

Marvel Super Heroes vs. Street Fighter Blackheart/Mephisto Character FAQ

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Marvel Super Heros vs Street Fighter
Blackheart/Mephisto for Sony Playstation
Version 0.1
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===== Introduction =====

Blackheart is one of the slower characters in Marvel Super Heros vs Street Fighter, thus he is also more avoided. This FAQ aims to help people who want to try out Blackheart and hopefully, enjoy using him.

===== Normal moves analysis =====

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

LP

Standing-Blackheart does a straight punch.

Jumping-Just the same as above but in the air.

Crouching-Same as first but range is poor.

MP

Standing-Blackheart does a punch upwards. This is his launcher and is a relatively good anti-air.

Jumping-A straight punch downwards in the air with lightning, increasing its range.

Crouching-A straight punch with energy coming out of Blackheart's hands, increasing the range.

HP

Standing-Blackheart's chest opens up and red demons come out, travelling about one third of the screen. The demons can stun the foe for a short while if hit.

Jumping-Same as above but the demons will fly downwards at an angle of about 30 to 40 degrees.

Crouching-Same as above but the demons will slide across the ground instead.

LK

Standing-Blackheart uses hits the foe at knee level with his tail.

Jumping-Same as above except in the air and also goes downwards.

Crouching-Same as first but he slides his tail across the ground instead.

MK

Standing-Blackheart turns his head around and uses his spikes to hit the foe.

Jumping-Same as above except it is done in the air and goes downwards.

Crouching-Same as the first.

HK

Standing-Blackheart does a kick and demons will come out of his leg which can stun the opponent if hit.

Jumping-Same as above but the demons will fly downwards at an angle of about 30 to 40 degrees.

Crouching-Same as above but the demons will slide across the ground instead.

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Special moves analysis
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- 1. Dark Thunder HCF + P
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(Blackheart shoots lightning which comes from a ball in his hands. LP version at ankle level; MP at chest level; HP 45 degrees upwards.

This is a good long-ranged attack. However, its recovery time is poor and missing the foe can mean trouble for you.

2. Inferno HCB + K

(Blackheart will throw a ball onto the ground which will explode into a column of lightning(LP), ice(MP) or fire(HP).)
The strength of the punch will also determine the where Blackheart will throw the ball to. LP will make him throw the ball right in front of himself; MP at the center of the screen; and HP depending on where the opponent is. It does two hits instead of three now, and Blackheart also takes much longer to recover, therefore you cannot juggle with a Heart Of Darkness like in Marvel Super Heros.

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Super combos analysis
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1. Armageddon QCF + 3P

(Blackheart will hold his hands high up and rocks will fall from the sky.)
This is a relatively good super. It does quite a lot of cheese damage in the corner and can work as an anti-air but it must be done early. He also recovers before the rocks stop falling. However, this has some start-up delay so use it carefully.

2. Heart Of Darkness QCF + 3K

(Blackheart will fold his hands and float into the sky. Meanwhile, a pit will open below the foe and demons will come out of it, hitting the opponent...)
This used to be his better super in Marvel Super Heros as you could get 30+ hits there. However, now it does not even exceed 20. However, this does good chipping damage in this game. It will end with a white column(crystal???). This super also has some start-up delay and if your foe is not in the path of the demons, you are completely at his mercy as you cannot do anything while floating up.

3. Judgement Day QCB + 3P

(Blackheart's chest will open up and demons will fly out.)
Blackheart's new super combo. This is an excellent chipper, especially in the corner. This can also be done in the air but it cannot be an air combo finisher due to the start-up delay. I'm not sure if you can control the direction where the demons fly. Shorter characters can avoid the demon by blocking low.

Team Super: Armageddon

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Combos
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1. MK, MP, jump up, LP, LK, MP, MK
2. Jump MK, MP. standing MK, MP --> Armageddon

Though this may not be a combo, use the standing HK to stun your foe and then do what you like.

Blackheart has very little combos due to his speed but using the HK is useful because you can do what you like after the demons hit the foe.

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Mephisto

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Basically, he is a red Blackheart whose normal attacks set the foe on fire which does more damage and stuns the foe longer. He is also much faster. Otherwise, his moves are EXACTLY like Blackheart's.

Aquiring him

Go to Omega-Red, press Select and press any button.

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Weaknesses and strengths of Blackheart

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Weaknesses

1. Blackheart is too tall. This makes him an easy target for attacks which other characters can down block.
2. Blackheart is too slow. Combo machines can punish you for every mistake you make since he takes a long time to recover from most of his moves.

Strengths

1. Blackheart's moves has good range. Therefore, he can play offensive and defensive from afar.
2. Blackheart's dash leaves him completely invulnerable as he slides into the ground like oil and no one can hit him.

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Ending

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Well, this is the end of the FAQ. You are free to send anything relevant about Blackheart 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. Meanwhile, happy using Blackheart/Mephisto!

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Credits

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1. Dingo Jellybean

His Captain America/US Agent FAQ inspired me to write this FAQ.

2. Kao Megura

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

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