

Marvel Super Heroes vs. Street Fighter Apocalypse FAQ

by b0x0rzkirb0

Updated to v1.00 on Sep 16, 2005

I AM THE APOCALYPSE!1111one

Marvel Super Heroes vs. Street Fighter- Apocalypse FAQ

By b0x0rzkirb0

b0x0rzkirb0@yahoo.com

Version 1.00

Table of Contents

1. End of the World, My Ass
 2. Special Moves
 3. HC-like Moves
 4. How to Kick Ass (Strategy)
 5. Unleashing the Apocalypse (Vs. Others/Hidden Characters)
 6. Other Crap/Fun Stuff
 7. Thanks
-

Disclaimer

Marvel Super Heroes vs. Street Fighter is copyright Capcom. Apocalypse is copyright Marvel. This FAQ is copyright me. Yay.

Version 1.00: FAQ START!

1. End of the World, My Ass

Apocalypse. The End of the World. Easy-to-kill character who can barely move.

Lordy lordy, is Apocalypse a hard person to write a FAQ for...

Apocalypse was the main boss of X-Men vs. Street Fighter. He was quite intimidating. However, he also happened to be freakishly, freakishly slow and an enormous target. To make up for this, he was able to regenerate his life in a steady rate, making you always on the offensive, and often being smacked by his more powerful moves. His satellites were also annoying as hell and actually required you to murder them.

In MSHvsSF, Pokky has been reduced to sub-boss level. As such, he has lost one of his best assets: life recovery. Now, he has been reduced to a warm-up for Cyber Akuma. The shame of it.

Apocalypse is the most challenging character to master. You can ONLY pick him if you're that freakin' sure of yourself, because his cons SERIOUSLY outweigh his pros. Even then, you're most likely gonna get your ass handed to ya.

How to Unlock and Pick

1. Beat the game on any difficulty without continuing.

2. Put the cursor on Akuma on the character select screen. Press Select six times, holding select on the sixth, and select Akuma. You should get Apocalypse.

You can be Pokky in Battle Mode, Versus, or Training.

Note that on Stage 7 of Battle Mode, you'll face two hidden characters instead of Apocalypse. Apocalypse can never fight another Apocalypse.

Pros and Cons of the End O' Days

- +Has insane power, more so than Cyber Akuma himself.
- +Can almost kill enemies in one hit with the Hyper Drill. If they block, they take insane chip.
- +His 2 HC-like moves require no meter.
- +Satellite Beams attack opponent automatically and do OK damage.
- +Relatively fast dashes.
- +High Defense.
- +Cannot be thrown. =D Not affected by HCs which require a connection to hit, like the Final Justice or Shun Goku Satsu.

- Slow. SLOW SLOW SLOW! Good LORD, he's slow.
- Massive lag on just about all of his moves.
- Crap recovery on them, too.
- Has NO Basic Moves.
- Massive target.
- If opponent gets behind him, not much he can do.
- He CAN'T BLOCK. That's right, he can't block.
- OCCASIONALLY goes into Hit Stun.
- Spike Drop is THE worst move in the game.
- If an opponent attacks a Satellite, HE gets hurt.
- Can't Combo whatsoever.
- Falls prey to Beam HCs.
- Can't have a partner.

Good lord...

What he's gained and lost

- +Chipping Damage! He can now chip like crazy.
- +A new Super-Move, Ground Zero Eye Beam.

- His regeneration...
- Some of his power and defense.
- His Satellite Beam blows in comparison to XvSF.

Legend

LP, MP, HP- Light Punch, Medium Punch, Hard Punch
LK, MK, HK- Light Kick, Medium Kick, Hard Kick
P, K- Any Punch Button, Any Kick Button
PPP, KKK- All Punch Buttons, All Kick Buttons
B, DB, D, DF, F- Back, Down-back, Down, Down-Forward, Forward
AC- Air Combo
HC- Hyper Combo
THC- Team Hyper Combo

OTG- Off-the-Ground

XX- Cancel

Pokky, The Big A, whatever retarded name I cook up- Apocalypse

QCF- Quarter Circle Forward (D, DF, F)

RQCF- Reversed Quarter Circle Forward (F, DF, D)

DP- Dragon Punch Motion (F, D, DF)

HCF- Half Circle Forward (B, DB, D, DF, F)

Quick Command List

Shockwave: RQCF + P

Spike Drop: QCF, QCF + P

Stun Cannon: QCF + MK

Spread Cannon: QCF + MK

Satellite Beam: Automatic

Hyper Drill: QCF + HP

Ground Zero Eye Beam: QCF + HK

Backdash: B + PPP

K...TIME FOR THE GOOD STUFF! OGMOGMOGMOGMMG

=====
2. Special Moves

Shockwave (RQCF + P)

Apocalypse raises his arm up, and SLAMS that mutha down so hard that it causes a shockwave to travel towards your unfortunate opponent. The height of the Shockwave depends on which punch button you pressed. HP creates the biggest Shockwave.

One of the main uses of this move is to nullify projectiles. This will nullify any and all projectiles. So if someone gets Hadoken-happy, whip this out and they'll take some damage. This can also be used as some kind of mockery, if the opponent is blocking. Why, you ask?

Because the move has got HUGE start-up. This move is telegraphed RIDICULOUSLY, as people who've faced Pokky before will know he's going for this move when his fist is raised. They'll most likely take the opportunity to super-jump behind you and bombard you with crap. Therefore, don't become too predictable with this move. You'll regret it.

Spike Drop (QCF, QCF + P)

Apocalypse turns his fist into a spiked ball, raises it above his head like the Shockwave, and slams it down on his opponent. The reason I listed this as a QCF, QCF motion is because it's pretty damn hard to do it in a DP motion. I've only done it ONCE. You try it and see.

Not that you'd WANT to, anyways. This move is shit. I wouldn't doubt it if Capcom made this move to show others what a move SHOULD NOT be. The reason? Well, first of all, it's got insane, insane start-up. A baby could dodge this thing. Second, the move does crap damage, the least of Pokky's attacks, less than the Satellite Beams. Third, since he slams the fist down where he raised it, the move has got CRAPPY range. Your opponent pretty much has to walk into it. And that ain't gonna happen.

Well, there's ONE good thing. A-man's fist is invincible while this move is being used. Unfortunately, his head isn't, so expect to have your brains to be splattered everywhere the moment you use this.

Bottom line: Don't use this move. It sucks.

Stun Cannon (QCF + MK)

This is one of Apocalypse's better moves, provided your opponent can't dodge for crap. What happens is A-man opens his shoulder cannons and two targeting reticules come out. If they reach the opponent, then 16(!) blasts come out of Pokky's shoulder cannons and fry the hell out of the opponent for some good damage. It also chips well, and brings up the dizzy meter pretty quickly.

This move does go behind you, but only to a limited extent. You'll still be free to have your ass handed to you afterwards. This is pretty much is only command move that goes behind him as well.

In short, this is the better shoulder cannon move of Apocalypse. If you want to throw out a hell of a lot of projectiles, then this move is definitely for you. The only problem is it's slow-ish start-up. It takes a while for the cannons to open, and even longer for the targeting system to target the enemy. So if your opponent gets hit by all 16 shots, he or she is a tard.

Spread Cannon (QCF + MK)

Before you go WTFBBQ, let me explain about the motion. It seems that when you want to use the Stun Cannon, sometimes this happens instead. It may just be a similar motion, but damn, I haven't figured it out yet. Anyways, it seems that this comes out less often than Stun Cannon. Wtf. Anyways, what happens is Pokky opens his shoulder cannons and shoots two big balls(WAHAHAHAHAHAHA). After they inch out a little, they'll both split into 8 smaller projectiles and go across the screen while spreading out.

Compared to the Stun Cannon, this move blows. The spread motion ensures that only a few of the bullets will hit, for some piddly damage. That is, unless your opponent happens to jump into a ball right before it explodes, making all 8 shots hit him. Not to say that that'll actually happen.

This move's main use is to get the enemy the hell away from you. The bullets will cover the screen and push the enemy back, ensuring that their approach tactics will be PWNED. Although, since it's so tough to do this WHEN YOU WANT, don't count on this move to bail you out.

Satellite Beam (Happens Automatically)

See those dorky little satellites that are floating all around Apocalypse's huge-ass body? On occasion, these satellites will fire a very fast laser that hits the opponent for some nice damage.

This move is good, but never, EVER come to rely on it. The reason is that you can't control it, so if you have to rely on some pure-chance thing that you can't control, you're already screwed. Treat this as a bonus. A very GOOD bonus. This thing has the potential to catch an opponent COMPLETELY off-guard, and it most likely will, a couple of times. It also can add damage to your attacks, if you're in the middle of one.

Unfortunately, your opponent can attack the satellites, and you will take damage, so if your opponent decides to be stupid and attack those satellites, don't count on any beams anytime soon. Use Stun/Spread Cannon to get them the hell away from your damn satellites.

=====
3. HC-like Moves
=====

Crappy title. These moves don't require meter and don't have the HC flash, but they are so damn powerful, they can be considered A-meister's HCs. If you land one of these, you'll blow the shit out of your unfortunate opponent. Unfortunately, they leave you so wide open you might as well paint a target on your ass.

Hyper Drill (QCF + HP)

Pok transforms his arm into a drill, rears back to the other side of the screen, and then just DRILLS THE HELL out of anything in his path. If you connect this move when your opponent isn't in the corner, you've pretty much won.

This move has ridiculous, ridiculous power. If it connects, you'll do about 30 or so hits when you're approaching the corner, and when you reach it, about another 50. The damage totals to usually 9/10 of a lifebar or so. It also does ridiculous chip if your opponent blocks it; however, it can be push-blocked, so be weary.

With all it's glory, this move has some serious drawbacks. For one, it has some long-ass start-up. It takes A-man quite a damn long time to go all the way to the back of the screen. The Drill move itself doesn't move very fast, so if your opponent doesn't Super Jump over it in the 3-6 seconds of start-up and approach, kindly punch him in the face. Unless, of course, your opponent was doing something that left him wide-open, like Dan's Hisshou Burai-ken or Spidey's Crawler Assault. Try to back-dash out of the way of HCs like the mentioned and start drilling their asses.

Ground-Zero Eye Beam (QCF + HK)

Pok's second ass-kicking move. Pok rears back like before (without drill, instead his eyes begin to glow) and immediately dashes forward pretty damn fast with some super lasers of doom coming out of his eyes. This one is a little less powerful than the drill, does a lot less chip damage, but is much faster.

This is basically just an alternative to the drill, since it accomplishes the same purpose. The only difference is the faster speed and lack of disgusting chip. Use it like the Drill, when the enemy is wide open.

Expect the enemy to Super Jump over this and smack the crap out of you if you throw it out of nowhere.

4. How to Kick Ass (Strategy)

1. First off, remember that you're playing as Apocalypse. Therefore, you lose all rights to get cocky and underestimate an opponent. Even beginners have an easy time toppling him, and experts can readily hand his ass to him. Soooo,

if you know how to use A-man correctly, you'll be able to wallop some ass and earn people some respect for him.

2. Use the HCs, and use them well. By using them well, I mean don't be a dumbass and spam them. Use them when the enemy is open for attack, so that you can put the hurt on their ass. If you spam them, you'll become prey for Super Jumps.

3. Don't let the enemy get behind you. If they do, they're gonna have a huge advantage. Apocalypse is too much of a retard to equip himself with any real anti-backstab moves, so if they get behind you, use Drills or Eyebeams or backdashes, whatever you can to stop them from looking at your ass.

4. Protect your satellites. Aside from being useful with their lasers, they also serve to make you an even bigger target. If an enemy tries to go after your satellites like the cheapass they are, use your shoulder cannons to blast their face off.

5. Don't use the Spike Drop. You're an idiot if you use the Spike Drop.

6. Try your best to get to the back corner and bombard the enemy with shoulder cannons, Shockwave, and the like. This way they won't get behind you, so you can lay the smackdown on them when they do something dumb.

7. Remember that you don't have a partner. Therefore, you've got no assist to bail you out or push away the enemy. No Team HCs either. So get used to flying solo.

Combos

What the hell? This giant piece of crap doesn't have any combos AT ALL. Your best bet is to keep them the hell away from you while looking for a chance to blast or drill the hell out of 'em.

=====
5. Unleashing the Apocalypse (Vs. Others/Hidden Characters)
=====

I'll divide opponents into a difficulty section. Here ya go.

1: Easy as hell. Even if your opponent has mastered this character, Apocalypse will be ready to hand his ass to him with ease...hopefully.

2: Not quite as easy but still not a marathon. This character has some flaws but also has a few tricks.

3: Average fight. This character will not be easy but will not be godly.

4: You CANNOT make a mistake. This character will be tough as hell to beat, and a mistake (such as picking Apocalypse) will cost you the match.

5: Face it. You're gonna get your ass handed to you. The only way you can win is if the opponent is COMPLETELY stupid.

The order:

- Ryu
- Ken
- Cyclops
- Captain America
- Spider-Man

-Chun-Li
-Dhalsim
-Wolverine
-Shuma-Gorath
-Zangief
-Sakura
-Dan
-Hulk
-Bison
-Akuma
-Blackheart
-Omega Red

-Almost any use of the word "Drill" can be replaced with "Eye Beam" if you so desire.

1. Ryu

Rating: 4

Expect Hadokens and way too many of them. Expect them to be thrown at your big, stupid head. Use HP Shockwaves to negate the Hadokens and smack the crap out of him. The Shinkuu Hadokens are pretty much you-can't-do-jack-about-it, so just take it like a man and drill his ass. Shoryukens can be dealt with with shoulder cannons or Ground-Zero Eye Beams. Otherwise, try your best not to be cooked and smash his ass.

2. Ken

Rating: 4

Your ass is gonna be on fire in a few seconds if you don't backdash to the corner right away. Ken is fast as hell and will be on you with Dragon Punches and Hurricane Kicks as soon as he can, so employ Shockwaves and shoulder cannons to get him the hell away from you. >:O If he has Ryu as his partner, watch out for the Double Shinkuu-Hadoken unless you like to be burnt.

3. Cyclops

Rating: 5

Oh my God. Prepare to die. All that's gonna happen is you'll get Optic Blasted and then Mega/Super Optic Blasted to death, and it'll actually work, since the beams are so fast. If he gets behind you, may as well just walk out of the room. If you want to fight, try to land the Drill on him. If he's too focused on throwing Optic Blasts, he might get hit. Alternatively, run like a baby toward the back and use cannons and Shockwaves, you big wuss.

4. Captain America

Rating: 3

Not as tough as the Street Fighter Bros. or the X-men poster boy, but can still smack you pretty hard. He packs a lot of power in that shield, and Charging Star and Hyper Charging Star can do a number on you. Keep him away with Shockwaves, and watch out when he's paired with U.S. Agent, because of

that Star Star garbage. Keep him the hell away from you and you'll be fine.

5. Spider-Man

Rating: 3

Spider-Man is a combo whore, but he takes hits like a baby and can't hit hard for his life either. Expect him to go nuts, jumping all over you with combos and/or spamming Web Balls. Web Ball spam should be promptly Shockwaved. His combo spamming will do crap damage to you, since your ugly mug can take some hits, and Spidey isn't even that strong to begin with. However, he'll add up. Try to use your cannons and Shockwave when necessary, and Drill if he uses Crawler Assault (and misses).

6. Chun-Li

Rating: 4

Combo whore again. This one might be a lot harder than Spidey because her HCs have the potential to knock the crap out of you. Kikosho especially; if she does that, she's completely invincible, so don't even try anything; Her super Kick-The-Hell-Out-Of-You-Move-Of-Death hurts like hell as well. If she does that, you can get some style points for raising your first with Shockwave or Spike Drop (for the hell of it), but then she would be behind you and that simply would not be good. I've never tried it, but if you can time an Eye-Beams just right when she's doing a Kikosho, that would seriously kick ass. Just try not to be combo whored, and adopt a keep-away strategy. A tough fight.

7. Dhalsim

Rating: 2

Actually not too difficult. He may have long reach, but almost nothing else. He is not fast at all, his strength is crap, his defense ain't so hot, and his combos are worthless. Against you, anyway. He gets a two because his Yoga Inferno can really hurt like hell. Anyways, don't get cocky. If he Yoga Fire spams, Shockwave. Anything else can be promptly Eye Beamed, Drilled, or shoulder cannoned.

8. Wolverine

Rating: 3

This combo whore doesn't pose as much of a threat as Chun-Li. Mainly because he can't take hits for damn. Expect him to be all over you, using Berserker Barrages, Tornado Claws, Drill Claws, and Berserker Barrage X to waylay your ugly face. To compensate, use the Drill if he's spazzing too much in order to show him who's boss. If he's Drill Clawing your satellites too much, shoulder cannon him.

9. Shuma-Gorath

Rating: 3

Unique, but pretty average in all aspects. His HCs aren't much to speak of, other than that Hyper Mystic Smash team-only one. If he does the Chaos Split, try not to get hit too much, you can use Shoulder Cannons, Shockwaves, or wait for a Satellite Beam to try and disable it. Mystic Smash is easily dodged and Mystic Stare sucks. Still, he can be a tough one with his great normals and Chaos Split if it lasts too long. Be on guard.

10. Zangief

Rating: 1

If you do some keep-away, Zangief will be helpless. Since his most powerful moves are throws, and your 5 billion-ton ass can't be thrown, then a LOT of Zangief's moves have been thrown away (har), leaving his normals and some weak Special Moves. His HPs and HKs do a crapload of damage though, so don't get hit too much. Backdash and use your projectile moves. Zangief has little to no long-range game, aside from assists. If he decides to block too much, use your insane chipping capability to rack up the damage on his ass.

11. Sakura

Rating: 2

Not very hard, her Shouken does worthless damage to Pok, and her HCs, other than Shinkuu Hadoken, are pretty bad in the face of Apocalypse. So, expect Hadokens and lots of them. Shockwave can take care of the ones launched from the ground, but if the little wanker decides to launch them from the air, kick her ass with the Shoulder Cannons. Just make sure you don't get hit by the Shinkuu Hadoken and you'll be fine. If she does for it and misses, Drill.

12. Dan

Rating: 4

Wtf, a FOUR?! Well Dan, although being the dumbass he is, packs some strength. A long-range game is non-existent, but expect him to close the gap quickly with Super Jumps and Dankukyaku(although he can't Dankukyaku in the air). All of his HCs can seriously put the hurt on you(other than the Otoko Michi and the incredibly kickass Super Taunt). So the rule of thumb is KEEP DAN THE HELL AWAY. If you can keep him away from you, you've won the match. If he gets behind you, kiss your ass goodbye. It's as simple as that.

13. Hulk

Rating: 5

Difficult to the EXTREME. Hulk is all anti-Pok. In addition to being very strong, he can also take a lot of hits and has incredible HCs. Gamma Wave does not pose that much of a threat, but Gamma Crush hurts like hell and Gamma Quake WILL have your ass. His special moves and normals aren't that bad, too. A keep-away strategy is recommended here, as his greatest moves are close range ones. Just make sure you don't get hit by Gamma Quake, and try to last as long as you can against this green asswipe.

14. Bison

Rating: 3

He's a little slow and he's got some crappy projectiles. Take advantage of this fact by not letting him get close, cuz his Knee Press Nightmare could do a number on you. Bison hasn't really got anything special to deal with this time; his Psycho Crusher HC(why in hell did they make it an HC) isn't really a threat. Use standard up-close character tactics and you'll come out on top.

15. Akuma

Rating: 5

Dude. Give up. Akuma's con against Pok is his crappy defense...but he's got everything else. Expect him to destroy your satellites immediately and then barrage you with Zankuu Hadokens and the HC version. Your Shockwaves are much too slow to be able to counter his Zankuu Hadokens effectively, so try your best to stun him with your shoulder cannons. Backdash to throw him off if he's on a fireball binge. Other HCs to watch out for are the Messatsu Gou Hadou and the Messatsu Gou Shoryuu, the former more so. Though you'll rarely see these because you'll most likely be getting air fireballs shoved up your butt. Good luck.

16. Blackheart

Rating: 4

He's a big boy, and he can also knock the crap out of you with his powerful HCs. Watch out for Armageddon and Heart of Darkness most of all. Since he's slow, Backdash a lot and then Eyebeam if he goes for an Inferno. It probably won't hit, but miracles happen. Especially watch out if he's teamed up with his daddy Mephisto, because if you get caught in a Double Armageddon, your ass is grass. Anyways, try to avoid HCs with Backdash, and try getting up close and personal because distance doesn't matter to Blackheart.

17. Omega Red

Rating: 3

Like Zangief, he's got many of his moves disabled, but he can still be a force to be reckoned with with his Omega Strikes and Omega Destroyers. Since he's generally all over the place, try far reaching moves like the shoulder cannons and Shockwaves. If you can catch him with the Eye Beams when he's doing an Omega Strike or something stupid, you'll have his ass.

Unleashing the Apocalypse (Hidden Characters)

There are also those super-creative Hidden Characters to deal with.

The order:

- Shadow
- Dark Sakura
- Mech-Zangief
- Armored Spider-Man
- Mephisto
- U.S. Agent

1. Shadow

Rating: 3

Charlie! Anyways, his Somersault is the move to watch out for, since it's so damn big, it might take out some of your satellites, as well as hurt you. His HCs, however, are telegraphed, due to that ching sound everytime he does one. And wtf happened?! The start-up time on them is ridiculous. Either way, watch out for Somersault Justice, as it will do the most damage to you. Adopt a keep-away strategy since his long range game is pretty weak. I actually think you can negate the whole Sonic Blitz thing with a Shockwave, but I can't be sure. Anyways, have fun.

2. Dark Sakura

Rating: 3

More difficult than normal Sakura. The thing that sets her apart from Akuma-like difficulty is the lack of serious speed and the fact that she can't do a Shinkuu Hadoken in mid-air. Again, try to keep-away, because her projectiles are not very strong and can be Shockwaved easily. Just try not to get smacked by Shinkuu-Hadoken and you'll do well.

3. Mech-Zangief

Rating: 1

Zangief with a crappy new HC and losing the ability to block. Increased attack and defense, though. Use Eyebeams over and over again, unless he turns jump happy, in which you use shoulder cannons. You will win quite easily.

4. Armored Spider-Man

Rating: 2

Spider-Man's shiny new armor means nothing to your mighty fists. The fact that his attack power goes kerplop in this form is enough for you to be able to kick his ass. Do so promptly, using the same strategies for normal Spidey.

5. Mephisto

Rating: 4

A more pyromaniac Blackheart and not much else. He's actually pretty much the same, although he's evil itself and all that. Despite speculation, his fiery attacks don't hurt more or less. His speed also stays the same. Expect him most to be teamed up with Blackheart in order to do the Double Armageddon. If facing him, use Blackheart strategy.

6. U.S. Agent

Rating: 3

Captain America, with a black suit. Great. Expect him to be teamed with Cap in order to unleash the super-damaging Star Star(BIG wtf at that shit name). Use Captain America strategies when dealing with him.

7. Cyber Akuma

Rating: 5

Ok, this isn't even funny. This is just retarded. This guy is Akuma, with no weaknesses. Your only strength is that some Cyber-users may get too cocky and get way too offensive and most likely do something stupid. Expect about 1/4th of your life to be gone with each HC he does. Your only hope is to land the Drill if he messes up on a Scramble Gou Punch. Otherwise, prepare to go to hell.

=====
6. Other Crap/Fun Stuff
=====

Apocalypse has no costumes. That sucks. HOWEVER, he gets his own set of quotes for every single character. Unfortunately, I'm too damn lazy to write 'em all, so maybe next update.

=====
7. Thanks
=====

Me: For being so damn badass.

GameFAQS: For being awesome.

CJayC: For hosting awesome site.

Capcon: For being awesome.

Marvel: For being awesome.

You: For reading.

ADIOS!