



MAGNETO CUSTOM MvC2 STYLED

README

Hey whats up? Well, since some people is asking for it, Here is it, the readme for Magneto in Custom MvC2 Style, here you will find all the info you may need to use him.

This Magneto is based in his MvC2 incarnation (used old Nobuyukis version), so the most stuff you know of him from that game applies for this version as well, if you feel that you need more info about Magneto, you can see on www.gamefaqs.com, the best resource on gaming tutorials and FAQs for almost every game.

This character works only in MUGEN 1.0 as it uses the new constants, sprite format (including 28 palettes selectable during intro, thanks to GoodAldo) and the coolest feature: Custom AI without the need of a workaround for it.

Now, for this MUGEN incarnation, I felt like inventing some background for him ;)

BACKGROUND

After many sacrifices, Magneto finally fulfilled his dream of making a new world for mutants, but peace didnt last too long. New Avalon (as he called his new world) had to face a terrible energy crisis, Worried about the destiny of his people, he desperately looked for a way to solve this problem with the help of Charles Xavier and give all mutantkind a world of light instead of darkness. Unfortunately, the little planet was dying and there was only one thing to do to save the mutants from its cruel destiny. Magneto heard about a powerful tool that could stabilize the planets critical situation. He had to return to the third planet (Earth) with a legion of mutants in order to get it and save its people, but also, he will need to face a new danger that menaces his mission. Will Magneto succeed on saving New Avalon from its unsure destiny?

MOVE LIST

Magnetio plays at least closer to MvC2, so this means that he has the following features:

- Dash and Wave Dash System
- Super Jump
- Advancing Guard
- Standalone Alpha Counter
- Recovery Roll
- Air Dash (8 way dash)

Also, he has a whole new common system incorporated that allows him to play with the well-known vs. system that Capcom uses in their games. This also forces enemies to enter this system



if they are being attacked by him, so the experience is closer to the real stuff. (Or sort of, thats why I call it custom)

The system includes get hit system behavior close to mvc2, as well as OTG system.

Magneto is a 4 button character to resemble mvc2 system, but enough babbling, lets do the stuff...

Command Notations

- o QCF: Quarter Circle Forward
- o QCB: Quarter Circle Back
- o HCF: Half Circle Forward
- o HCB: Half Circle Back
- o DP: Dragon Punch Motion
- o RDP: Reverse Dragon Punch Motion

- X = Light punch
- Y = Hard Punch
- A = Light Kick
- B = Hard Kick

Kuchuu Dash: X+Y and any direction in air

Counters: B, DB, D + Any Button. If Punches used, counter move is E.M. Disruptor, if kick, is Hyper Gravitation, the first weak version, the second hard version.

Recovery Roll: B, DB, D + Any button while knocked back (It doesnt work during Aerial Rave Finishers or attacks that dont allow recovery).



Normal Moves

- o **Throw 1 Metal Trap:** Press Fwd or Back + Y, can be done on air, aim holding up for upwards throw, this throw is mashable while you are trapped by the metal things, allowing to escape from it.
- o **Throw 2 Electric Shock:** Press Fwd or Back + B, can be done on air, aim with up or down to throw upwards or slam into floor.



Super Moves:

- o **E.M. Disruptor:** HCF + X or Y (Can also be done on air), Magneto shoots a magnetic beam from his fingers, it takes the entire screen horizontally and knocks back the opponent (but doesnt cause knock down, so you can recover from it in floor automatically, or in air if high enough). Also works as an aerial rave finisher, but doesnt cause Flying Screen, Is Super Cancelable.
- o **Hyper Gravitation:** HCB + A or B (Can also be done on air), He release 4 magnetic balls, that can chase the enemy. Light version is slower and travels less distance than hard version. If this can make contact to an opponent, this grabs them and brings them near to Magneto, helpless and open for attacks, Take in mind that, even if he releases 4 projectiles, they act as just one, so if one of them is blocked or destroyed by another projectile, all of them are eliminated instantly. Is super cancelable. Can OTG on some characters.



- o **Force Field:** HCF + A or B, Magneto protects himself with an electric field around him, if you try to hit him, you will be countered with an attack, if you used A, he will toss his opponent back with a stronger force field, if done with B, he will do a shockwave pillar, be warned, the B version is more like a close range counter, while the A has more range. Can OTG
- o **Magnetic Blast:** UP, DIAGUP, FWD + X or Y, (Only on air). Magneto releases a blast of energy that travels diagonal downwards, can be supercancelable, but only in superjump. Can OTG



Notes About Supers:

- o MVC2 has some limits in cancels that somewhat balance things, this means that you can only super cancel the moves that can be supercanceled only in standing states (or ground if you like) or in superjump, otherwise, you cannot.
- o Be careful while supercanceling from Hyper Gravitation, if you cancel too fast, the magnetic holders will never come out, timing is your friend here.
- o Hyper Gravitation is mashable, this means that, while you are trapped by it, you can mash all buttons and your direction stick to scape faster from it, this means that even on a Hyper Grav + Magnetic Tempest cancel, you can scape and even avoid more damage from this combo. This is hard to pull off though.



Hyper Moves

- o **Magnetic Shockwave:** QCF + XY, Magneto slams the floor with his hand and releases 9 magnetic pillars, deals decent damage and if the opponent is hit, causes Flying Screen, can OTG. If evaded is very punishable.
- o **Magnetic Tempest:** QCF + AB, Magneto uses his powers to release a wave of metal pieces, has decent start and recovery, so it is practically the safe way to start or end a combo, cannot be so punishable because the metal stuff protects Magneto and can counter any attack they receive. Can OTG.



FINAL NOTE

I hope this Magneto is good enough to stay in your roster, he aims to be mainly on a mugen that is composed by vs. styled characters the most, but at the end, is up to you, His AI is not a beast, but he can at least give you a challenge.

He also has a set of 28 palettes in which most of them are courtesy of Goodaldo (which are the BEST PAIS I COULD EVER FIND FOR MAGNETO!!!!). The palette selector is spawned every first round so you can choose every pal you may want, while the indicator is active (during the intro) press up or down to go one by one or press back or front to increase by 10 and move faster through the colors available (my personal favorite is pal no 13 XD).



Thanks for downloading, feel free to give feedback ;)

See ya!!!