

# Marvel Super Heroes Short Move List

by Megnetto

Updated to v1.1 on Jan 1, 2001

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(for arcade, Sega Saturn, and Sony Playstation)

Marvel Super Heroes short move list and other FAQs.

version 1.1--01/01/01

by Megnetto, the classic gamer -- megnetto@hotmail.com

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## 1) INTRODUCTION

Because there are many FAQs out there, telling about character profiles, special moves, combos and secrets, I will only mention things which are overlook. Things that are left out that is not even mentioned in the instruction manual. It may not be important, but it needs to be pointed out.

## 2) CONTENTS AND UPDATES

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FAQ updates:

Version 0.1--??/??/00: first attempt. Originally named "What do those winning tokens mean?"

Version 0.2--03/22/00: Added the meanings to "cherry" and "cheese".

Version 0.3--07/19/00: Big changes. Added ASCII design and areas where items for Juggernaut to pick up.

Version 0.4--08/11/00: Minor corrections. Added short move list.

Version 0.5--08/15/00: Adjusted and added (IC) and Best Gem on the short move list.

Version 0.6--08/15/00: Minor adjustments and corrections.

Version 0.7--08/20/00: Minor adjustments added credit on section 6.

Version 0.8--09/13/00: Added "MORE USELESS INFORMATION" on Section 6 and moved "GRATITUDE AND CLOSING" to section 7.

Version 0.9--09/24/00: Added additional credit on section 7.

Version 1.0--11/29/00: Minor additional to short move list. Added credits on section 7.

Version 1.1--12/03/00: Minor corrections on the short move list. This is FINAL update, unless something new comes up. Any corrections or additional credits will be made without notice.

### 3) SHORT MOVE LIST

This is for people who haven't played this game yet. Print it, then cut it out and keep it with you when you play.

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|-----|
| MOVE DESCRIPTIONS |
|-----|
| U=Up B=Back D=Down F=Forward QCF=Quarter-Circle Forward (D,F/D,F) |
| P=Punch DP=Dragon Punch (F,D,F/D) QCB=Quarter-Circle Back (D,B/D,B) |
| WP=Weak Punch (Jab) QCD=Quarter-Circle Down (F,D/F,D) |
| MP=Medium Punch (Strong) UQCF=Up-Quarter-Circle Forward (U,F/U,F) |
| SP=Strong Punch (Fierce) BQCD=Back-Quarter-Circle Down (B,D/B,D) |
| K=Kick WK=Weak Kick (Short) RDP=Reverse Dragon Punch (B,D,B/D) |
| MK=Medium Kick (Forward) HCF=Half-Circle Forward (B,D/B,D,F/D,F) |
| SK=Strong Kick (Roundhouse) HCB=Half-Circle Back (F,D/F,D,B/D,B) |
| (D)=Direction, Different items (IS)=Infinity Special |
| (SS)=Same Strength B2F=Hold Back for 2 seconds, then press Forward |
| (IC)=Infinity Counter D2U=Hold Down for 2 seconds, then press Up |
| Super Jump---D,U or 3K Dash---F,F or B,B Block---Pull Back |
| Taunt--Arcade:D,D+START; Playstation: D,D+SELECT; Saturn: D,D+L+R |
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|-----|
| ANITA (import consoles/Saturn with Game Shark only) |
|-----|
| Killshred----SP+SK(again=throw) | Mei-Ling Summon-----RDP+P |
| Akuma Summon-----DP+P | Triple Jump-----Tap U,U in air |
| Akuma Summon(IC)-----BQCD+P | Love for You(IS)-----QCF+3P |
|-----|
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|-----|
| BLACKHEART |
|-----|
| Dark Thunder-----HCF+P(D) | Inferno-----HCB+P(D) |
| Dark Thunder(IC)-----BQCD+P | Best Gem-----Reality(Orange) |
| Armageddon(IS)-----QCF+3P | Heart of Darkness(IS)-----QCF+3P |
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| CAPTAIN AMERICA |
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Shield Slash-----QCF+P(D)	Stars and Strips-----DP+P
Charging Star-----HCF+K	Cartwheel-----HCB+K
Double Jump-----tap U in air	Stars and Stripes(IC)-----BQCD+P
Best Gem-----Power(Red)	Final Justice(IS)-----QCF+3P
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DOCTOR DOOM (consoles only)
Gauntlet Blast-----QCF+P
Molecular Shield-----HCB+K
Gauntlet Blast(IC)-----BQCD+P
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HULK
Gamma Charge-----B2F+K
Uneath-----D,D+3P
Gamma Tornado-----Close,HCB+P
Best Gem-----Time(Pink)
-----

-----  
IRON MAN
Uni-Beam-----HCF+P
Smart Bomb-----P+K(SS, D)
Diving Knee-----in air,D/B+K
Best Gem-----Soul(Green)
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-----  
JUGGERNAUT
Earthquake-----QCD+P(D)
Juggernaut Splash-----HCF+K(D)
Super Lift--D,D+3P(near objects)
Best Gem-----Space(Purple)
-----

-----  
MAGNETO
E-M Disruptor-----HCF+P
Levitate-----QCB+3K
Shock Wave Surge(IC)-----BQCD+P
Shock Wave(IS)-----QCF+3P
-----

-----  
PSYLOCKE
Psi-Blast-----QCF+P(D)
Psi-Blade-----QCF+K(D)
Triple Jump-----Tap U,U in air
Best Gem-----Power(Red)
Psi-Maelstrom(IS)-----QCF+3K
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|-----|
| SHUMA-GORATH |-----|
|-----| Mystic Stare-----B2F+P |
| Mystic Smash-----B2F+K | Devitalization-----Close, HCB+K |
| Stone Drop-----D+MK | Mystic Smash(IC)-----BQCD+P |
| Best Gem-----Time(Pink) | Chaos Dimension(IS)-----QCF+3P |
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|-----|
| SPIDER-MAN |-----|
|-----| Web Ball-----QCF+P |
| Spider Sting-----DP+P | Web Throw-----HCB+P(D) |
| Web Swing-----QCB+K(D) | Spider Sting(IC)-----BQCD+P |
| Best Gem-----Power(Red) | Maximum Spider(IS)-----QCF+3P |
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|-----|
| THANOS (consoles only) |-----|
|-----| Fire Stomp-----D+SK |
| Power Knee-----in air, D+SP | Bubble Throw-----QCF+K |
| Stone Wave-----D+SP | Spear Slide-----HCF+P |
| Rock Throw-----SK | Spear Slide(IC)-----BQCD+P |
| Reality Gem(IS)-----RDP+WP | Space Gem(IS)-----RDP+MP |
| Power Gem(IS)-----RDP+SP | Time Gem(IS)-----RDP+WK |
| Soul Gem(IS)-----RDP+MK | Mind Gem(IS)-----RDP+SK |
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| WOLVERINE |-----|
|-----|
| Berserker Barrage-----QCF+P | Tornado Claw-----DP+P |
| Drill Claw-----P+K(SS) | Diving Kick-----D/B+K (in air) |
| Drill Claw(IC)-----BQCD+P | Best Gem-----Power(Red) |
| Berserker Barrage X(IS)---QCF+3P | Weapon X(IS)-----DP+3P |
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#### 4) AREAS FOR JUGGERNAUT TO PICK ITEMS UP

When you play as Juggernaut in this game, you will notice that in certain stages, there are objects that he can pick up and throw at the opponent. All you have to do is walk over to the object, tap the controller down twice and press all three punch buttons. The Hulk has the same move, but he only rips parts of the floor anywhere on any stage, so the objects are only reserve for the Juggernaut and only appear when someone plays him. Here is a short list of where the objects are and what they look like.

- A) CAPTAIN AMERICA'S STAGE--a big floor-shaped rock
- B) HULK'S STAGE--a broken merry-go-round horse
- C) SHUMA GORATH'S STAGE--small rib-cage-shaped bones
- D) JUGGERNAUT'S STAGE--a big shipping crate
- E) DOCTOR DOOM'S STAGE--a pile of metal long canisters

This list is good to use because Juggernaut's move is difficult to execute and it is fun to see him throw an object to his opponent as a final knock-out from time to time.

5) ROUND POINT MARKERS: WHAT DO THEY MEAN?

It started out as a simple idea. In a fighting game, you get a point or a "winning token" after you knock out your opponent. If you get enough points, you win the match. Lately, Capcom and other game companies decided to spice this up by adding different tokens, depending on how you won the round. So here is a winning token description for Marvel Super Heroes.

<P>--"PERFECT", you win it by K.O.ing your opponent in full health.

<oo>--"Infinity", you win it by K.O.ing your opponent using an infinity special

<S>--"special", you win it by K.O.ing your opponent using a special move

<V>--"victory", you win by just K.O.ing your opponent.

<q>--"lasso", you win it by throwing your opponent as a K.O.

<O>--"time", you win it by time out with more health than your opponent

<"cherry"> --"cherry picker", you get that by K.O.ing your opponent, using a Jab or Short.

<"cheese">--"cheesy victory", you get that by K.O.ing your opponent, using a special or infinity move, WHILE HE'S BLOCKING.

The latter two proves that Capcom knows gamers and understands cheesy gamers. Are there any "fireball fingers" or "one move Charlies" out there? Players who jab their opponents to death, or take easy or "lucky" shots are "cherry pickers". Players who use the same special move over and over and over and over again, especially if the player is in the corner and/or has no protection against it, is considered "cheesy".

6) MORE USELESS INFORMATION

a) "Combo words" that are used in the game and the number of hits to get them (same as X-Men: Children of the Atom):

Good!-----3+  
Great!-----6+  
Very Good!---8+  
Wonderful!--10+  
Fantastic!--12+  
Marvelous!--16+

b) For people who like MARVEL SUPER HEROES music:

In case you don't know, you can play the audio music tracks off the console version CDs. Better yet, to save wear and tear, record the music tracks from the CD to an audio cassette tape. Just don't play track 1 because it's the game load. Here's the track list:

Track	Title	Time
02	Game theme	00:25
03	Character select	01:43

04		"Here comes a new challenger"		00:12
05		Jump in for action		00:12
06		Continue		01:14
07		Game Over		00:12
08		Score ranking theme		01:13
09		Stage is set		00:12
10		The Daily Bugle		02:26
11		Liberty under construction		02:32
12		Broken carousel		02:30
13		Stark Enterprises		02:34
14		Canadian Bridge		02:37
15		Uptown Express		02:36
16		Domain of the damned		02:33
17		Destroyed dimension		02:34
18		Union strike		02:30
19		Asteroid M		02:31
20		the Doom sub		02:30
21		Infinity castle		02:27
22		Spider-man interlude		00:40
23		Captain America interlude		00:43
24		Hulk interlude		00:43
25		Iron Man interlude		00:43
26		Wolverine interlude		00:43
27		Psylocke interlude		00:43
28		Blackheart interlude		00:43
29		Shuma-Gorath interlude		00:43
30		Juggernaut interlude		00:43
31		Magneto interlude		00:43
32		Doctor Doom interlude		00:41
33		Thanos interlude		00:43
34		Freeing the heroes		00:12
35		Peter and Mary Jane		00:57
36		Avengers Assemble!		00:56
37		"I beat you."		00:18
38		Betty and Hulk		00:45
39		Abandoned gems		00:28
40		The temptation		00:31
41		Too many questions		00:53
42		X-mansion		00:32
43		Courage		00:31
44		Blackheart and Mephisto		00:34
45		Usurped the throne		00:23
46		The Power is mine		00:58
47		Only one's standing		00:40
48		Back on Earth		00:31
49		A new life		00:44
50		Credit theme		02:09

c) Also, one more thing: In X-Men: Children of the Atom, when your opponent is down, whether you throw or foot sweep him, you can do extra damage when they are lying on the ground. On this game, for some reason, you can't do that. Whether or not they get up very quickly or not. Something minor I noticed.

#### 7) GRATITUDE AND CLOSING

So that's it. If you have questions or commits, you can write to me at the address shown. Thank you for reading.

Special thanks to:

-Sega, Capcom and Marvel Entertainment for making this game.

-"Oion" and "Umberra Corp" for their help.

-The following people and their websites for posting this FAQ and it's updates:

Al Amaloo at [Game Advice.com](http://GameAdvice.com)

Christian Wirth at [psxcodez.com](http://psxcodez.com)

Jamie Long at [Games Domain.com](http://GamesDomain.com)

Jeff "CJayC" Veasey at [GameFAQs.com](http://GameFAQs.com)

Nicolas Nico S at [cheatstop.com](http://cheatstop.com)

Steve at [Fresh Baked Games](http://FreshBakedGames)

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"I shall allow no man to belittle my soul by making me hate him."--Booker T. Washington

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