

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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CAPCOM **MARVEL**

www.marvel.com

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.

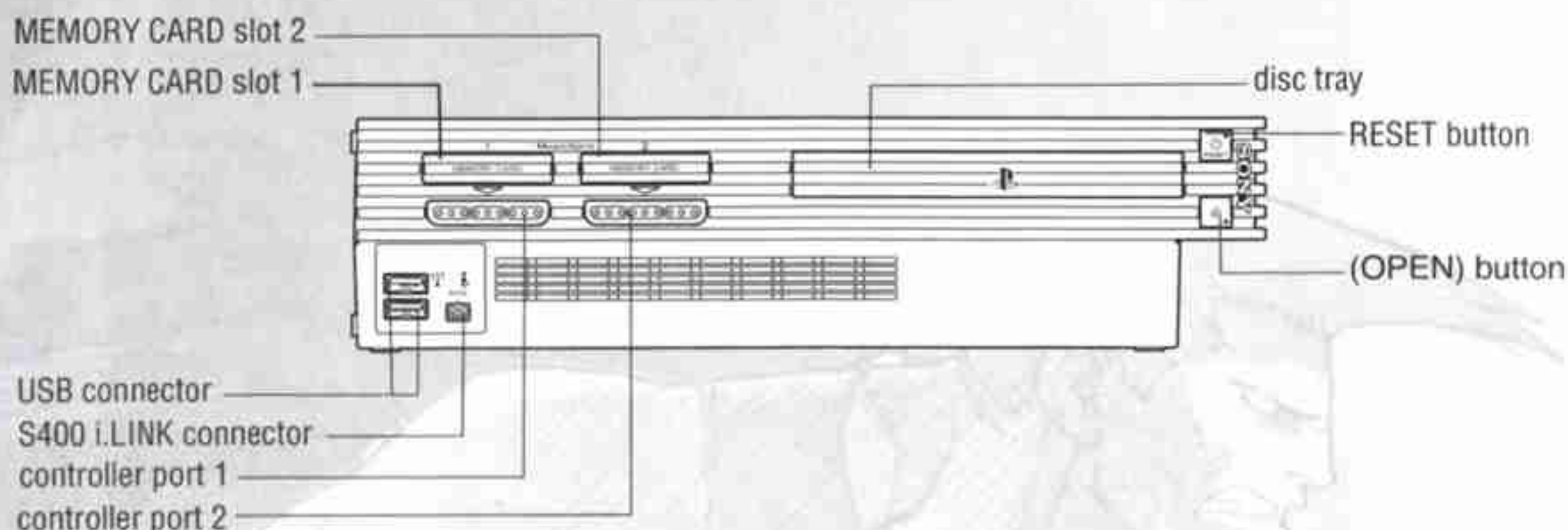
CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94085

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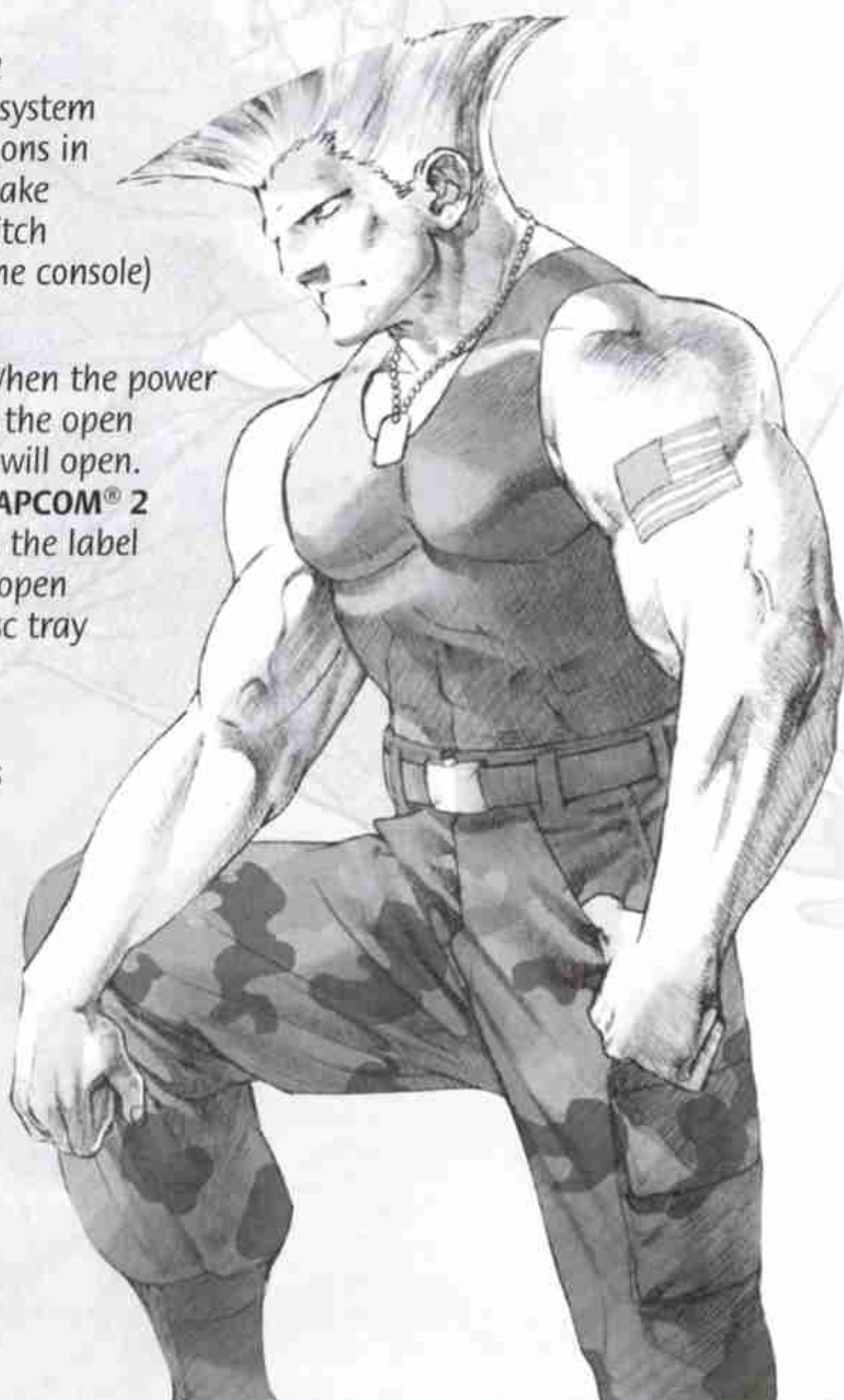
GETTING STARTED



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.

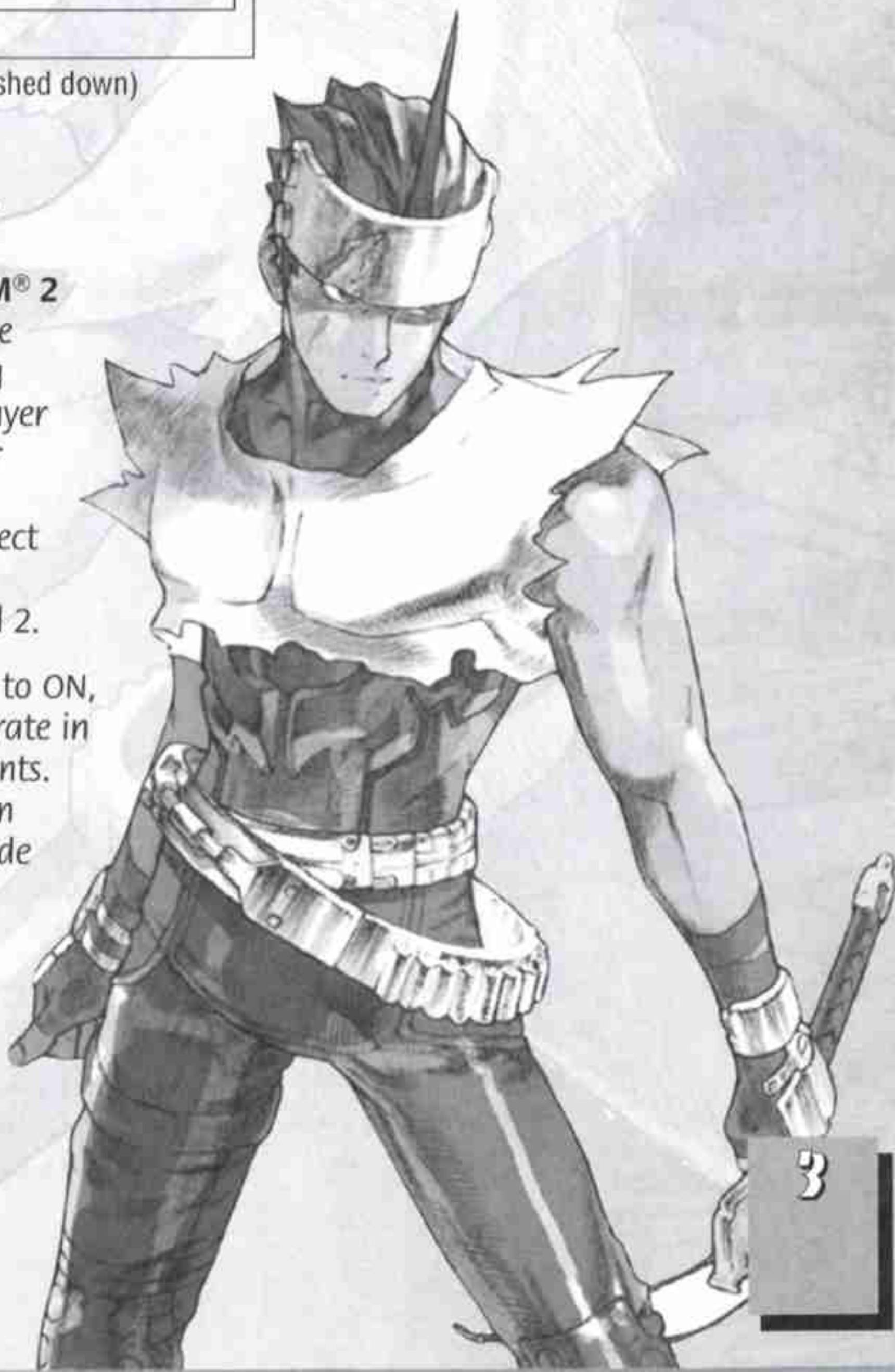


STARTING UP



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)



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

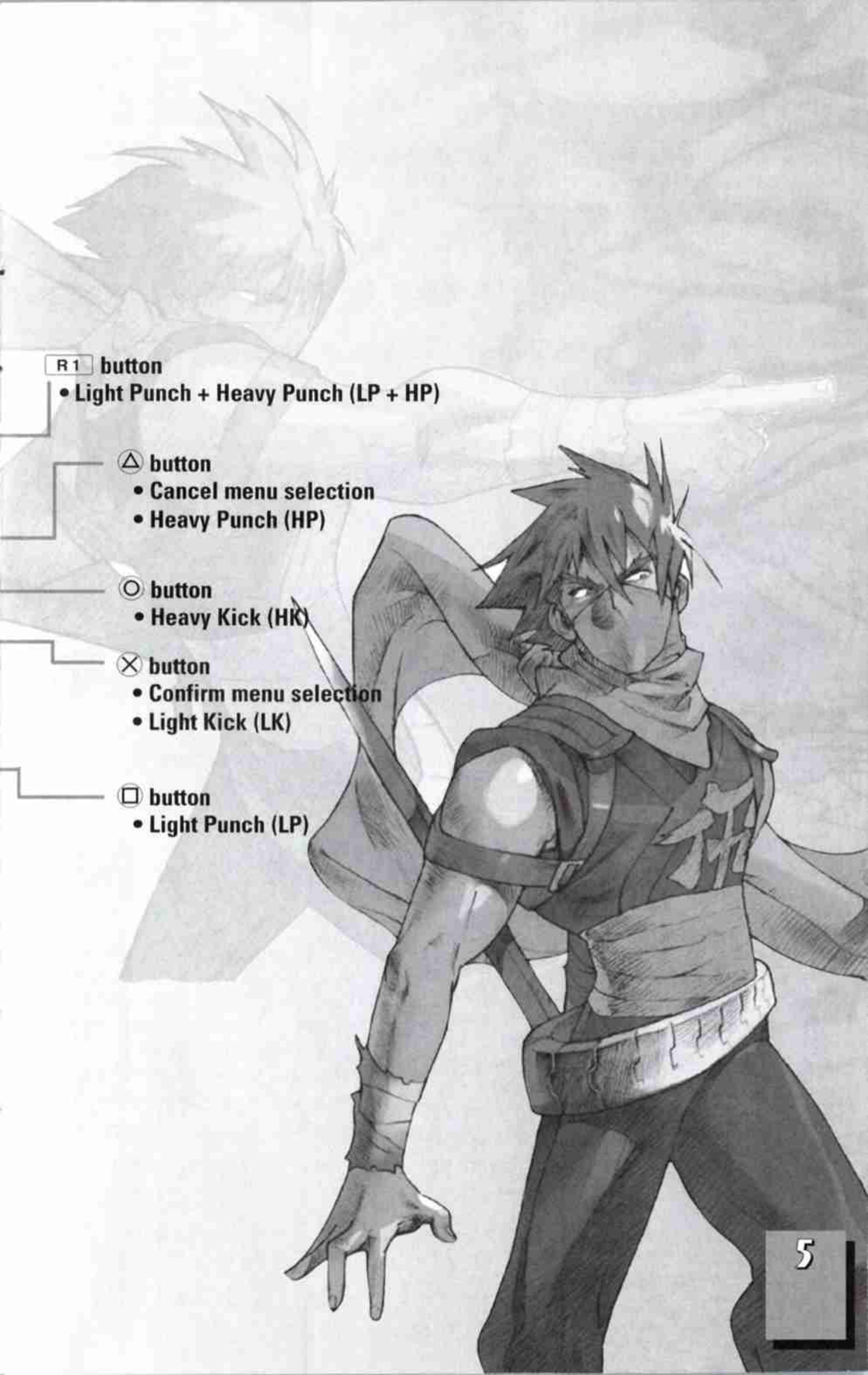
⬅ Move backward/
Upper block

↗ Diagonal forward jump

↖ Diagonal backward jump

⬇ Crouch

⬇ Crouch/
Lower block



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)**

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 $\times$ 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)

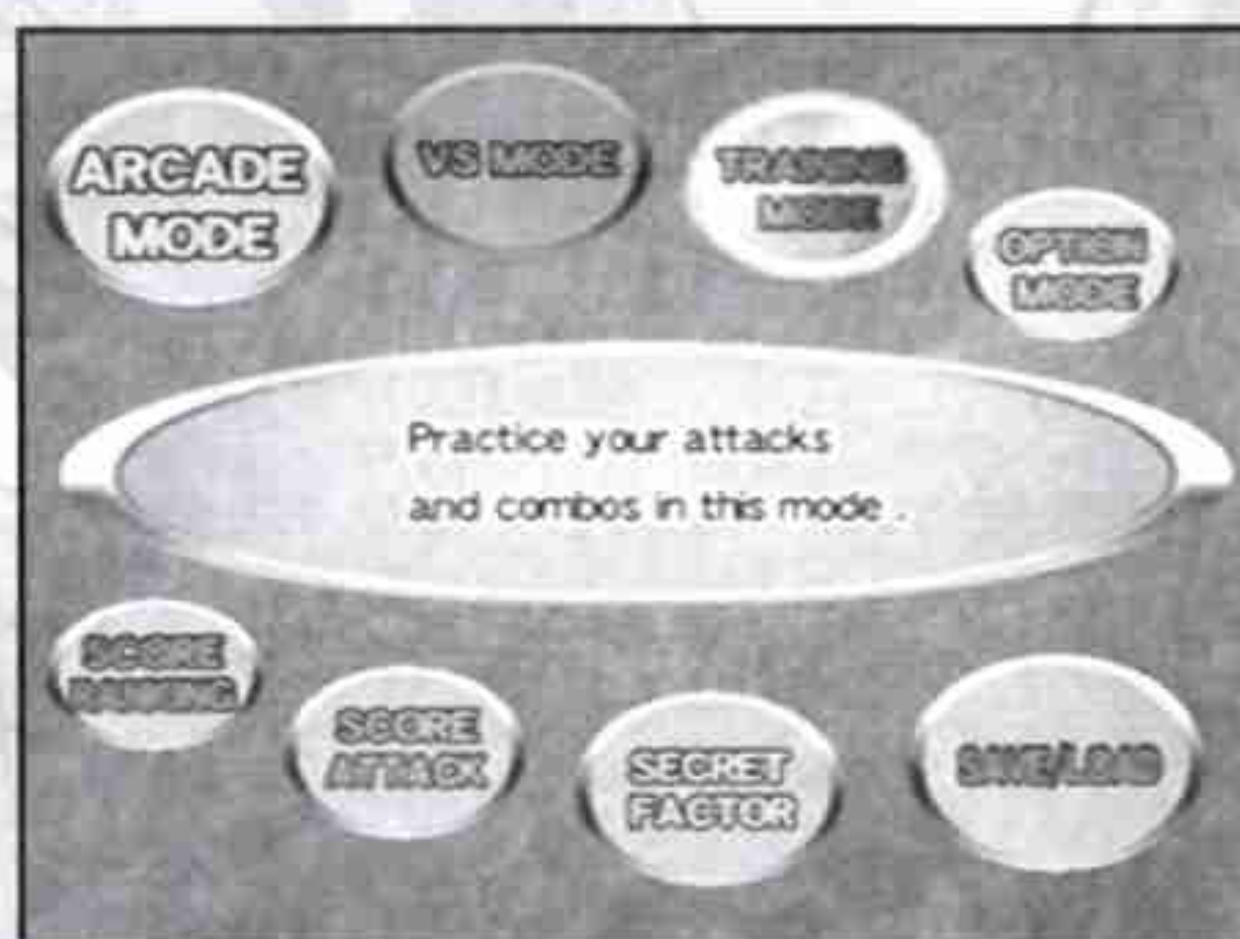
Fight against CPU opponents, one after the other. Choose three fighters from 24 warriors. Defeat all comers to win the game and see a victory ending. Player 2 can join in any time by pressing the START button. You can continue even if you lose.

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 $\uparrow/\downarrow$ to make a selection and $\leftarrow/\rightarrow$ to change the setting. Press the $\times$ button to confirm.

Option Mode

Adjust various game settings. Use the directional button or left analog stick / to make a selection and / to change the setting. Press the  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.

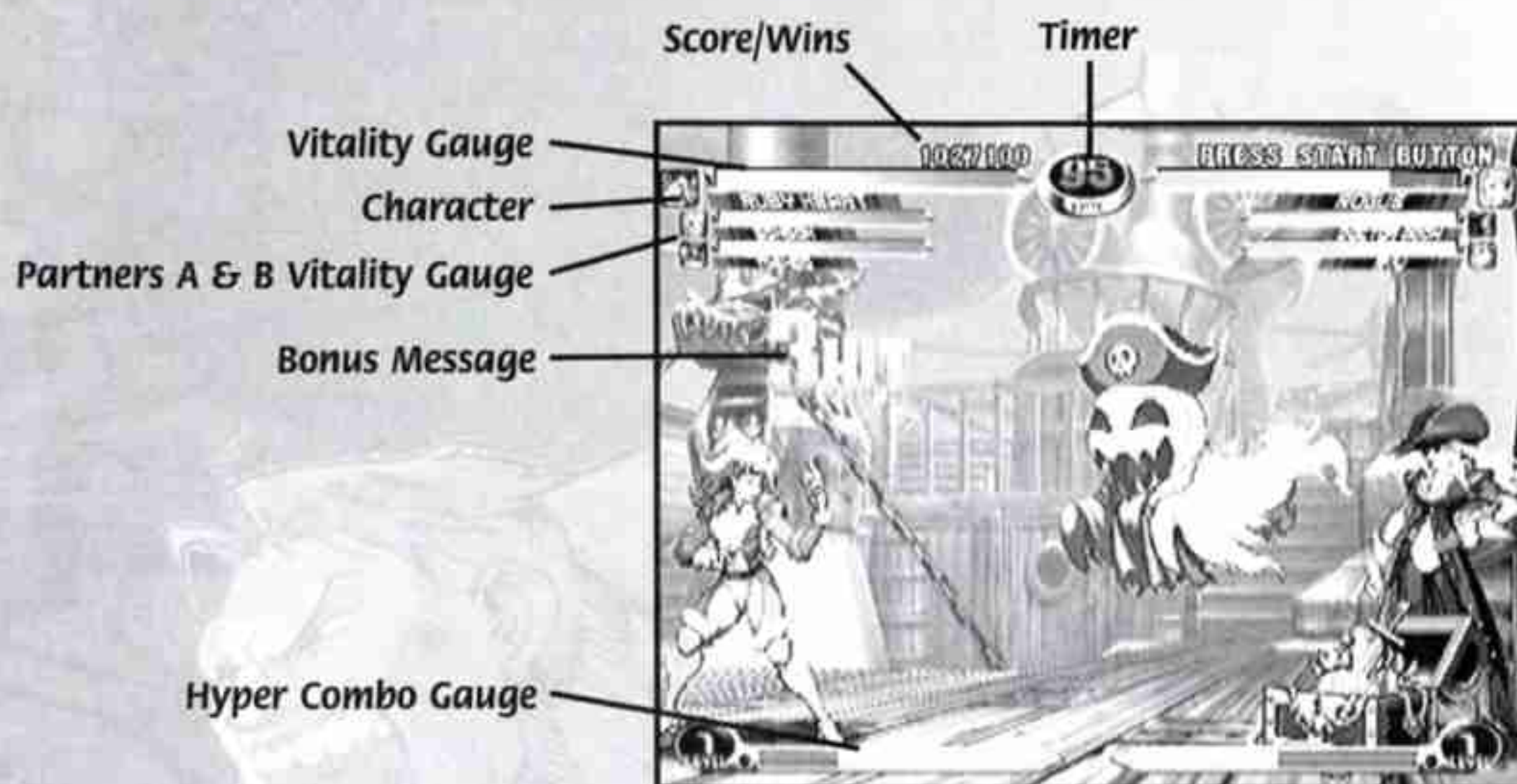
Default Setting – Restore original settings.

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.

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

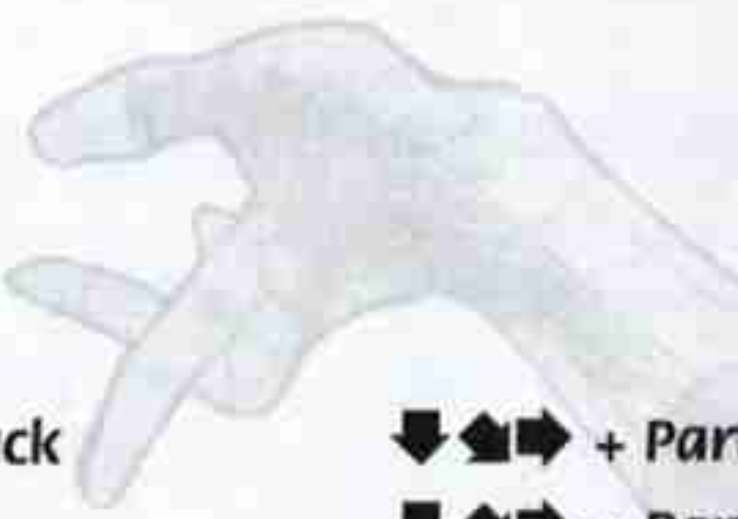
Color bar decreases as partner characters are attacked. It recovers gradually when a character is resting. If the color bar disappears, the character is knocked out (K.O.'d).

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.



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.



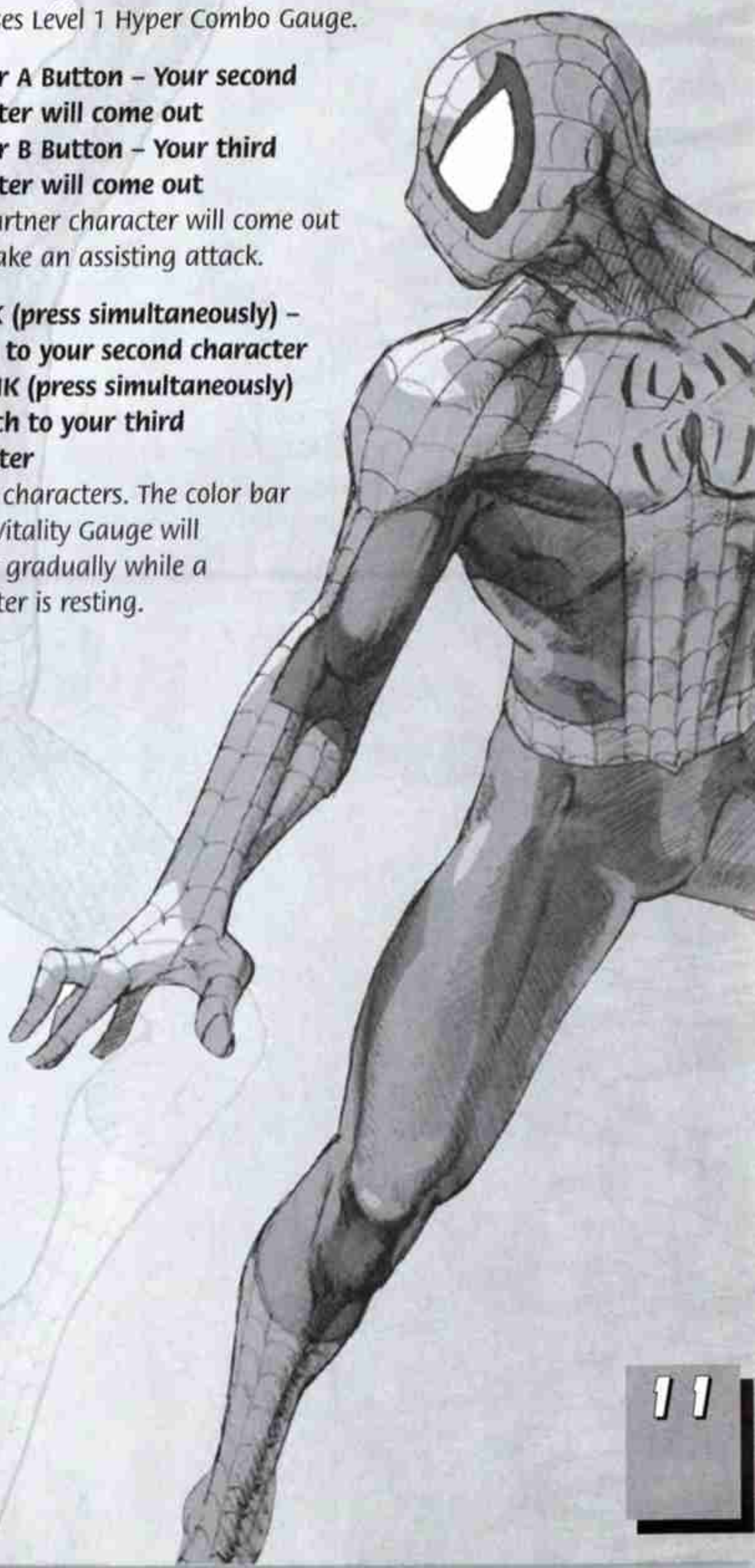
Variable Attack

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.



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



