

# Black Hole Assault (Import) FAQ/Walkthrough

by CNash

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Black Hole Assault FAQ/Strategy Guide

Sega Mega CD

Written by CNash

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USAGE GUIDE (the legal stuff)

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- 1.) Introduction

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Released in 1992, Black Hole Assault was one of the earliest Sega Mega CD (shortened to just "Sega CD" in the USA) games. It's a 2D fighting game, a genre popular at the time, with simplistic controls and an enemy AI that's only \*mildly\* frustrating. The gimmick for this game is that each of the planets that you fight on has different conditions - for example, Leda has low gravity, meaning that you can jump much higher than you could on Rhea, which has gravity similar to Earth's. The game makes great use of the Mega CD's enhanced capabilities by including extensive animated cutscenes and real voice acting, and music stored as CD audio rather than synthesized. The Mega CD's on-board memory storage is used to preserve high scores and player names.

The story of Black Hole Assault goes something like this: Earth, having exhausted its natural resources, sends out probes to find more raw materials on other planets. When these probes start disappearing, it's discovered that the Akirovians - Earth's old enemy from a past war - are in a similar situation and are gearing up to invade Earth and take whatever remains of its resources. Your job, as an elite CAM (Cybernetic Anthropomorphic Machine) pilot is to engage and destroy the Akirovians in several locations around the solar system.

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## 2.) Controls

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Eschewing the popular concept of "special moves" used extensively by the genre leaders Mortal Kombat and Street Fighter, Black Hole Assault goes back to basics.

NOTE: This game does not support the six-button controller.

A BUTTON: Punch; activate special technique

B BUTTON: Kick

C BUTTON: Throw

TOWARDS: Move towards opponent; double-tap for sliding attack

AWAY: Move away from opponent

UP: Jump

DOWN: Crouch

Close-range uppercut attacks, for bots that have them, are executed by rolling the D-Pad from DOWN to TOWARDS while pressing the A BUTTON.

Mid-range tackle or knee attacks, for bots that have them, are executed by crouching DOWN and pressing the B BUTTON.

Special techniques may only be used when your bot's energy level is at 30.0 or higher. The energy level will regenerate on its own (though not while crouching), but will drop if you are attacked. Using a Special technique will cost a small amount of health.

The special technique is mostly different with each bot - the two Story Mode bots have basic laser and rocket attacks, but the enemy bots have much more interesting techniques. All of these are detailed in the summary for the respective bot, below.

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## 3.) Meet the Bots

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There are eight playable bots in this game - Earth's two CAM bots and six Akirovian bots. The final two Akirov bots, Whiplash and Mantis X, are not playable.

Strategies for fighting CPU bots were taken from Exhibition Mode, playing against COM-STANDARD with a level of 99, on the Defcon2 stage (normal gravity).

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a.) CYQUEST (CAM Type A)

Dimensions: 6.5m x 3.7m x 10.02m

Weight: 12000 KG

Special Technique: Power Laser

More average than the Orion, Cyquest does most things well enough. It punches, kicks, jumps fairly high and comes with an agile Knee Bash attack that can be useful in certain situations. It possesses an uppercut attack that can only be used from close-range.

The Special Technique, P.Laser, is a bog-standard projectile attack, executable from long range only; the enemy AI will avoid it almost effortlessly,

so try to fire it while your opponent is on the ground in order to connect when it gets up.

The CPU player using Cyquest favours close combat and throws; using aerial attacks on it is awkward due to its slight frame and its propensity to duck down and avoid them. If you can get close enough to start a chain combo of punches and kicks, you can box it in.

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b.) ORION (CAM Type B)  
Dimensions: 6.7m x 3.5 m x 9.98m  
Weight: 13800 KG  
Special Technique: Missile

Orion is designed more around offense than the all-rounder Cyquest. It doesn't jump as high as the other CAM, but attacks much faster at close range, and comes with an amazing mid-range lunging tackle attack.

Once again, the Special Technique is a long-range projectile that's easily avoided, but the way the missiles twirl can present a challenge.

The CPU player using Orion likes aerial attacks; aerial counters can be useful. It tends not to stay in one place for too long, sliding away when it feels threatened, and randomly using Missile when it can.

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c.) STRS1 (Akirov "DICRAEO")  
Dimensions: 10.6m x 11.68m  
Weight: 9250 KG  
Special Technique: M.Fire

The first of the Akirovian bots, STRS1 has a long tail that it whips around as its "Punch". This bot does not crouch, but has a powerful standing kick. Aerial attacks are lackluster and only effective at mid-range.

It uses yet another boring projectile attack for its Special; the twist this time is the weaving motion that makes it hard to counter with another projectile.

The CPU player using STRS1 will concentrate on landing kicks at close range, occasionally taking to the air. It will use M.Fire when the opportunity presents itself. The easiest way to deal with it is to use a fast-attacking bot like Orion, or a defensive wall like Ghostwalker.

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d.) URCHIN (Akirov "MEGALANIA")  
Dimensions: 9.0m x 5.0m x 9.30m  
Weight: 12060 KG  
Special Technique: Hammer Claw

Don't let its size fool you - Urchin is the Akirov team's fast attacker. It'll pound away with heavy punches and kicks and possesses a powerful uppercut. While it's not the lightest bot to use, Urchin's very easy to use and the best choice for button-mashers.

Urchin's Special is a unique lunging claw attack, usable only from long-range. It's hard to avoid and almost guaranteed to connect unless your opponent

intercepts it with another attack.

The CPU player using Urchin will continually lunge towards you, making use of its Special whenever it can and jumping to avoid ground-based attacks. Your best strategy, therefore, is to use aerial attacks as much as you can. It will have to jump to avoid you, making its lunging claw attack almost useless.  
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e.) THUG501 (Akirov "BARYONYX")  
Dimensions: 9.0m x 5.0m x 11.81m  
Weight: 16100 KG  
Special Technique: Ground Cutter

THUG501, as the name suggests, is the brute-force bot that doesn't require much skill to use effectively. It's not very agile, which can be problematic when facing fast bots like Orion and Urchin, as it's unable to effectively counter aerial attacks. It cannot Kick while crouching.

Ground Cutter, THUG's Special, is perhaps the easiest one to avoid - it travels in a straight line across the ground. Get enough ground clearance to avoid it and you'll be fine.

The CPU player using THUG501 plays defensively; it'll duck to avoid close combat, and slide to frustrate your aerial combat attempts. If you can get it standing still, jump-kicks to the head are the best method of defeating it - its status as the tallest bot makes it a sitting duck, and its large profile means that even jumping won't save it.  
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f.) THORAXE (Akirov "DEINO")  
Dimensions: 7.0m x 5.3m x 9.67m  
Weight: 10702 KG  
Special Technique: Sonic Charge

Thoraxe seems to be the Akirov's attempt to match the two Earth bots. Profile-wise, it's almost a clone of Cyquest - its moves are identical. It lacks the uppercut and knee bash attacks, but shares Orion's fast attacking speed and lower jump.

It's back to projectiles for Thoraxe's Special; just a non-descript energy ball that shoots across the screen in a straight line. Nothing "special" about it really.

The CPU player using Thoraxe prefers to jump around and kick you. It'll occasionally throw its special at you, but is strangely more vulnerable to projectile specials than most of the other bots. Thoraxe's major failing is defense from close combat - if you can get it up close, you've all but won.  
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g.) GHOSTWALKER (Akirov "SANADY")  
Dimensions: 9.3m x 5.4m x 8.54m  
Weight: 9140 KG  
Special Technique: Rolling Kick

Ghostwalker is perhaps the slowest of the playable bots - however, it makes up for it with its gimmicky Special, described below. It's also got an unexpectedly agile jumping capability, although its hits are hard to connect

due to its bulk (you'll need to be positioned at exactly the right spot).  
Great defensive powers, though.

The aforementioned Special is like a super-sliding move; Ghostwalker instantly travels across the screen and lands on the opposite side of your bot. Only useable from long-range. The downside to having this ability is that it can't slide normally. Note that the ability is named "Rolling Kick" in its profile screen, but isn't actually an attacking move.

The CPU player using Ghostwalker likes to jump and will use its Special to avoid aerial attacks. It also has the annoying habit of transporting itself behind you and immediately throwing you. If you can get it to start jumping towards you, intercept it with an aerial kick.

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g.) LOCUST (Akirov "CHESBUR")  
Dimensions: 6.8m x 3.5m x 9.50m  
Weight: 9550 KG  
Special Technique: Locust Beams

Locust has to be the most annoying "regular" bot of them all, and it's due to one factor: the headbutt. Locust's standing Kick move is a headbutt with the longest range of any move in the game; it can hit almost from mid-range. It has a smaller headbutt for its crouching Kick. Punches and throws are normal.

Locust's Special is another projectile, but this one seems to pack more "knockback" than the others.

The CPU player using Locust, strangely enough, prefers to punch and throw at close range rather than make use of its awesome headbutt. Occasionally, it'll start abusing it, but most of the time it's more interested in countering your attacks than anything else and wiping you out like that. My advice is to stay away from it and take aerial potshots.

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The following two bots can only be fought in Operation B.H.A mode and can't be controlled.

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h.) WHIPLASH (Akirov "BRACHIO")  
Dimensions: 11.0m x 8.0m x 8.5m  
Weight: 52050 KG  
Special Technique: Black Hole

Whiplash doesn't move that much, and so likes to pull you in with its Special and beat the tar out of you at close range. Speaking of which, don't listen to the characters in the cutscene - Black Hole doesn't "drain your power" at all, it merely pulls you towards Whiplash like a giant magnet. It's comparable to Scorpion's "Get over here!" move from Mortal Kombat. The best way to avoid it is to jump backwards away from Whiplash when he uses it.

Otherwise, play the sniping game - jump in, kick him, jump out. It might not be the most elegant way to play, but it works.

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i.) MANTIS X (Akirov "ALLO")  
Dimensions (Squat Mode): 14.7m x 7.80m  
Dimensions (Standing): 11.0m x 6.6m x 11.05m

Weight: 23000 KG

Special Technique: Blade

Mantis starts the battle in "Squat Mode"; he's of a similar height to Whiplash, so aerial attacks aren't going to work as well. This phase of the fight isn't too much of a bother - he won't move, and will only attack you if you go near him. Use the sniper strategy from Whiplash to lower his health down to about 1/3 of his bar, and try not to let him hit you.

Then the fun begins. Mantis will stand up, regain all his health, and become one of those frustrating, joypad-destroying endbosses that you only get in games like these. He's got a multitude of annoying attacks - not least of which is the scissor-kick throw that he likes to spam you with endlessly. If he gets you in a neverending throw lock, there's very little you can do about it. He'll also roundhouse-kick you from mid-range, jump like a madman and occasionally employ his Special - a downwards-pointing blade that does heavy damage if it connects.

I know I say this for almost every bot, but the easiest way to get rid of him is to use aerial attacks and counters. Stay FAR away from him to avoid his close combat moves. Projectile Specials don't work on him.

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#### 4.) The Stages

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This section of the FAQ details each of the ten battling arenas, their gravity conditions, and any other useful information. Note that the maps don't have "boundaries"; they'll scroll endlessly in both directions. You can turn all of these gravity and terrain effects off from the Configuration menu by turning "F-Trap" to off, but that rather defeats the purpose of having gravity effects.

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##### a.) DEFCON2

Gravity : 1.0  
Rotation : N/A  
Radius : 7x12x14  
Density : 2.23  
Escape Speed : N/A

Defcon2 is Earth's main base, so it'll naturally have gravity equal to that of Earth. It's the balanced terrain; neither good nor bad.

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##### B.) MOON

Gravity : 0.378  
Rotation : Slow  
Radius : 1738  
Density : 3.34  
Escape Speed : N/A

The Moon has only a fraction of Earth's gravity, so your leaps will be higher. However, the same decreased gravity will slow your movements. Slow bots like THUG501 will enjoy the feeling of weightlessness, but find their movement even more hampered.

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##### c.) VENUS

Gravity : 0.927  
Rotation : 242.98  
Radius : 5988  
Density : 5.413  
Escape Speed : 10.41

Venus's gravity isn't a problem; it's close to normal. This map, however, has a terrain trap: being struck by lightning will empty your Special power gauge, and is something to avoid.

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d.) PHOBOS

Gravity : Unknown (Low)  
Rotation : Slow  
Radius : 13x10x9  
Density : 2.2  
Escape Speed : N/A

Phobos has roughly the same gravity as the Moon, so you'll be lightweight and combat will be fast-paced.

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e.) MARS

Gravity : 0.378  
Rotation : 1.026  
Radius : 3397  
Density : 3.936  
Escape Speed : 5.02

Gravity's the same as the Moon. One added effect is that when you land after a jump, you'll slide very slightly in the direction you're facing. This effect means that projectile attacks - which normally can only be fired at long-range - may appear to fire even when your opponent is very close.

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f.) ASTEROID

Gravity : Unknown (Very Low)  
Rotation : Slow  
Radius : 1.2x4.7x2.2  
Density : 2.4  
Escape Speed : N/A

The gravity on this asteroid is almost non-existent; you'll be leaping across the screen in a single bound.

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g.) LEDA

Gravity : Unknown (Low)  
Rotation : Slow  
Radius : 8  
Density : Unknown  
Escape Speed : Unknown

You should be used to Moon-level gravity by now - the major problem in Story Mode is that Ghostwalker doesn't seem too bothered by it.

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h.) Io

Gravity : Unknown (High)  
Rotation : Slow  
Radius : 1815  
Density : 3.57  
Escape Speed : Unknown

The density of Io means that the gravity will be quite close to normal. Unfortunately, if you're playing through Story Mode, you'll now be used to low gravity and you'll be feeling heavier than "usual". There's a terrain trap here - wander into the path of the volcanic eruptions and you'll be knocked down and lose your Special energy.

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i.) Rhea

Gravity : Unknown (High)  
Rotation : Slow  
Radius : 764  
Density : 1.33  
Escape Speed : Unknown

Once again, gravity will be normal. That's great for the heavy Whiplash, but not so good when you like to jump around.

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j.) Titan

Gravity : Unknown (Medium)  
Rotation : Unknown  
Radius : 2575  
Density : 1.881  
Escape Speed : Unknown

This time, the gravity's balanced - not too light, but not as heavy as Earth-Normal.

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5.) Operation B.H.A.

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The game's "Story Mode" sees you battling across ten stages, fighting a different Akirov bot on each. Battles last one round, and you have infinite continues.

Venus = STRS1  
Phobos = Thoraxe  
Mars = Urchin  
Asteroid = THUG501  
Leda = Ghostwalker  
Io = Locust  
Rhea = Whiplash  
Titan = Mantis X

As with most games of this genre, the enemies get tougher as you go along. Don't expect an easy ride.

If you set the difficulty level to EASY in the Configuration menu, you'll fight a random selection of two Akirov bots on the Defcon2 stage, and then Cyquest on the Moon stage, before being dumped back to the title screen. You don't get any cutscenes on Easy mode either.

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#### 6.) Tournament and League Modes

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If you have friends who'd like to play against you, you can either use Exhibition Mode for a quick battle, or gear up for a Tournament or League contest. Alternatively, if you don't have friends (or they don't want to play this game), you can set up Tournaments or League contests between yourself and CPU opponents.

Alternatively, if you're playing this on an emulator, give Netplay a try (if your emulator has it). You might not find many other people playing this game, but at least it's better than sitting here alone.

The manual goes into more detail about these modes, and even if you don't have one, it's really self-explanatory.

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#### 7.) Cheats and Codes

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All of these cheats are activated by entering them as your name in the Name Entry screen and starting a new Operation B.H.A game.

Name: FOMA

This will present you with a list of the FMVs from the game. The list is in Japanese, and the movies aren't in the correct order, so here's what they are:

1. Intro movie
2. Opening movie (before STRS1)
3. Ghostwalker briefing
4. Urchin discussion at the bar
5. Location of the Akirov base
6. Ending movie and credits

Name: AZY

Plays a hidden Pong-like game between Cyquest and Orion; there's a paddle in the middle that moves up and down as well, and you can press the B BUTTON to fire your bots' respective Specials and affect the ball. This game requires two-players and can't be CPU-controlled. To return to the normal game, you have to reset the console.

Name: MUTEKI

Invincibility in the Operation B.H.A one-player game. Nothing special.

Name: BIGNET

While in any round of an Operation B.H.A game, hit Start on the second control pad to win automatically. The only real use for this is to fight Whiplash and Mantis X whenever you want, without having to fight the others.

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End

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My thanks go to KasketDarkfyre and Ace Wing for submitting the cheats, Sega and Micronet/Bignet for making this game, and my local branch of GameStation for selling it to me for the princely sum of 13.99!

And of course, thanks to you for reading. I hope it was useful to you.

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