

Marvel Super Heroes vs. Street Fighter Cyber Akuma Character FAQ

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Marvel Super Heros VS Street Fighter
Cyber-Akuma for Sony Playstation
Version 0.2
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===== Introduction =====

Cyber-Akuma is an extremely powerful secret character. He does lots of damage and takes quite little. However, one drawback to using him is that he cannot have a partner but he has the power of a few Akumas so fight carefully but with ease and he'll be an enjoyable character to use.

I'll be referring him as Cyber in this FAQ.

===== Acquiring Cyber-Akuma =====

Complete the whole game at difficulty 8 star without losing a single round. Therefore, I suggest changing the number of rounds to 1 in options. After that, go to arcade mode and press select 5 times, holding on the 5th time and press any button. I'm not sure if you can acquire him in any other modes though. Pressing select 6 times and holding on to the sixth will get you Apocalypse. I have however, found no use for Apocalypse for the time being though.

===== Normal moves analysis

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Key:

P- Any punch

K- Any kick

LP- Light punch

MP- Medium punch

HP- Heavy punch

LK- Light kick

MK- Medium kick

HK- Heavy kick

QCF- Quarter circle forward

QCB- Quarter circle backward

HCF- Half circle toward

HCB- Half circle backward

DPM- Dragon punch motion(Forward, Down, Down forward)

Most of Cyber-Akuma's normal moves are the same as Akuma's so I will not list them down except for one.

HP(Booster rocket)

Standing: Cyber will shoot a rocket from his metal hand which follows the foe for a certain distance. A good long-ranged attack which can be easily comboed. I'm not sure if it does chip damage though. This does two hits if done close.

Jumping: Cyber does a punch downwards with his metal hand.

Crouching: Cyber shoots a rocket upwards. This is his launcher and if you don't jump up for an air combo after you've launched your foe, this will do two hits.

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Special moves analysis
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1. Bolt Hadouken QCF + P

(Cyber shoots a fireball like any other Shotokan.)

The fireball is a fast protractile and Cyber recovers relatively fast after shooting it, allowing you to charge forward for probably a sweep or even a Sramble Gou Punch. You can also combo with a HP. It is quite a big protractile which cover nearly half the screen making it harder for the bigger characters to jump over it.

2. Zankuu Bolt Hadouken QCF + P(In the air only)

Basically, Cyber also throws fireballs downwards in the air like Akuma but he throws two instead. However, if the first one hits, the second may not necessarily do so. If you jump and do this move, you are vulnerable while landing while super jumping will not leave you vulnerable so take note. This move does not have much lag time.

3. Shining Circuit Shoryuken DPM + P

(Cyber does a Shoryuken like any other Shotokan.)

This is probably the best Shoryuken in the whole game with very

high priority and damage. The HP version can give up to 10 hits. However, if missed, recovery time is horrible, especially for the HP version. Use this primarily as your anti-air. This does good chipping damage if air-blocked.

4. Thunder Shock Zankukyakyu QCB + K

(Cyber will jump up slightly with his legs swirling around him)
This is a very good attack with little lag time and great damage. It also does a lot of chipping damage even if down blocked. There is electricity at Cyber's legs, adding on to the damage. This can be done in the air. I think this move can OTG so try to add on to the damage after you've tripped your foe.

5. Diving Rocket kujinkyaku QCF + K(In the air only)

Cyber will do a diving kick downwards which does multiple hits and great damage. This chips well too and it has good priority. It can be comboed after you land on the ground.

6. Lightning Senku DPM + 3P or 3K, Reverse DPM + 3P + 3K

(Cyber will teleport to another side of the screen on 1 leg with his shadows following behind)
This is the same teleport Akuma has, just that it is slightly faster. It has slight recovery time so use it wisely. Using DPM will cause him to teleport forward while reverse DPM will make him teleport backwards. 3P will make him teleport the whole screen and 3K will make him teleport half the screen.

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Super combos analysis
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1. Scramble Gou Punch QCF + 3P

(Cyber does 3 Shining Circuit Shoryukens consecutively)
Similar to Akuma's Messatsu Gou Shoryu except it is much more powerful considering the damage. It can be easily comboed so use it to end a combo as Cyber is at the mercy of his foe while landing. This chips well too, especially in the corner.

2. High Mega Gou Beam HCB + 3P

(Cyber will shoot a beam across the screen)
This is the most powerful beam super in the whole game. It comes out fast and Cyber recovers fast. It lasts long and does a ton of damage even if blocked. Surprisingly, this can be comboed up close unlike Akuma's Messatsu Gou Hado. Meshing on the buttons will make it last longer, I think. Even characters with good endurance will still probably lose half life's energy.

3. Thunder Gou Shower QCF + 3P(In the air only)

(Cyber throws down around 30 to 40 Zankuu Bolt Hadouken in the

air)

This is my favourite super. There seems to be no end to the amount of fireballs Cyber will throw. It does a lot of chip and actual damage. This can be used as an air combo finisher. This also covers almost the whole area in front of Cyber allowing you to dominate the air and ground. As mentioned, this is my favourite super and I use it the most often.

4. Shining Gou Shock LP, LP, Foward, LK, HP

(Cyber charges across the whole screen and when he grabs the foe, the screen turns white with hit marks all over it)

This is the most powerful super of the game. It is unblockable, fast and does about 80% life damage to most characters. Sadly, it has no priority at all, like other grabs. It also has incredible range and speed, making it hard to escape from it. After the screen turns back to normal, Cyber will be standing beside his fallen foe with his back turned to you where there is a Chinese word, which means "put out". This can be done in the air.

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Combos

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Ah, this is the time when you put Cyber's speed and power to good use. Doing combos will ensure fast killing with everyone, especially for Cyber.

1. Bolt Hadouken --> HP
(Do this from a distance to ensure it'll combo)
2. Bolt Hadouken, charge forward, crouching HK
3. Bolt Hadouken, charge forward, crouching MK --> Scramble Gou Punch
4. Diving Rocket Kujinkyaku, cancel --> Thunder Gou Shower
5. Diving Rocket Kujinkyaku, crouching MK --> Scramble Gou Punch
6. Crouching LK, crouching HP, jump up, LP, MP --> Thunder Gou Shower

I received this list of crazy combos from Christopher Keates (ckeates@rogers.com) on 14/03/2002. Happy reading!

Firstly, the most damaging combo with one super bar used is the following:

Jump in, MK, HK, dash in, ducking LK, HP, up, LP, LK, up + MK, press towards and HP to do the throw. If they DON'T tech hit, do the super ground fireball, timed to catch the guy as he falls. At LEAST 90% of the life bar. Maybe more.

The second involves an air comboed Raging Demon.

Jump in, MK, HK, dash in, ducking LK, HP, up, LP, LK. Here is the tricky part. Push towards the enemy at this point and you will float behind them, turn around and do the raging demon midair, really quickly, at it will catch the guy. Again, loads of damage. Occasionally it doesn't work all that well, and you need to either drop one of the light hits in the initial air combo, or add an up + MK to get the raging demon to land.

Yet another strange combo...

Dive kick with HK, ducking MK, HK hurricane kick, canceled to his air fireball.

Perhaps his favorite combo, just because it looks flashy (well, not

compared to an air comboed Raging Demon, but still...)
Jump in, MK, HK, land, LP, MP, HK, the rushing dragon punch super,
canceled into Raging Demon. This can kill a person from full life.

Comboing Raging Demon doesn't EVER count as more hits in a combo, but
you CAN essentially make it unavoidable because of combos.
Yet another is the HK diving kick, directly into Raging Demon. It'll
always hit.

Find out your own unique combos with Cyber because he is one of the
best combo machines. Try to OTG your foe with crouching MK --> Thunder
Shock Zankukyaku every time you've tripped them.

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Miscellaneous
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Cyber-Akuma's ending

Narrator: Congratulations! You've defeated the game with a secret
character!
Cyber will be standing in the background doing a horse stance.

Win poses

1. He will get into the horse stance and with his wings poised, a
field of energy will surround him.
2. He will turn round with his back faced to you with a Chinese
word on it.

Quotes

1. Your destruction was all that mattered...
2. My creator wants you dead. It is done...
3. No one can compare to me. Not even a mayor! (to Apocalypse only)

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Ending
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Well, this is the end of the FAQ and hope you've gained a better
understanding of our powerful friend. Note that although he takes
very little actual damage, he still takes the same amount of
chipping damage as everyone else. Also, slams will also do alot
of damage to him. You are free to send anything relevant about
Cyber-Akuma to me (comments, suggestions, etc) or if you have any
questions, do not hesitate to e-mail me. My address is
sumsatjt@singnet.com.sg.

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Credits
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1. Dingo Jellybean

All of Cyber-Akuma's special moves names have been taken from his
FAQ. His FAQ also offered insight to me. Visit his FAQ too; it
has some good combos.

2. Kao Megura

The disclaimer I've used is actually one of his.

3. Christopher Keates

For the crazy combos he sent me.

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