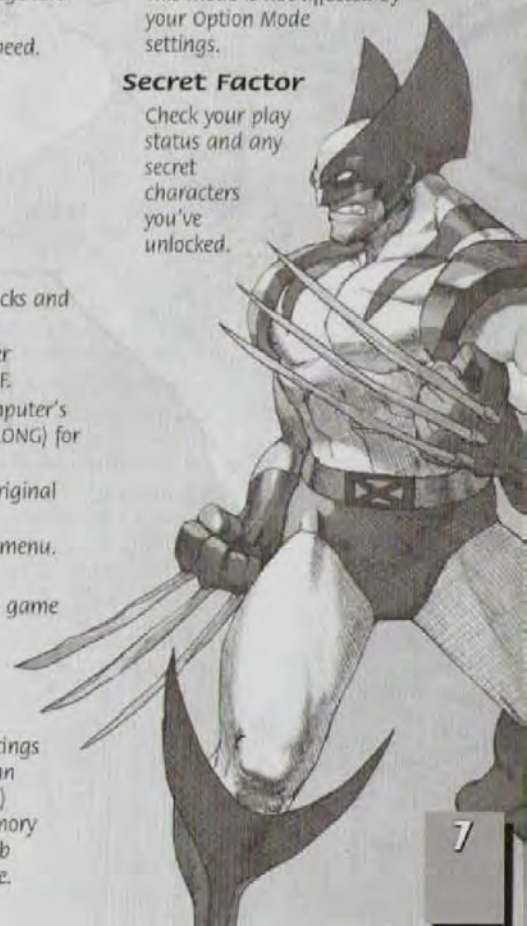
View high score ranking for Arcade and Score Attack Modes.

Score Attack 1 Player

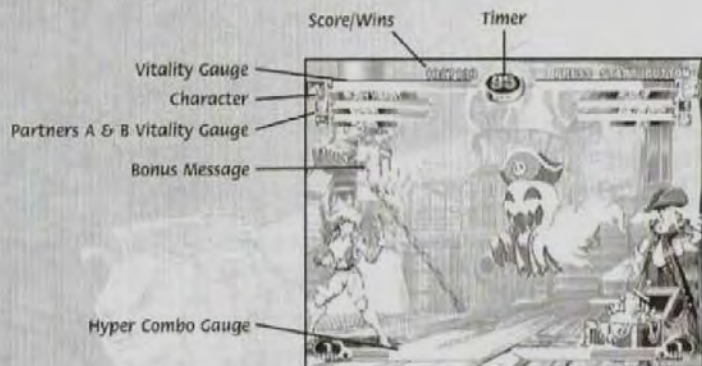
Battle CPU characters for high scores. This mode is not affected by your Option Mode settings.

Secret Factor

Check your play status and any secret characters you've unlocked.



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 7.)

Vitality Gauge

Color bar decreases as character is attacked. If the color 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

Color bar decreases as partner characters are attacked. It recovers gradually when a character is resting. If the color 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 color 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 button/left analog stick 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 16-27 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

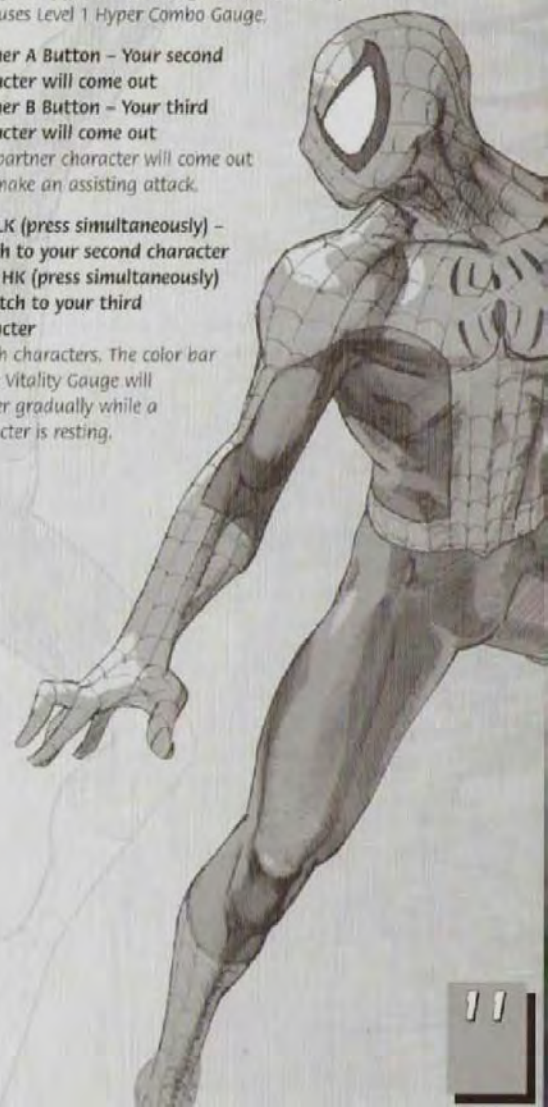
↵ + Partner A Button – Get opponent's second character out
↵ + Partner B Button – Get opponent's third character out
Force your opponent to change characters. Snap Back uses Level 1 Hyper Combo Gauge.

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 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 16-27). 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 button/left analog stick 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 button/left analog stick 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 + **START** (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 buttons/left analog stick: Move cursor; select items, characters, messages, etc.
-  button: Confirm selection
-  button: Return to previous menu or screen



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

Special Moves

- Boomerang ⚡⚡⚡ + P (usable in air)
- Towering Spine ⚡⚡⚡ + P
- Ricchet Slash ⚡⚡⚡ + K
- 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

MARROW



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 & Stripes ↓↓↓ + P
- Charging Star ↓↓↓ + K

Hyper Combos

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

Assist Type

- α Projectile
- β Anti-Air
- γ Dash

TRON 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

Special Moves

- Schwarzaile ↓↓↓ + P (usable in air)
- Fantome ↓↓↓ + K
- Sublimation ↓↓↓ + K

Hyper Combos

- Mil Fantome ↓↓↓ + KK
- Partnaile ↓↓↓ + KK
- Tour De Magic HK LP ↓ LK HP

Assist Type

- α Anti-Air
- β Capture
- γ Enhancement



RUBYHEART



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 (usable in air)

Hyper Combos

- Tenchi Tsukan ↓↓ + PP (usable in air)
- POW ↓↓ + KK
- Monkey King ↓↓ + PP

Assist Type

- α Heal
- β Projectile
- γ Anti-Air



HAYATO

Special Moves

- Shiden ↓↓ + P
- Curen ↓↓ + 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 ⚡⚡⚡ + K (usable in air)
- Shunpukyaku ⚡⚡⚡ + P (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 (usable in air) or K
 Formation A ↓☆☆ - K

Hyper Combos

- Ragnalok ↓☆☆ + PP
 Legion ↓☆☆ + KK
 Urubolos ↓☆☆ + PP

Assist Type

- α Ground
 β Variety
 γ Projectile

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

HULK



Special Moves

- Web Ball ↓☆☆ + P (usable in air)
 Spider Sting ↓☆☆ + P
 Web Throw ↓☆☆☆☆ + P
 Web Swing ↓☆☆ + K (usable in air)

Hyper Combos

- Maximum Spider ↓☆☆ + PP (usable in air)
 Ultimate Web Throw ↓☆☆ + PP
 Crawler Assault ↓☆☆ + KK

Assist Type

- α Capture
 β Expansion
 γ Anti-Air

SPIDER-MAN



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 ↓↘↘ + PP (Level 3)
- Shin Shoryuken ↓↘↘ + PP (Level 3)

Assist Type

- α Anti-Air
- β Projectile
- γ Expansion



ANAKARIS

Special Moves

- Coffin Drop ↓↘↘ + P (usable in air)
- Cobra Blow ↓↘↘ + P (usable in air)
- Mummy Drop ↓↘↘ + P (usable in air)
- Pharaoh Judgment ↓↘↘ + 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

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

ZANGIEF



Special Moves

- Double Lariat PP (usable in air)
- Banishing Flat ↓↘↘ + P
- Aerial Russian Slam ↓↘↘ + LK
- 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

ALL THINGS CAPCOM



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