

GAMING INSURRECTION

FOR GAMERS, BY GAMERS

YEAR 18

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ISSUE 55

BEST OF BOTH WORLDS

GI explores veritable

Versus excellence


CHILDREN OF THE ATOM



















Lyndsey Beatty, editor-in-chief

from the editor

The summer heat is already here and, since we at GI are not heat-inclined people, we are staying cool and digging into retro fighting games.

I've always loved Capcom's Versus series, mostly because it featured cool Capcom characters like Strider and my favorite uncanny mutants, but I was never seriously good at them. I enjoyed watching high-level play in Marvel vs. Capcom and Marvel vs. Capcom 2 — and still do — but I gave up the ghost of involvement in the competitive fighting game scene right at the dawn of modern Evo. That doesn't mean that I don't still love Marvel vs. Capcom.

In this issue we're looking at the eponymous game and its fellow titles and breaking down what we love about the games and their quirks. If Marvel has taught me anything, it's that fighting games can be incredibly layered and fun.

And remember, knowing how to do infinities and dominate in MvC2 is fun and all but there is never a wrong time to go outside and touch grass.

Enjoy the issue!

Lyndsey

STAFF



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EDITOR-IN-CHIEF

LYNDSEY BEATTY is co-founder and editor-in-chief of GI. She enjoys binge watching TV with her husband, editing as part of the Uppercut Editions team and playing various retro video games. Lyndsey resides in Columbia, S.C., and is an senior accounting auditor for the state of South Carolina.

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GI REVIEW POLICY

Scale is from 1 to 5 as follows:

- 1 — **Broken.** Absolutely do not play this game. A broken mess from start to finish. Game is unplayable and irredeemable in all areas.
- 2 — **Substandard.** The game isn't for everyone. Some mechanics work; others need work. Overall design is questionable in some areas.
- 3 — **Average and meets expectations.** Mechanics work and it's a decent package overall. It's playable, and you'll come back to the game.
- 4 — **Above average.** Exceeds expectations. Overall, a great game worth keeping in a gamer's library. Presentation and mechanics all work as expected and add to or enhance the gaming experience.
- 5 — **Masterpiece.** Everyone should play this title at least once to experience what it has to offer.

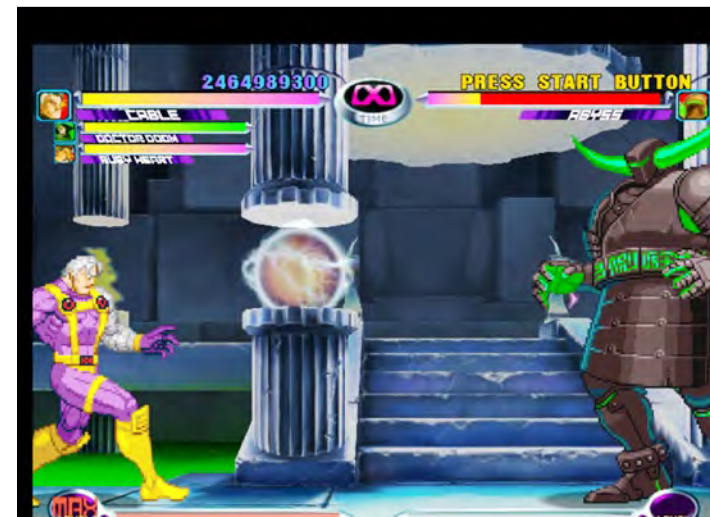


BRANDON BEATTY
EDITOR-AT-LARGE

BRANDON BEATTY is editor-at-large for GI. Brandon writes reviews when the mood strikes him, produces the quarterly Otaku Corner column for The Strip and spends a significant amount of time watching new and old anime alike with his wife. Brandon resides in Columbia, S.C., and is a security specialist for the state of South Carolina.

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Lyndsey Beatty
BEAT.TRIP.GAME

Capcom produced a marvelous sound experience with Versus series soundtrack

The Versus series has always had its fair share of memorable bangers. Whether it's a character select screen or a staff roll, most Versus games had something to make you nod your head as you chose a side of X-Men or Brotherhood of Mutants and Marvel or Capcom. These are my favorites in the long-running fighting juggernaut.

Continue – Marvel Super Heroes: Not too many other tracks from the game caught my ears but this one did because it's perfect for the Versus series in general. It's got a nice beat, and the sound is very Versus coded.

Player Select – Marvel Super Heroes vs. Street Fighter: In a superfluous game such as Marvel vs. SF (see our feature on why this is), the character select screen is not bad. It's a fun romp while picking characters and it sounds like it belongs in a Versus game with its triumphant superhero horns.

Staff Roll – Marvel Super Heroes vs. Street Fighter: The staff roll track is fun. It's fast-paced and sounds like it could be for either a Marvel game or Capcom game, which is the point.

Theme of Gouki – Marvel Super Heroes vs. Street Fighter: I didn't see this theme for Gouki considering what all his other themes sound like from his introduction forward. It's interesting because it's more of a swing track with a synth playing the role of horns; it's a good interesting and is a foreshadowing of later jazz tracks that will show up in Marvel vs. Capcom 2.

Theme of Hidden Character – Marvel Super Heroes vs. Street Fighter: Another fast-paced track that will make you nod your head, it's very reminiscent of 1980s bops even though the Versus series doesn't have a defined period.

Theme of Vega – Marvel Super Heroes vs.

Street Fighter: The Dictator gets a nice rocking track that sounds like his Alpha 3 tracks. That's a good comparison and one that is worthy of a usual game-ending boss like Dictator.

Theme of Wolverine – Marvel Super Heroes vs. Street Fighter: This is the best track in the game. Wolverine has always been a favorite, but his track takes him over the top. The track has a nice beat, breakdown and synth section and is an immediate download.

Theme of Zangief – Marvel Super Heroes vs. Street Fighter: Composer Yukui Iwai was on a nice kick of big band swing when coming up with the soundtrack because Zangief's theme hits on all cylinders. The drums are nice and the piano portion in the breakdown is the right touch.

Boss Intro – Marvel vs. Capcom: Onslaught's intro is fun. I will never not hear "Know my name and fear it; I am Onslaught."

Onslaught Battle 1 – Marvel vs. Capcom: Fighting the first battle against Onslaught is fun if you know what you're doing. The fast track accompanying the battle is something to behold as well.

Player Select – Marvel vs. Capcom: The fun track accompanying the faces background of the character select makes me happy. I know something cool is about to happen.

Staff Roll – Marvel vs. Capcom: The staff roll track is one of my favorites just because it's usually hard earned. Sometimes just making it to Onslaught is a battle, and I like to be rewarded with a nice beat and cool sprites over the credits.

Theme of Captain America – Marvel vs. Capcom: I became a massive Cap fan with the MCU's Winter Soldier, and I can't help but think this theme fits the character well way after. I can picture forever bae Chris Evans as Steve Rogers knocking heads together with this theme in the background.

Theme of Jin – Marvel vs. Capcom: I've briefly played Cyberbots and I can see this theme fitting Jin easily. The mecha pilot has a nice theme that makes him stand out. That and his Gundam Blodia make an impact.

Theme of Morrigan – Marvel vs. Capcom: The reliable and loveable Darkstalker translates well to the Versus sphere and her theme remixed here is a good translation also.

Theme of Roll – Marvel vs. Capcom: Though Roll is a terrible character in every Versus game appearance, her theme is cool. It's the only one with some type of lyrics and vocalist, and the actual music isn't bad, either.

Theme of Strider Hiryu – Marvel vs. Capcom: Strider Hiryu is the coolest character on the Capcom side, and his theme makes me want to play his terribly controlled game. Almost. It does make me want to use Strider as a character, though.

Variable Cross – Marvel vs. Capcom: The best non-character theme in the game is Variable Cross. The first time I pulled it off, I fell in love with it. It invokes the craziness of controlling your characters simultaneously perfectly. There is nothing quite like getting your characters' faces to line up and hearing the opening notes of the theme.

Airship – Marvel vs. Capcom 2: Like every track on the Marvel vs. Capcom 2 soundtrack, the Airship stage is perfectly fine as a track even with the jazz elements. The instruments make this track fun and it's the home stage of my favorite Versus character, Ruby Heart.

Character Select – Marvel vs. Capcom 2: "I wanna take you for a ride" is etched into my brain after 25 years of MvC2. From the first time I popped tokens in the sit-down cabinet at Frankie's Fun Park in February 2000 to right now, I know exactly how that sequence is supposed to go. I have never figured out what the ride is for, but I begrudgingly have stayed on it.

Continue – Marvel vs. Capcom 2: "Don't give up; challenge again." The soft voice beckoning you to keep trying to beat Abyss is nice, but it always stood out as a laidback R&B track in a jazz setting.

Desert Stage – Marvel vs. Capcom 2: New character Amingo's home stage is extremely fun. After hearing it a million times during versus matches against my friends and at tournaments, I learned to appreciate the desert atmosphere and the random announcer chatter about cheap bunny hops on the east side and embrace the trumpets and jazz.

Swamp Stage – Marvel vs. Capcom 2: The Swamp stage aka Swing Your Body — known colloquially as "Sing, Nobody" in the Beatty stronghold — is my absolute favorite track in all of Versus land. I fell in love with it the first time I heard it, and it remains my favorite track despite there being other games afterward. There is something magical about the horns and the mishearing of "Sing, Nobody."

Abyss – Stage 1 – Marvel vs. Capcom 2: The first form of MvC2 boss Abyss is a slightly challenging battle if you're not used to his pattern. The track is understated just like the boss and fun to listen to removed from facing Abyss.

Check Your License Theme – Marvel vs. Capcom 3: I wasn't a big fan of MvC3 as I could have been, but it did have a decent soundtrack. The license theme is nice and perfectly encapsulates the feeling of the game.

Main Menu Theme – Marvel vs. Capcom 3: This fun romp is a banger of a menu theme from Capcom in the vein of their other main menus. The drums here are nice and drive the track.

Introduction Theme – Ultimate Marvel vs. Capcom 3: This dramatic intro has no business being as good as it is. Vanilla MvC3 set the tone, but this takes it to the next level. This easily could be in an MCU film.



MARVELOUS?

Words and Art by Lyndsey M. Beatty | Gaming Insurrection

Infinity.

The Marvel Versus series has been around a long time. With roots beginning in 1994 with X-Men: Children of the Atom, Mahvel — as it is affectionately known in the fighting game community — has had that community in a chokehold for more than 30 years.

It's been a trailblazer: Most anime fighting games and other bombastic fighting games take their cues from mechanics found in the more popular entries. Super jumps, loud and flashy super moves, tag teams; all of that arrived with the advent of the Versus series. And Capcom's coffers have swelled with its innovation. The House of Ryu and Co. has sold more than 13 million games across the series. That's a lot of Duo Team Attack finishes. Longevity and a penchant for being at the forefront of the fighting game community — Infinite notwithstanding — has created something special and in this issue, we're going to get the super jump on celebrating all it has to offer.

It's Mahvel, baby.

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INFO?

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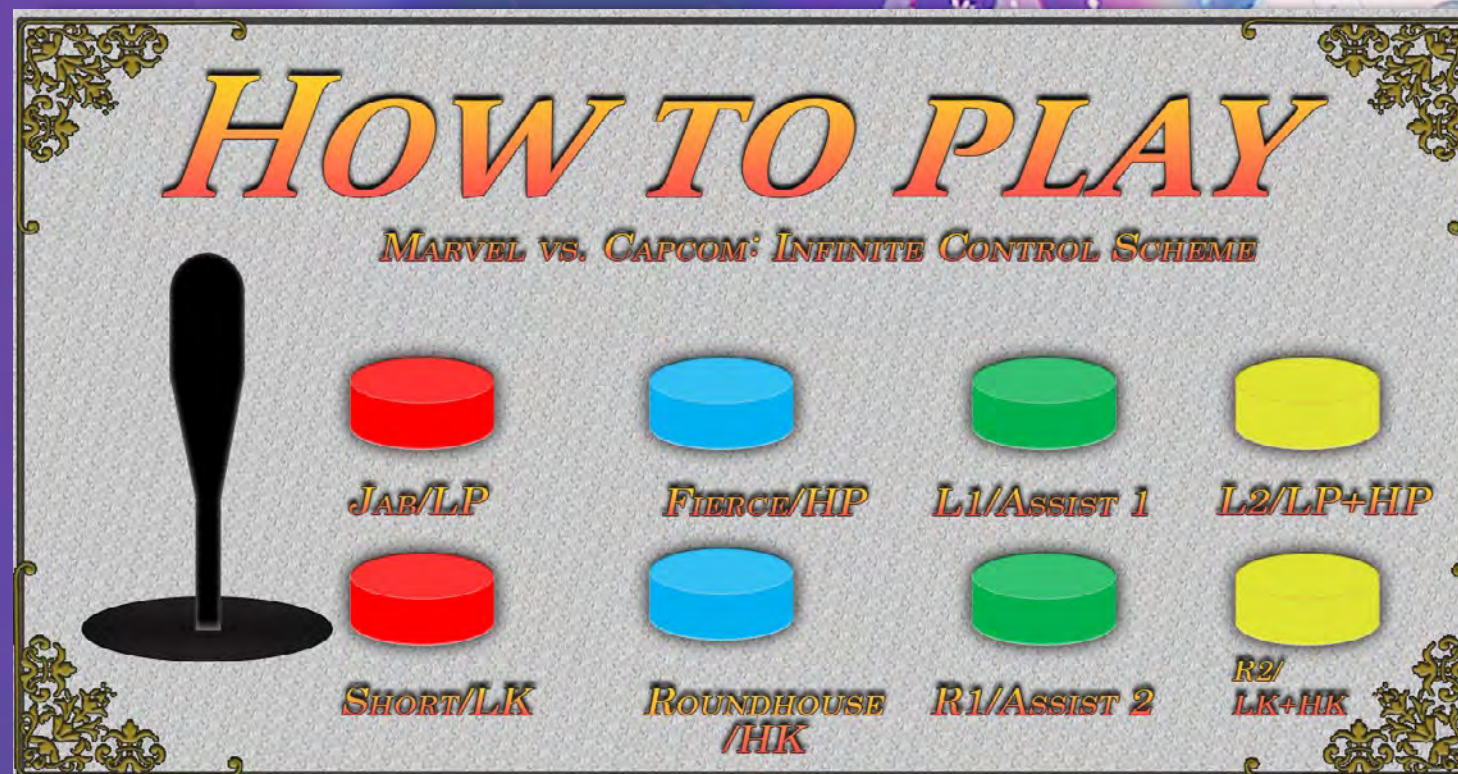
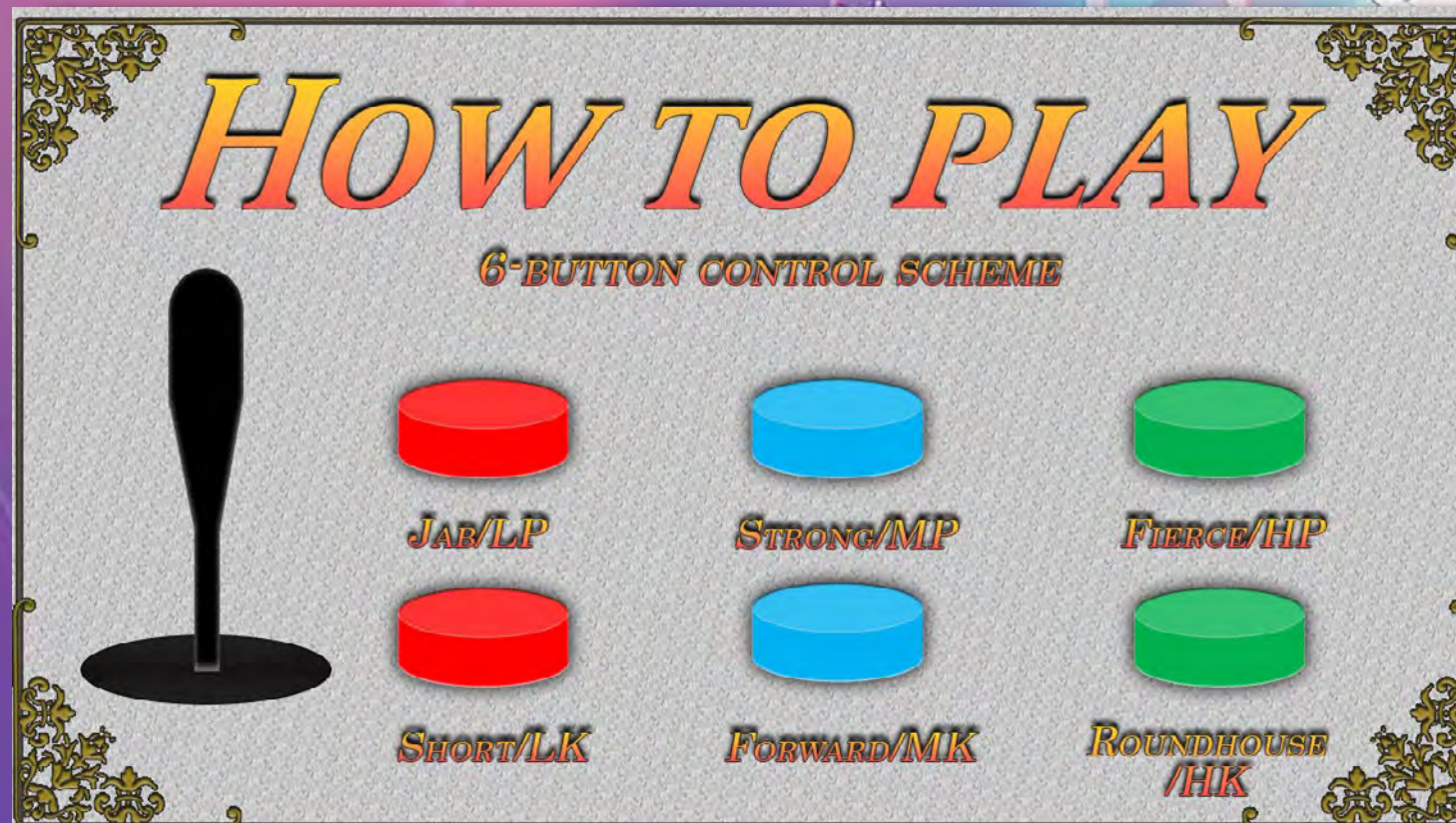
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MISC

**MISCELLANEOUS:
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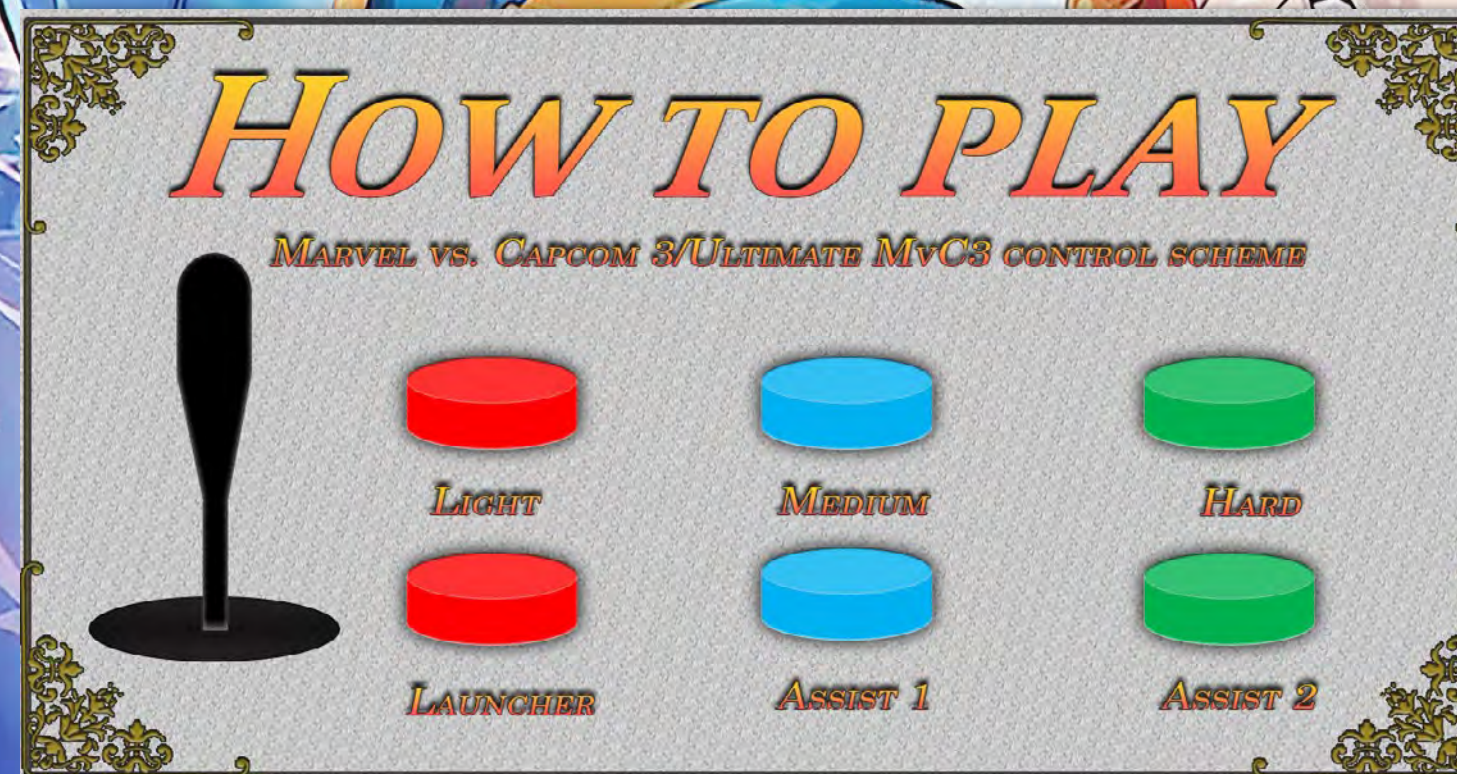
GENERAL INFORMATION



UNIVERSAL MECHANICS

Universal moveset (all)

Dash forward: Forward x 2 or Punch x2/x3
Dash backward: Back x 2 or Back + Punch x 2/x 3
Jump: Up/Up-back/Up-forward
Crouch: Down/Down-back/Down-forward
Super Jump: Down, Up (quickly) or Kick x 3
Normal block: Hold Back or Down-back
Throw (close to opponent): Back or Forward + Punch or Kick
Escape Roll: Hold any direction + any button as you hit the ground after an attack



KNOW YOUR BOSSES

X-Men: Children of the Atom
Boss: Magneto
Number of forms: 1

Marvel Super Heroes
Boss: Dr. Doom, Thanos
Number of forms: 1 each

X-Men vs. Street Fighter & Marvel vs. Street Fighter
Boss: Apocalypse
Number of forms: 1

Marvel Super Heroes vs. Street Fighter
Boss: Cyber Akuma
Number of forms: 1 each

Marvel vs. Capcom: Clash of Super Heroes
Boss: Onslaught
Number of forms: 2

Marvel vs. Capcom 2: New Age of Heroes
Boss: Abyss
Number of forms: 3

Marvel vs. Capcom 3: Fate of Two Worlds/Ultimate Marvel vs. Capcom 3
Boss: Galactus
Number of forms: 1

Marvel vs. Capcom: Infinite
Boss: Ultron Sigma, Ultron Omega
Number of forms: 1 each

THE STORY SO FAR

X-Men: Children of the Atom is based on the Marvel Comics Fatal Attractions saga. Magneto intends to release an electromagnetic pulse that will disrupt the Earth's magnetic fields and wreak havoc among mankind. Characters take sides with or against Magneto, who serves as the end boss.

ROSTER

Marvel characters

- Colossus
- Cyclops
- Iceman
- Juggernaut*\$
- Magneto*\$
- Omega Red
- Psylocke
- Sentinel
- Silver Samurai
- Spiral
- Storm
- Wolverine

Capcom characters

- Akuma^

Tickmarks Legend

- * = Nonplayable boss character (arcade/home ports)
- ^ = Hidden playable character
- \$ = Made playable in Marvel vs. Capcom Fighting Collection: Arcade Classics

RELEASE INFO

- Arcade

JP: December 1994

NA: January 5, 1995
- Sega Saturn

JP: November 22, 1995

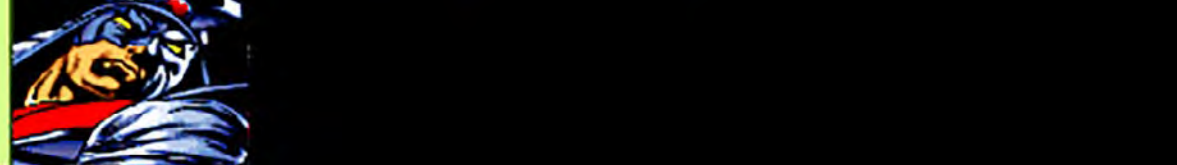
NA: April 3, 1996
- Sony PlayStation

NA: March 3, 1998

Platforms

- Arcade
- Sega Saturn
- PC
- PlayStation
- Switch
- PlayStation 4
- PlayStation 5
- Xbox Series X/S



S	
A	
B	
C	

Tier list courtesy of SuperCombo Wiki

TIER LIST

S tier: Wolverine, Omega Red, Psylocke

Definition: Almost all of their moves are win options
These characters are the best in the game for many reasons, whether it's speed for Wolverine and Psylocke or Omega Red's reach and potential for damage.

A-tier: Iceman, Sentinel, Cyclops, Colossus, Storm

Definition: Multiple win options
These characters have great options for winning and can take on other characters, but they are not the absolute best at what they do. They have multiple strong moves but are bested by the faster characters and long reach/damage in the S tier.

B tier: Juggernaut, Spiral, Akuma

Definition: Some win options
These characters have some ways to win but not as many as the S and A tiers. They aren't fast, and some of their moveset is detrimental to their chances of winning (Akuma's Dive Kick anyone?)

C-tier: Silver Samurai

Definition: Few win options
Silver Samurai is lonely in the C tier because he doesn't have a lot to work with. He's slow and has poor combo ability as compared to the rest of the cast in later revisions. He also doesn't build meter well because he must be touching characters to do so.

UNIQUE MECHANICS

- Type: 6 buttons
- Assists: No
- Unique mechanics:
- Tech hit/Throw Escape: Any direction (other than Down or Up) + Punch x 3 (requires meter)

EDITOR'S TAKE

As the first game in the Marvel vs. Capcom series, Children of the Atom is expected to be rough, but it has its merits.

It introduced the concept of the Versus games (exaggerated supers, super combos, super jumping) and paved the way for future entries to use a more fun aspect of Street Fighter. It could use some polish, but later games do clean up some of the rougher parts of the gameplay.

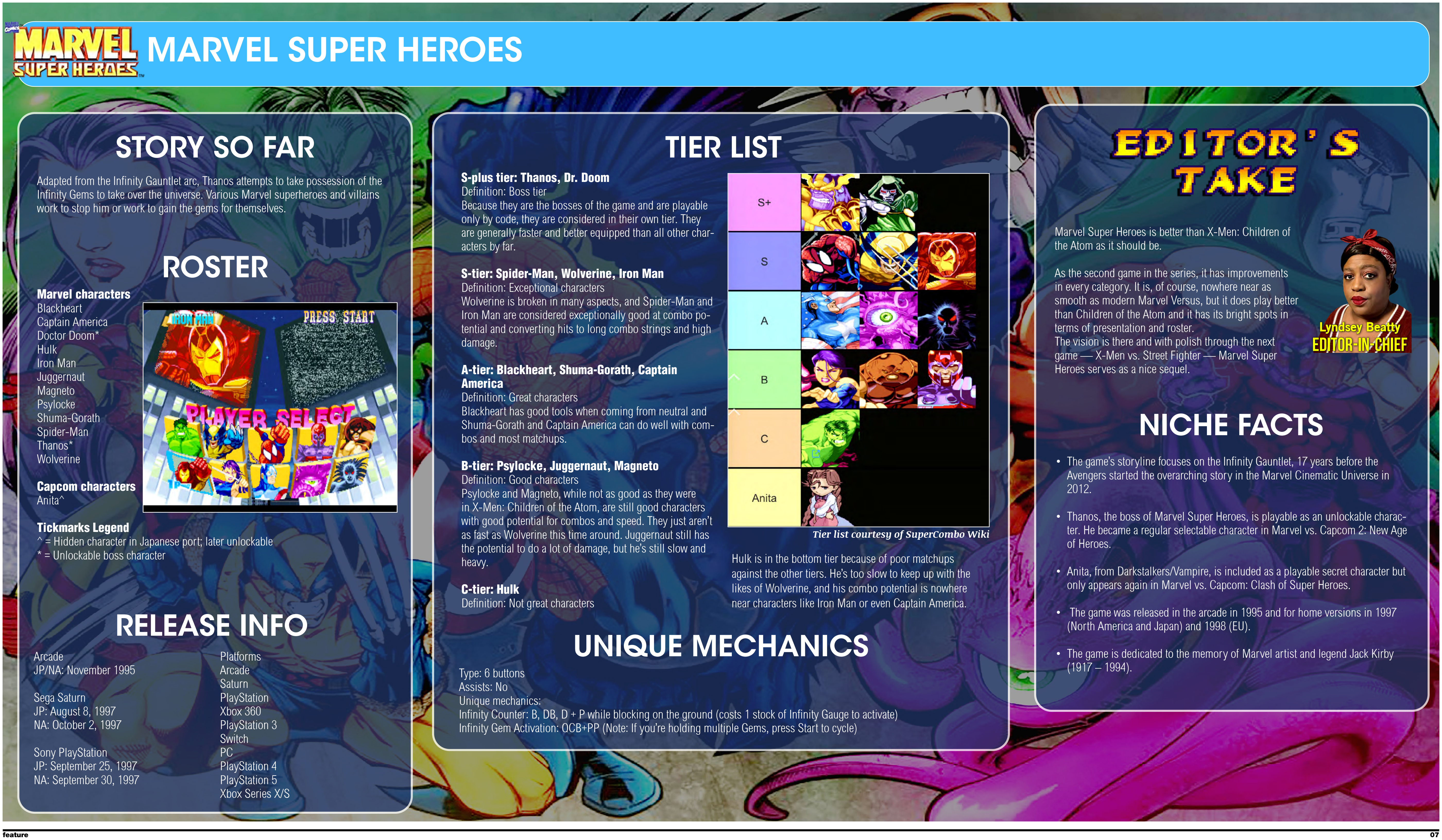
Overall, it's a good start for the Versus series that I would play to get the series' origins.



Lyndsey Beatty
EDITOR-IN-CHIEF

NICHE FACTS

- This is chronologically the first game in the Versus series. However, it is not considered the first game because it does not feature a versus crossover battle.
- This is the first game that features voice work from actors in X-Men: The Animated Series. They would be utilized until Marvel vs. Capcom 3: Fate of Two Worlds in 2011.
- Akuma is included as a hidden character. A stipulation of Capcom's contract with Marvel was to include a Capcom character and Akuma was created the same year for Super Street Fighter II Turbo.
- The game was released for the Sega Saturn in Japan in 1995 and 1996 for North America. The PlayStation version was released in 1998 only for North America and the EU.
- The bosses were not fully playable until the Marvel vs. Capcom Fighting Collection: Arcade Classics compilation in 2024, which was 29 years after the game's arcade release.



STORY SO FAR

Adapted from the Infinity Gauntlet arc, Thanos attempts to take possession of the Infinity Gems to take over the universe. Various Marvel superheroes and villains work to stop him or work to gain the gems for themselves.

ROSTER

Marvel characters

- Blackheart
- Captain America
- Doctor Doom*
- Hulk
- Iron Man
- Juggernaut
- Magneto
- Psylocke
- Shuma-Gorath
- Spider-Man
- Thanos*
- Wolverine

Capcom characters

- Anita^

Tickmarks Legend

- ^ = Hidden character in Japanese port; later unlockable
- * = Unlockable boss character



RELEASE INFO

Arcade	Platforms
JP/NA: November 1995	Arcade
	Saturn
Sega Saturn	PlayStation
JP: August 8, 1997	Xbox 360
NA: October 2, 1997	PlayStation 3
	Switch
Sony PlayStation	PC
JP: September 25, 1997	PlayStation 4
NA: September 30, 1997	PlayStation 5
	Xbox Series X/S

TIER LIST

S-plus tier: Thanos, Dr. Doom

Definition: Boss tier
Because they are the bosses of the game and are playable only by code, they are considered in their own tier. They are generally faster and better equipped than all other characters by far.

S-tier: Spider-Man, Wolverine, Iron Man

Definition: Exceptional characters
Wolverine is broken in many aspects, and Spider-Man and Iron Man are considered exceptionally good at combo potential and converting hits to long combo strings and high damage.

A-tier: Blackheart, Shuma-Gorath, Captain America

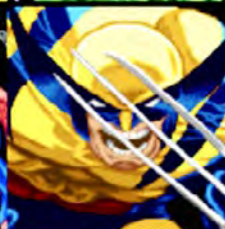
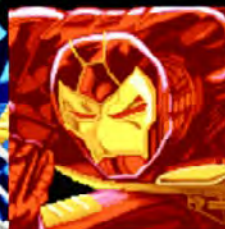
Definition: Great characters
Blackheart has good tools when coming from neutral and Shuma-Gorath and Captain America can do well with combos and most matchups.

B-tier: Psylocke, Juggernaut, Magneto

Definition: Good characters
Psylocke and Magneto, while not as good as they were in X-Men: Children of the Atom, are still good characters with good potential for combos and speed. They just aren't as fast as Wolverine this time around. Juggernaut still has the potential to do a lot of damage, but he's still slow and heavy.

C-tier: Hulk

Definition: Not great characters

S+	 
S	  
A	  
B	  
C	
Anita	

Tier list courtesy of SuperCombo Wiki

Hulk is in the bottom tier because of poor matchups against the other tiers. He's too slow to keep up with the likes of Wolverine, and his combo potential is nowhere near characters like Iron Man or even Captain America.

UNIQUE MECHANICS

Type: 6 buttons
Assists: No
Unique mechanics:
Infinity Counter: B, DB, D + P while blocking on the ground (costs 1 stock of Infinity Gauge to activate)
Infinity Gem Activation: QCB+PP (Note: If you're holding multiple Gems, press Start to cycle)

EDITOR'S TAKE

Marvel Super Heroes is better than X-Men: Children of the Atom as it should be.

As the second game in the series, it has improvements in every category. It is, of course, nowhere near as smooth as modern Marvel Versus, but it does play better than Children of the Atom and it has its bright spots in terms of presentation and roster. The vision is there and with polish through the next game — X-Men vs. Street Fighter — Marvel Super Heroes serves as a nice sequel.



Lyndsey Beatty
EDITOR-IN-CHIEF

NICHE FACTS

- The game's storyline focuses on the Infinity Gauntlet, 17 years before the Avengers started the overarching story in the Marvel Cinematic Universe in 2012.
- Thanos, the boss of Marvel Super Heroes, is playable as an unlockable character. He became a regular selectable character in Marvel vs. Capcom 2: New Age of Heroes.
- Anita, from Darkstalkers/Vampire, is included as a playable secret character but only appears again in Marvel vs. Capcom: Clash of Super Heroes.
- The game was released in the arcade in 1995 and for home versions in 1997 (North America and Japan) and 1998 (EU).
- The game is dedicated to the memory of Marvel artist and legend Jack Kirby (1917 – 1994).



X-MEN VS. STREET FIGHTER

STORY SO FAR

Marvel superheroes and Capcom's Street Fighters take on the mutant cosmic threat Apocalypse.

ROSTER



Marvel characters	Capcom characters
Cyclops	Akuma*
Gambit	Cammy
Juggernaut	Charlie Nash
Magneto	Chun-Li
Rogue	Dhalsim
Sabretooth	Ken Masters
Storm	M. Bison
Wolverine	Ryu
	Zangief

Tickmark Legend

* = Hidden character

RELEASE INFO

Arcade
JP: September 1996
NA: October 1996

Saturn
JP: November 27, 1997

PlayStation
JP: February 26, 1998[2]
NA: June 11, 1998

Multi

MvC Fighting Collection: Arcade Classics:
Sept. 12, 2024

Platforms

Arcade
Saturn
PlayStation
Switch
PC
PlayStation 4
PlayStation 5
Xbox Series X/S

TIER LIST

GOD TIER		
S		
A		
B		
C		
D		

Tier list courtesy of Striderzero96 at SuperCombo Wiki

S-plus tier: Storm

Definition: God tier
Storm is the total package. She has excellent aerial moves, controls space well and builds meter quickly and safely while in the air.

A-tier: Magneto, Cyclops, Chun-Li, Wolverine

Definition: Top tier but not Storm-level of greatness
Magneto has great combos, speed and controls space well; Cyclops has great combo ability and fast fireballs that can do chip damage; Wolverine is still a super speedy combo machine that can also heal chip damage; and, Chun-Li is great because of her damage potential and speed.

B-tier: Charlie, Gambit, Rogue, Akuma, Ryu, Sabretooth

Definition: Solid and just fine
All characters in this tier have good buttons but are missing that something extra that makes them better than solid. Sabretooth and Gambit are versatile and have solid kits; Charlie is good with zoning, and his Sonic Boom is useful as a projectile zoner; Rogue can create mix-up situations that immediately benefit her and her bonuses; and, Ryu and Akuma are nice and reliable shotos, but they aren't nearly as fast as the tiers above them and that hurts them.

C-tier: Cammy, Zangief, Juggernaut, Ken

Definition: All right but needs work
Zangief and Juggernaut are big slow bodies that are large targets for the faster combo ready tiers. Ken is slightly less good than his fellow shotos so he comes in the tier below them; and, Cammy needs work to do enough damage to be effective. There are other characters that do everything these do but better.

D-tier: M. Bison, Dhalsim

Definition: The weakest characters in the game
M. Bison and Dhalsim are considered the lowest tier because they don't offer anything that the other tiers don't handle better. They aren't fast enough to keep up with the higher tiers, and their combo ability just isn't there.

UNIQUE MECHANICS

Type: 6 buttons
Assists: No
Unique mechanics:
Advancing Guard (Pushblock): P x 3 while blocking
Switch teammate (Variable Attack): HP + HK
Variable Counter: B,DB,D + HP+HK while

blocking (costs 1 stock of Hyper Combo Gauge to activate)
Team Hyper Combo: D,DF,F + HP+HK (costs 2 stocks of Hyper Combo Gauge to perform)
Level 3 Hyper Combo: Per character and requires 3 stocks of Hyper Combo Gauge to perform

EDITOR'S TAKE

This is the true first entry in the Versus series, and it shows. There's a level of polish from the roster to the soundtrack and gameplay that wasn't present in the first two games — X-Men: Children of the Atom and Marvel Super Heroes.

X-Men vs. Street Fighter isn't perfect but it's a nice fighting game with larger-than-life combos and an established core concept of tag team battles that means big action featuring your favorite X-Men and Street Fighter favorites. This game set the standard for later entries in the series and it should be proud of the example it set.



Lyndsey Beatty
EDITOR-IN-CHIEF

NICHE FACTS

- X-Men vs. Street Fighter is technically considered the first game in the Versus series. It is the first game in the series to feature a team of at least two characters.
- The Sega Saturn version of the game was never released in North America. This is because Capcom did not release the required 4MB RAM cart in the region. The Sony PlayStation version omits tag battles because of this.
- Five of the eight original World Warriors from Street Fighter II debut in the game (Ken, Ryu, Chun-Li, Dhalsim, Zangief). Only one of the Four Kings of Heaven — M. Bison — ever appears and makes his debut in this game. Cammy is the only New Challenger to appear on a roster and makes her debut in this game.
- Sabretooth only makes two playable appearances in the Versus series; this game is his first appearance of the two.
- Street Fighter character sprites are used from Street Fighter Alpha 2, and Marvel sprites except for Rogue, Sabretooth and Gambit are based on X-Men: The Animated Series.



MARVEL SUPER HEROES VS. STREET FIGHTER

STORY SO FAR

A group of fighters from the Street Fighter universe team up with villains and superheroes to once again take on the cosmic threat of Apocalypse.

ROSTER

Marvel characters

Armor Spider-Man*
Blackheart
Captain America
Cyclops
Hulk
Mephisto*
Omega Red
Shuma-Gorath
Spider-Man
U.S. Agent*
Wolverine

Capcom characters

Akuma
Chun-Li
Dan Hibiki
Dark Sakura*
Dhalsim
Ken Masters
M. Bison
Mech-Zangief*
Ryu
Sakura Kasugano
Shadow*
Zangief
Cyber Akuma\$

Other

Norimaro^



Tickmarks Legend

* = Unlockable hidden character
^ = Norimaro is a Japanese exclusive character modeled on creator and owner Japanese comedian Noritake Kinashi. He only appears in the Japanese arcade version of the game and Marvel vs. Capcom Fighting Collection: Arcade Classics due to a contractual agreement with Marvel.

RELEASE INFO

Arcade
JP: July 1997
NA: November 1997

Saturn
JP: October 22, 1998

PlayStation
NA: February 23, 1999
JP: February 25, 1999

Multi

MvC Fighting Collection: Arcade Classics: Sept. 12, 2024

Platforms

Arcade
Saturn
PlayStation
Switch
PC
PlayStation 4
PlayStation 5
Xbox Series X/S

TIER LIST

S-tier: Wolverine, Omega Red, Spider-Man

Definition: The best characters in the game
Much like Marvel Super Heroes, Wolverine, Spider-Man and Omega Red are back in the top tier for much of the same reasons. They're fast or they have great range and combo potential.

A-tier: Cyclops, Dhalsim, Blackheart/Mephisto, Captain America/U.S. Agent, Shuma-Gorath

Definition: Solid and reliable tier
These characters are solid and have been so except for Dhalsim, who was low tier in X-Men vs. Street Fighter. All of these are solid choices that can go up against the top tier characters and stand a chance but can dominate against the lower-tier characters.

B-tier: Chun-Li, Akuma, Ryu, Hulk/Orange Hulk, Armored Spider-Man

Definition: Good but not great
These characters have some good buttons but aren't top tier for a variety of reasons. They will do OK in matchups against the higher tiers, but they are not dominating them. They have decent prospects in a matchup, but they need to be teamed with an S-tier or A-tier to succeed.

C-tier: Ken, M. Bison, Dark Sakura, Zangief, Mecha Zangief

Definition: Needs work but not the worst
No character in this tier will not set the barn on fire. They aren't well equipped to make a matchup sweaty and there are better characters who do the same things. They aren't the bottom of the barrel but you're not going to get far by playing with them on point and they need help from the higher tiers as teammates.

D-tier: Sakura, Dan Hibiki

Definition: The worst characters in the game
There is no justifiable reason to play the regular version of Sakura here when Dark Sakura and other shotos exist in the game. She doesn't excel at anything and doesn't do enough damage. Dan is a joke character and the least said about him, the better. Avoid these two characters at all costs.

S	
A	
B	
C	
D	

Tier list courtesy of SuperCombo Wiki

UNIQUE MECHANICS

Type: 6 buttons
Assists: Yes

Unique mechanics:
Call Assist: MP + MK

EDITOR'S TAKE

Marvel vs. Street Fighter is one of two extraneous games in the series. There is absolutely no need for it to exist with the excellent X-Men vs. Street Fighter preceding it and the legendary Marvel vs. Capcom coming after it.

The roster isn't special, it recycles the final boss of Apocalypse and there's nothing new in the gameplay other than character assists. It doesn't feel like a missing step; you could skip Marvel vs. Street Fighter and be fine with playing everything else in the series.



Lyndsey Beatty
EDITOR-IN-CHIEF

NICHE FACTS

- This game marks the first appearance of the Variable Assist mechanic. It did not appear in Marvel vs. Capcom but was brought back for Marvel vs. Capcom 2 and future games.
- All secret characters are palette swaps of the existing roster. These secret characters have different moveset properties. Charlie Nash, who is not in the game, is represented by hidden character Shadow.
- Norimaro, a character exclusive to the Japanese version, was not included in other regions until the release of Marvel vs. Capcom Fighting Collection: Arcade Classics.
- This is the only game in the series that the announcer uses the name of Hyper Combos if they are used to finish a round.
- Apocalypse appears as the boss again because his sprites were already present and it was easier to insert him into the game than create a new boss. He is the only boss to appear more than once at the end.

STORY SO FAR

Based on the Marvel crossover Onslaught arc, Marvel and Capcom characters team up to stop the menace that is Onslaught. Onslaught is an Omega-level psionic amalgamation of X-Men leader Charles Xavier and mutant powerhouse Magneto who threatens the fabric of reality.

ROSTER

Marvel characters	Capcom characters	Capcom assist characters
Captain America	Captain Commando	Anita (from the Darkstalkers series)
Gambit	Chun-Li	Arthur (from the Ghosts 'n Goblins series)
High Speed Venom*	Jin Saotome	Devillote (from Cyberbots: Full Metal Madness)
Hulk	Mega Man	Lou (from Three Wonders)
Hulk (MSH version)*	Morrigan Aensland	Michelle Heart (from Legendary Wings)
Hyper Armor War Machine*	Morrigan (Lilith)*	Pur & Fur (from Adventure Quiz: Capcom World 2)
Spider-Man	Roll*	Saki (from Quiz Nanairo Dreams)
Venom	Ryu	Shadow*
War Machine	Shadow Lady*	Ton Pooh (from the Strider series)
Wolverine	Strider Hiryu	Unknown Soldier (from Forgotten Worlds)
Marvel assist characters	Zangief	

Tickmarks Legend
* = Unlockable hidden character

Colossus

Cyclops

Iceman

Jubilee

Juggernaut

Magneto

Psylocke

Rogue

Sentinel*

Storm

Thor

U.S. Agent

SELECT

PRESS START

YOUR HEROES!

SPECIAL PARTNER

SELECT

PRESS START

YOUR HEROES!

RELEASE INFO

Arcade
JP: February 1998
NA: March 1998

JP: November 11, 1999
NA: January 27, 2000

Multi
MvC Fighting Collection: Arcade Classics: Sept. 12, 2024

PlayStation

Saturn
PlayStation
Xbox 360
PlayStation 3
Switch
PC
PlayStation 4
PlayStation 5
Xbox Series X/S

TIER LIST

S-plus-tier: Red Venom, Gold War Machine, War Machine

Definition: Godlike tier
Carnage/Red Venom has infinites just from walking. His speed is unmatched by anyone else in the game except for Wolverine and he can produce an infinite combo easily. His only downside is that he takes damage twice as much as the rest of the cast; if he gets hit hard enough, he can go down in a single combo. Gold War Machine cannot block, but he has infinite hyper armor. His attacks are getting through no matter what is done to him and he can't be launched. Add in that Duo Team Attacks are deadly in his hands because he's getting them off no matter what and you have an absolute monster. War Machine is a combo god with unlimited potential because of fly/unfly. He's the only character in the game with this ability and it shows in his 100 percent and 200 percent touch of death combos.

S-tier: Wolverine, Chun-Li, Strider, Spider-Man, Gambit

Definition: The best, almost godlike tier
Wolverine and Spider-Man retain their top form; Gambit improved from X-Men vs. Street Fighter and Chun-Li improved from Marvel vs. Street Fighter; and, series newcomer Strider makes an immediate great first impression with a fantastic kit featuring Ouroboros. Strider is extremely fast and able to rush down with the likes of Wolverine. He has low health, though, so keeping him alive is priority followed by calling Ourobs to pressure and lockdown.

A-tier: Captain Commando, Hulk,

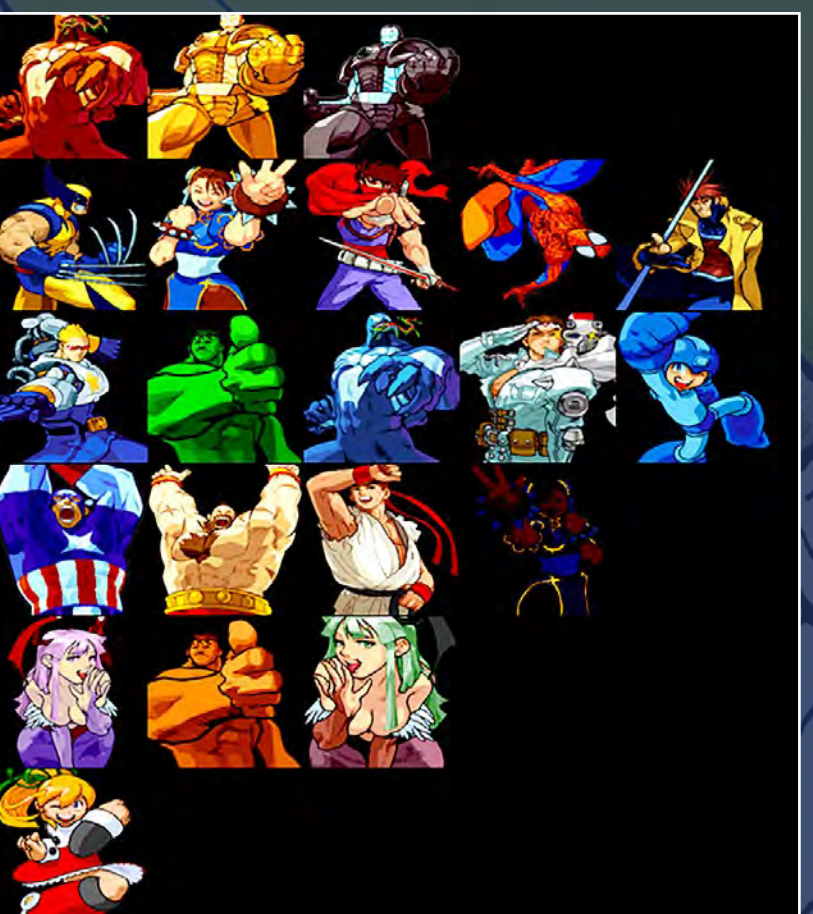
Venom, Jin, Mega Man

Definition: Solid characters tier
Hulk is the only veteran in this tier and has improved since his last outing in Marvel vs. Street Fighter. You can rely on solid damage from him. The others are all newcomers to the series and are great choices for any team. Captain Commando controls space well with Captain Corridor, Venom is a combo machine with Venom Web and Web Throw set-ups, Jin has unblockable tech with the properties of Blodia Punch, and Mega Man is solid all the way around with Rush Drill, Hyper Mega Man and Beat Plane as his supers.

B-tier: Captain America, Zangief, Ryu, Shadow Lady

Definition: OK/average tier
Every character here except for Shadow Lady is a veteran so you know what to expect from them, especially Captain America and Zangief. Ryu has a cute gimmick with the Quick Change to switch between his, Ken's and Akuma's movesets but it uses a bar of meter and none of the other personas do anything particularly dominating to justify the cost. Shadow Lady is interesting, but she doesn't do anything better than Chun-Li so there's no need to play her.

Type: 6 buttons
Assists: Partner Assists only
Unique mechanics:
Variable Assist: MP + MK



Tier list courtesy of SuperCombo Wiki

C-tier: Lilith, Orange Hulk, Morrigan

Definition: Needs work tier
Lilith and Morrigan, newcomers to the series, aren't great in their series debut. Lilith is worse than Morrigan because of her terrible fireball and lack of zoning. Morrigan isn't much better though her damage output is better. Both versions are meter dependent and can't zone. Orange Hulk is a less great version of Hulk, and it shows in lower health, no super armor and worse recovery time. Just play the regular version of Hulk.

D-tier: Roll

Definition: Cellar-dweller tier
Roll shouldn't even be in the game. There's no reason to play her, especially since she's a joke variant of Mega Man. She doesn't provide anything different, and she performs worse in every measurable category.

Variable Cross/Duo Team Attack:
D,DB,B + HP+HK (costs 3 stocks of Hyper Combo Gauge to perform)

EDITOR'S TAKE

Marvel vs. Capcom is the peak of the series. Pure perfection in mechanics and presentation, MvC is the best of the best in the Versus series. It's easy to pick up but hard to master, and there's a lot of fun in trying to become an expert. Of special note is the roster, which features an eclectic mix of unknown characters from both sides.



However B-tier they may seem, they are the kind of characters that compel research. For example, I had no idea who the Unknown Soldier was on Capcom's side and learned he's one of the main characters from Forgotten Worlds, a Capcom game I'd never heard of at the time. Or, that because of MvC, I knew all manner of obscure Marvel characters by the time the MCU got started. MvC is easily my favorite game of the series because it does everything marvelously.

NICHE FACTS

- Morrigan has a secret win pose only accessible in the Japanese version of the game. Holding MK after K.O.ing an opponent has Lilith descend from the top of the screen tied up with Morrigan changed into a dominatrix-style outfit. The win pose is accessible in all versions of Marvel vs. Capcom 2.
- Variable Cross Attack made its debut in this game. Variable Combination is present, but the announcer no longer says the combined move names.
- The announcer is Sally Cahill, who also voices Ada Wong in Resident Evil 2. She remains the series' only female announcer.
- Hiryu Strider uses his Options assists from his namesake game as projectiles and part of his Legion hyper combo.
- The PlayStation version of the game gives Mega Man a new Hyper Combo — Magnetic Shockwave — after beating the game with him.

UNIQUE MECHANICS

STORY SO FAR

Newcomer Ruby Heart, a mysterious pirate mage, Amingo, a sentient cactus, and other Capcom and Marvel characters team up to take on Abyss, a malevolent planetary life force-draining entity.

ROSTER

Marvel characters	Capcom characters
Blackheart	Akuma
Cable	Amingo
Captain America	Anakaris
Colossus	B.B. Hood
Cyclops	Cammy White
Doctor Doom	Captain Commando
Gambit	Charlie
Hulk	Chun-Li
Iceman	Dan Hibiki
Iron Man	Dhalsim
Juggernaut	Felicia
Magneto	Guile
Marrow	Hayato Kanzaki
Omega Red	Jill Valentine
Psylocke	Jin Saotome
Rogue	Ken Masters
Sabretooth	M. Bison
Sentinel	Mega Man
Shuma-Gorath	Morrigan Aensland
Silver Samurai	Roll
Spider-Man	Ruby Heart
Spiral	Ryu
Storm	Sakura Kasugano
Thanos	Servbot
Venom	SonSon
War Machine	Strider Hiryu
Wolverine	Tron Bonne



Note: The Arcade version of the game has 28 characters unlocked at start (14 for each side). Characters are unlocked as revenue increases and experience points are gained. The Dreamcast version features the experience points system, but the Xbox 360 and PlayStation 3 ports have all characters unlocked as default.

RELEASE INFO

NA: March 30, 2003	Platforms
JP: March 23, 2000	PlayStation 2
NA: May 2000	Xbox
	Xbox 360
Dreamcast	PlayStation 3
JP: March 30, 2000	iOS
NA: June 29, 2000	Switch
	PC
PlayStation 2	PlayStation 4
JP: September 19, 2002	PlayStation 5
NA: November 19, 2002	Xbox Series X/S
Xbox	
JP: September 19, 2002	

TIER LIST: ASSISTS

The character may not be considered top tier, but the assist listed below is considered among the best assists in the game.

Captain Commando

Assist type: Anti-air
Move name: Captain Corridor

Captain Commando, while not a great point character, has one of the best assists in the game with Captain Corridor. It creates space and effectively shuts down air and ground game with its wide radius and high priority.

Cyclops

Assist type: Anti-air
Move name: Gene Splice
Cyclops' Gene Splice is a great setup anti-air assist and has good priority over many of the other assists in the game.

Doctor Doom

Assist type: Anti-air

Move name: Molecular Shield

Doom's Rocks, as they are colloquially known, is one of the best assists in the game because of its priority, ability to nullify other projectiles and chip damage. It's one of the reasons Doom anchors a few top-tier teams and is most often paired with Strider.

Psylocke
 Assist type: Anti-air
 Move name: Psyblade
 Psylocke is the ultimate setup character in MvC2. One-third of the omnipresent M(agneto)/S(torm)/P(sylocke), she is the best setup for Magneto to get his infinite started. She also can set up other infinities with Psyblade easily.

Sentinel

Assist type: Projectile or Ground

Move name: Rocket Punch (Projectile), Sentinel Force (Ground)

God-tier Sentinel sets himself up for greatness with his own assists. Both do excellent damage and complement other characters when he isn't on point. Rocket Punch is highly useful to punish whiffed opponent assists, and Sentinel Force is good for locking down points and assists.

Tron Bonne
Assist type: Projectile
Move name: Crouching Medium Punch
The assist version of Tron Bonne's crouching medium punch does as much damage in three hits as some of the heavy-hitter hyper combos. It's used to punish and kill opponent assists and quickly kill the point character within a combo because it resets damage.

Blackheart
Assist type: Anti-air

Move name: Inferno
Inferno has a slight startup time, but it's an excellent anti-air assist with high priority and tracking. It stays on the point character and easily punishes assists.

Cable

Assist type: Anti-air
Move name: Scimitar

As a god-tier character, Cable is on a lot of teams and has to have an assist. While Viper Beam is decent, Scimitar is a better choice because of its excellent priority and setup properties.

Cammy

Assist type: Anti-air

Move name: Cannon Spike

While Cammy's speed makes her a good choice for a point character, her Cannon Spike anti-air assist is her best course of action when she's an assist. It rivals some of the other anti-air assists in priority and setup capabilities.

Iron Man

Assist type: Anti-air
Move name: Repulsor Blast
Iron Man's Repulsor Blast is decent as an assist because of its setup properties. He can set up his point partner while doing good damage.

Ken
Assist type: Anti-air
Move name: Shoryuken

Ken's Shoryuken, out of the shots in the game, is the best because of its priority. And, if Ken has fire on his fist, he's invincible.

Magneto

Assist type: Projectile
Move name: Hyper Grav
Magneto, as part of the god tier, has a god-tier assist and it's Hyper Grav. It sets up partners to get started on combos and holds them in place. With his usual partner of Storm, expect that a highly damaging Hailstorm is in your immediate future.

Spiral

Assist type: Projectile

Move name: Sword Throw B

Spiral's Sword Throw, as an assist, does excellent damage and chip damage. Its lockdown properties are excellent as well. Paired with her usual companion in Sentinel, Spiral is made for locking down and chipping to death if necessary.

Storm
Assist type: Projectile
Move name: Typhoon (Hard Kick version)
A part of the god tier, Storm is mostly a point character but when she's an assist expect that Typhoon will be chosen and it's going to be the projectile version. It's good for lockdown and chipping, and it's far better than the other versions.

UNIQUE MECHANICS

Type: 4 buttons (2 dedicated assist buttons)
Assists: Yes
Unique mechanics:
Crossover Assist: Assist 1 (formerly HP) or Assist 2 (formerly HK)
Snapback: D,DB,B + Assist 1 or Assist 2 for corresponding opponent character

Switch characters: LP+LK for character in second character slot, HP+HK for character in third character slot
Delayed Hyper Combo: Input second character slot hyper combo during first character's hyper combo, then input third character slot hyper combo during second character's hyper combo

EDITOR'S TAKE

I have a love-hate relationship with the penultimate Marvel vs. Capcom 2. I love it for what it represents: the end of an era, the culmination of all that entails early Versus games and the golden age. I hate it because it was divisive for no reason other than it could be. Every character that once graced the roster of the Versus series up to this point is here, but there are some folks who could have sat this one out. Seriously, I'm still asking after 25 years if Servbot was the best choice for a roster spot. No Rival Schools characters made the cut, either. It's like Capcom forgot that series existed and they created it. But we can get an overabundance of weird choices that no one asked for (dual Wolverine, anyone?) and the entirety of the god tier is made up of Marvel characters.



Capcom nailed it in the presentation — even if everyone complained endlessly about the soundtrack, I loved it — and I appreciate what the game did for the fighting game community in general. It's just that it was one of the games that turned me against competitive fighting in general, a turn that lasted for more than 20 years. But it's Mahvel, baby, and I love it begrudgingly because this was the one that got me in. I traveled for it, met lifelong friends through it, and learned more about Marvel lore than I ever had before.

Even after 25 years, I still can fire it up and play a few rounds with the youngins. And I can call matches with expert ease. But that doesn't mean I don't have mixed feelings about Mahvel and its life afterward.

NICHE FACTS

- The game introduced Ruby Heart to the franchise although it could be argued that a prototype of the character existed in Capcom's Gunbird 2. Ruby was originally planned to be part of the Vampire universe.
- The Swamp, Desert, Airship and Abyss' Temple stages are directly tied to the original characters introduced in the game: Amingo, Ruby Heart, SonSon and Abyss.
- Anita and Norimaro are the only previous characters that do not return to the main playable roster. All previous playable characters, excluding some special partner characters from Marvel vs. Capcom, are available, bringing the total roster to 56 characters.
- Abyss is the series' first boss character that does not belong to either Marvel or Capcom. He also has three forms, the same as the number of characters that form a team.
- This is the first game where several pairs of characters with similar movesets can be paired: Ryu/Ken/Akuma, Iron Man/War Machine, Mega Man/Roll and Charlie/Guile.

Marvel and Capcom fighters join forces to save the Earth from the hungriest galactic being known as Galactus, eater of worlds.

Marvel characters	Capcom characters	New in Ultimate MvC3
Captain America	Akuma	Marvel characters
Deadpool	Albert Wesker	Doctor Strange\$
Doctor Doom	Amaterasu	Ghost Rider\$
Dormammu	Arthur	Hawkeye\$
Hulk	Chris Redfield	Iron Fist\$
Iron Man	Chun-Li	Rocket Raccoon\$
Magneto	Crimson Viper	Nova\$
MODOK	Dante	
Phoenix	Felicia	Capcom characters
Sentinel	Hsien-Ko	Firebrand\$
She-Hulk	Jill Valentine**^	Frank West\$
Shuma-Gorath**^	Mike Haggar	Nemesis T-Type\$
Spider-Man	Morrigan Aensland	Phoenix Wright\$
Storm	Nathan "Rad" Spencer	Strider Hiryu\$
Super-Skrull	Ryu	Vergil\$
Taskmaster	Trish	
Thor Odinson	Tron Bonne	
Wolverine	Viewtiful Joe	
X-23	Zero	

^ = Shuma-Gorath and Jill Valentine were available as DLC in Fate of Two Worlds and Ultimate Marvel vs. Capcom 3 for the Xbox 360 and PlayStation 3. As of the release of the PlayStation 4 and Xbox One versions of the game, they are unlocked by default.

PlayStation 3, Xbox 360

Windows, Xbox One

S		
A		
B		
C		
TRASH		

Every character in this tier has major problems and is not viable. Nemesis' Level 3 super almost never connects so it renders him useless in a game where that concept is key. She-Hulk has been majorly nerfed post-vanilla. Phoenix Wright is dependent on RNG, which shouldn't be a factor in a fighting game. Iron Fist has limited abilities in the air and on the ground and no fireball. Also, his Chi attack has the possibility for incorrect inputs which could put you at a disadvantage immediately. Ryu is limited all around. His special moves and normals are poor and his speed is terrible. Hsien-Ko is the worst character in the game because she plays worse than her Vampire Savior incarnation, which is bad because she isn't good in Vampire Savior also. Her mobility is poor, she burns resources quickly and her projectile is RNG dependent. Stay away from this tier altogether.

Lyndsey Beatty
EDITOR-IN-CHIEF

- The series returned after 10 years and Capcom regaining the Marvel license.
- The game was updated with 12 additional characters a year after the game launched. Characters new to the series in the update include Dr. Strange, Hawkeye and Red Arremer.
- Galactus makes his series debut as the nonplayable boss in Marvel vs. Capcom 3 and remained unplayable outside of the Galactus Mode of Ultimate MvC3.
- This is the first game in the series that did not receive an arcade port.
- Jill Valentine and Shuma-Gorath were originally released as DLC in Marvel vs. Capcom 3. They later became playable by default in the update.

Type: 4 buttons
Assists: Yes
Unique mechanics:
Switch characters: Hold Assist 1 or Assist 2
Activate X-Factor: L+M+H+S (can activate in air in Ultimate MVC3)
Team Aerial Combo: During an air combo, S + direction (Up, Side, Down)

STORY SO FAR

Ultron, of Marvel villainy, and Sigma, of Mega Man/Capcom villainy, join forces to take over both universes. Merging to increase their strength and with common goals, Ultron Sigma fights the heroes and anti-heroes of both universes to reign supreme.

ROSTER

Marvel characters	Capcom characters
Black Panther*	Arthur
Black Widow*	Chris Redfield
Captain America	Chun-Li
Captain Marvel	Dante
Doctor Strange	Firebrand
Dormammu	Frank West
Gamora	Jedah Dohma
Ghost Rider	Mike Haggar
Hawkeye	Monster Hunter*
Hulk	Morrigan Aensland
Iron Man	Nathan "Rad" Spencer
Nova	Nemesis T-Type
Rocket Raccoon	Ryu
Spider-Man	Sigma*
Thanos	Strider Hiryu
Thor Odinson	X
Ultron	Zero
Venom*	
Winter Soldier*	



Tickmark Legend

* = Available as DLC

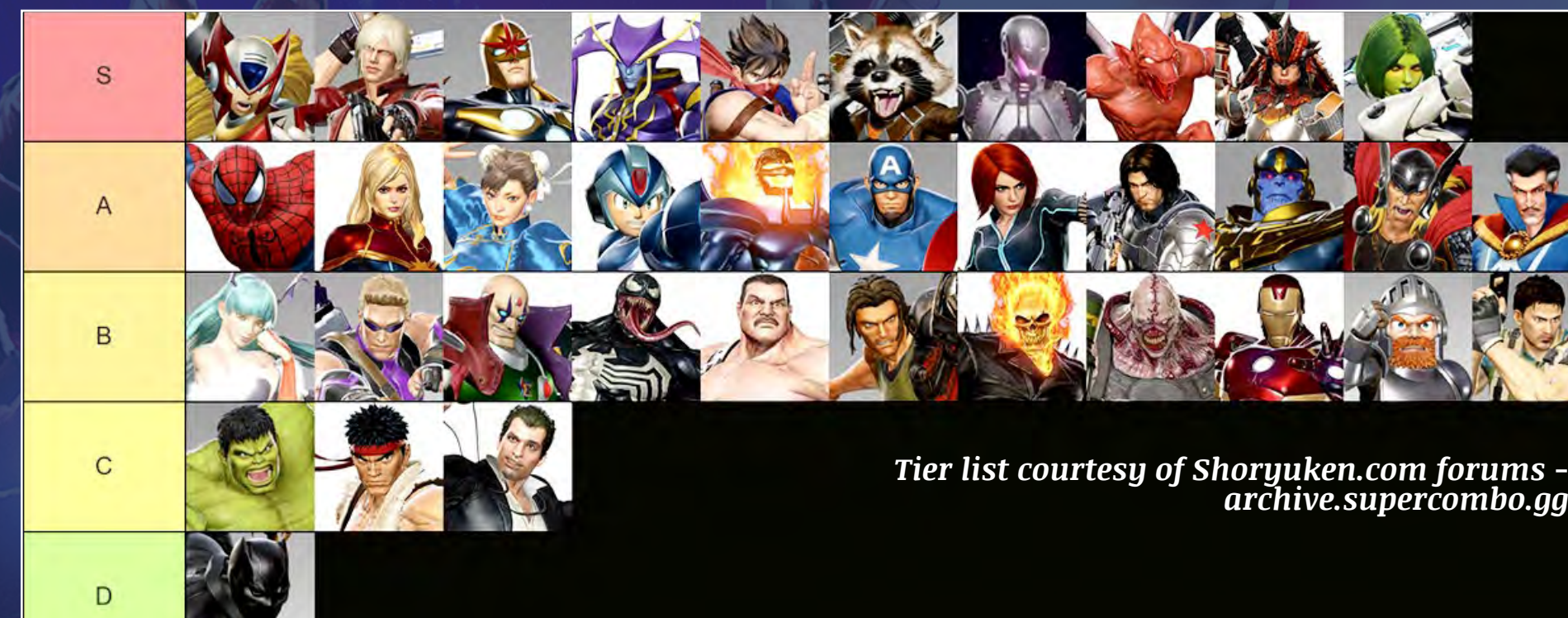
RELEASE INFO

Worldwide: September 19, 2017
JP: September 21, 2017

PlayStation 4
Windows
Xbox One

Platforms

TIER LIST



Tier list courtesy of Shoryuken.com forums -
archive.supercombo.gg

S-tier: Zero, Dante, Nova, Jedah, Strider, Rocket Raccoon, Ultron, Firebrand, Hunter, Gamora

Definition: Folks you want to play with on a serious level

Everyone in this tier can dominate and make things work with little help. They are the best partners in the game and have good buttons and tech inherently.

A-tier: Spider-Man, Captain Marvel, Chun-Li, Mega Man, Dormammu, Captain America, Black Widow, Winter Soldier, Thanos, Thor, Dr. Strange

Definition: Great but not quite the top tier

These characters are good solo characters and are solid on point or as assists. They can make strong combinations with the tier above and carry the lower tiers as well.

B-tier: Morrigan, Hawkeye, Sigma, Venom, Haggar, Spencer, Ghost Rider, Nemesis, Iron Man, Arthur, Chris

UNIQUE MECHANICS

Type: 4 buttons
Assists: No
Unique mechanics:
Switch characters: Tap Active Switch button
Counter Switch: Hold Active Switch button (uses 2

Definition: OK and mid-tier
The characters that reside here are mid-tier. They don't have glaring weaknesses, but they aren't doing great things, either. They work well with the higher tiers and also work well with different stones.

C-tier: Hulk, Ryu, Frank West

Definition: Not good and need a lot of work to be viable

These three characters are not good at all. They have so much that detracts from their play that using them is not considered good. Overall, they lack the ability to deal with most of what the higher tiers dish out.

D-tier: Black Panther

Definition: Trash tier

Black Panther is missing a lot of tools necessary for viability in MvC:I. He can't deal with high-pressure zoning, he has low health, his mobility is terrible and his combos are overly difficult for the damage output they produce. There are far better similar characters in all of the other tiers.

bars of Hyper Combo Gauge meter)
 Infinity Surge: Tap Infinity Surge button
 Infinity Storm: Active Switch + Infinity Surge button
 Hyper combos: HP + HK

EDITOR'S TAKE

Marvel vs. Capcom: Infinite is easily the worst game in the series. There is nothing inspiring here: The character art is atrocious, the music is drab and lifeless, none of the new roster makes me want to play this and the mechanics are weird and slapdash.

I own it solely because it completes the collection, but this is forgettable in every way. Maybe it's because it's Marvel fatigue or maybe because it just isn't a good game, but Infinite could have been left to dregs of the Capcom dustbin of failure, and it would have been fine. Capcom lost the license again after this travesty and I'm sad to say that it's hopefully permanent.



NICHE FACTS

- The Infinity Stones, last seen in War of the Gems, returned as a major mechanic in this game.
- Team member combinations also returned to two as did the number of boss forms for Ultron Sigma.
- Capcom lost the Marvel license in 2012 after Ultimate Marvel vs. Capcom 3 but regained it after Disney (Marvel's now-parent company) switched to a licensing model in 2016.
- Jedah, the newest Vampire character in the series, and Morrigan are the only Vampire characters on the roster.
- Ryu and Chun-Li are the only World Warrior characters on the playable roster. Eight World Warriors have never appeared in a Versus game: Blanka, E. Honda, Fei Long, T. Hawk, Sagat, Claw, Boxer, and Dee Jay. No characters from Rival Schools aside from Sakura have appeared.



MISCELLANEOUS

SIDEBAR: BAD HOME PORTS



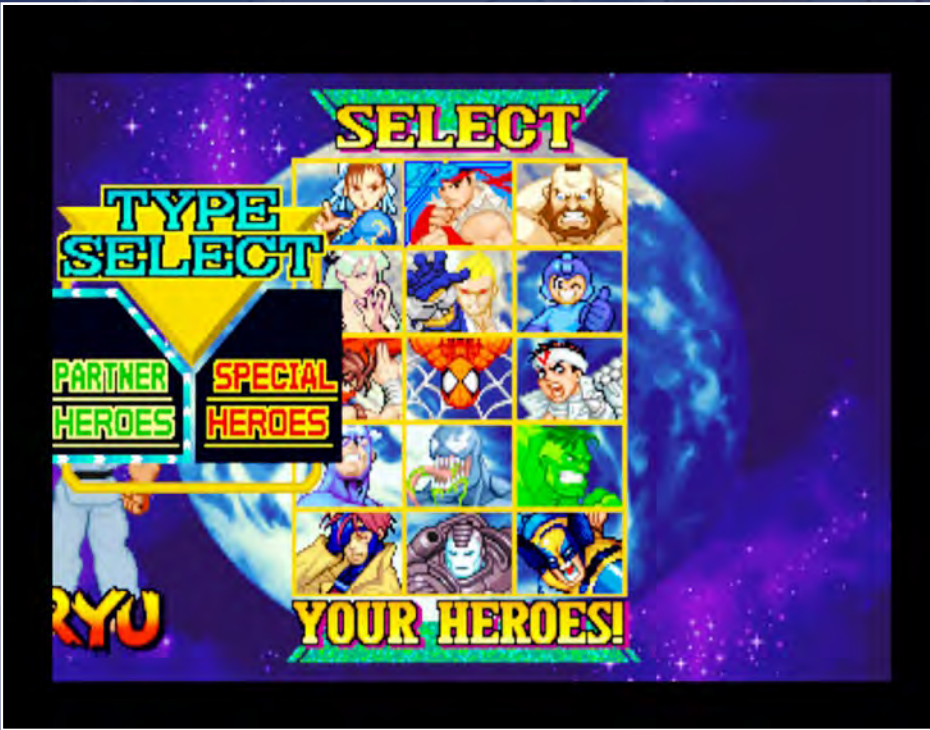
X-Men: Children of the Atom



X-Men vs. Street Fighter



Marvel vs. Street Fighter: EX Edition



Marvel vs. Capcom: EX Edition

X-Men: Children of the Atom: This was released for the Sega Saturn on April 3, 1996, and for the Sony PlayStation on March 3, 1998, almost two years apart. The PlayStation version is noticeably missing animation frames because of the lack of RAM; the Saturn version remedies this with the 4MB RAM cart that was released in Japan only. It also suffers from slowdown and long load times.
Version to buy: Sega Saturn with 4MB RAM cart (Import)

X-Men vs. Street Fighter: Like Children of the Atom, the PlayStation version lacks enough RAM to run the game like the arcade. This version is missing the tag feature entirely because the lack of RAM means there isn't enough memory to load different characters in battle. It also suffers from the same problems of slowdown and missing frames.

Version to buy: Sega Saturn with 4MB RAM cart (Import)

Marvel vs. Street Fighter: EX Edition: Like X-Men vs. Street Fighter, the PlayStation version again lacks RAM and removes the tag feature. To make up for it, this version features different modes and switches to a round setup more commonly found in Street Fighter.
Version to buy: Sega Saturn with 4MB RAM cart (Import)

Marvel vs. Capcom: EX Edition: As with the previous releases, the PlayStation version is missing RAM. Also changed is the ability to select a tag and partner assist. This version forces you to choose either one but not both. If a partner assist is chosen, they will have unlimited usage as a traditional tag partner would have in the arcade version.
Version to buy: Sega Dreamcast

RESOURCES



Justin Wong on YouTube



SuperCombo Wiki

SuperCombo Wiki
Description: Strategy and tier lists for all Marvel Versus games
<https://wiki.supercombo.gg/>

Shoryuken.com
Description: The former home of fighting game master site Shoryuken.com (read only mode since 2021)
<https://archive.supercombo.gg/c/classicfighting-games/118>

YouTube: Justin Wong
Description: The YouTube channel for nine-time Evolution champion and former world No. 1 Marvel vs. Capcom 2 player Justin Wong. Wong regularly breaks down strategy and new techniques and updates his tier list for modern play.
<https://www.youtube.com/@jwongggg>

Infil's Fighting Game Glossary
Description: A stellar fighting game glossary to help understand terms used in the fighting game scene
<https://glossary.infil.net/>

BY THE NUMBERS

11

Games in the series (9 officially in the Versus series)

1994

Year the series unofficially started

101

Playable characters across the Versus series

56

Total playable characters in Marvel vs. Capcom 2: New Age of Heroes, the largest roster in the series

13.81
MILLION

Total copies sold across the Versus series

TECH GEEKS



IPHONE WIRELESS CHARGING PAD

Yes, we're at the iPhone 17 and wireless charging came around the point of the iPhone 8. But forgive us that we've never jumped on the bandwagon until now. It's a good bandwagon because it makes charging far more convenient. GI finally purchased two Apple chargers at a recent accounting conference and the upgrade was immediate. We waited until now because our previous phone — an iPhone 7 Plus — was the last model before charging pads were introduced. With the purchase of our previously reviewed iPhone 14 Pro Max, we were ready for that upgrade, and it was glorious.

The wireless charging is easy and fast and frees up the charging port for other things. There aren't many caveats with the charging pad at this point, the price point is affordable whether you get the official Apple brand or a non-Apple version, and it is rather life changing once you make the leap.

Price: \$39.00

Where to buy: Apple.com, anywhere where Apple products are sold

GAME OF THE ISSUE

MARVEL VS. CAPCOM COLLECTION

The veteran series shines by featuring all the games in a masterful package that delights marvelously.

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GAME OF THE ISSUE

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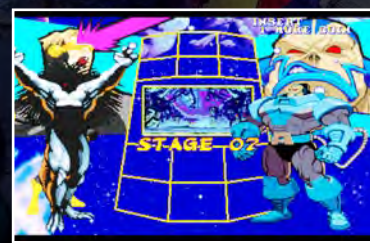
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Marvel vs. Capcom: Clash of Super Heroes

The first series titled game is a modern fun masterpiece of over-the-top fighting. A clash never looked so good.

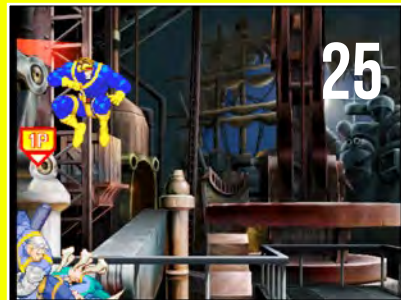
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Marvel vs. Capcom: Origins

This two-game collection features MSH and MvC. It's a good beginner superseded by our Game of the Issue.

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Marvel vs. Capcom 2: New Age of Heroes

The most divisive modern fighting game is also one of the best in the series. New age, new problems.

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Ultimate Marvel vs. Capcom 3

Capcom does what it knows: Release upgrades a year after release. Is it an improvement?



Developer: Capcom, Release: 2025

Latest fighting collection is a modern Marvel

I might have gotten mad at Capcom with this release if they hadn't included everything I needed for a modern Versus collection. As I am wont to do when there is a new Capcom cash grab, I take a hard, long look at the offerings and judge whether it's worth my dollars or is skippable. With Marvel vs. Capcom Fighting Collection: Arcade Classics, that judging produced a winning run on my wallet quickly.

Let's get straight to the point. The Marvel vs. Capcom collection, while great, is exactly like the other collections Capcom has released in the past four years. If you already bought the Capcom Classics Collections with the entire Vampire series and then Capcom vs. SNK 2 and Rival Schools, you already know what to expect with this. The package of games this time, however, is strictly Versus series titles. Everything from the start of the series is included —



starting with X-Men: Children of the Atom and ending with Marvel vs. Capcom 2. All versions featured are the arcade ports of the respective games with training modes and secrets unlocked from the



beginning. So, no, you won't have to play to unlock all characters in MvC2 or go through the round-about unlocking process in MvC. That makes it easily accessible, which I need because I'm not about the unlocking life at this stage of the game.

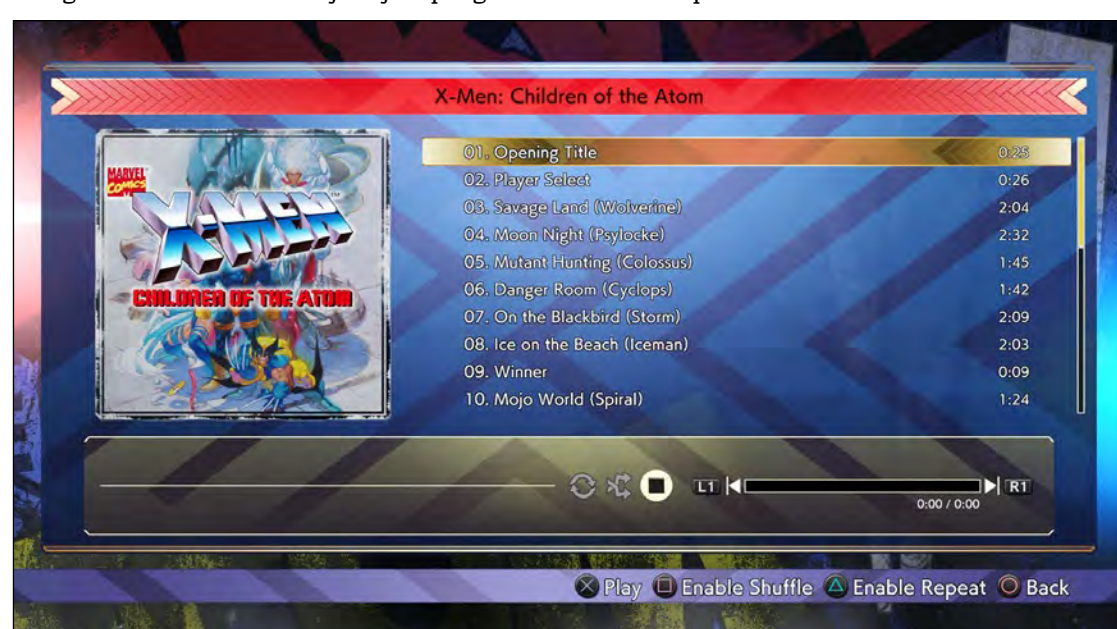
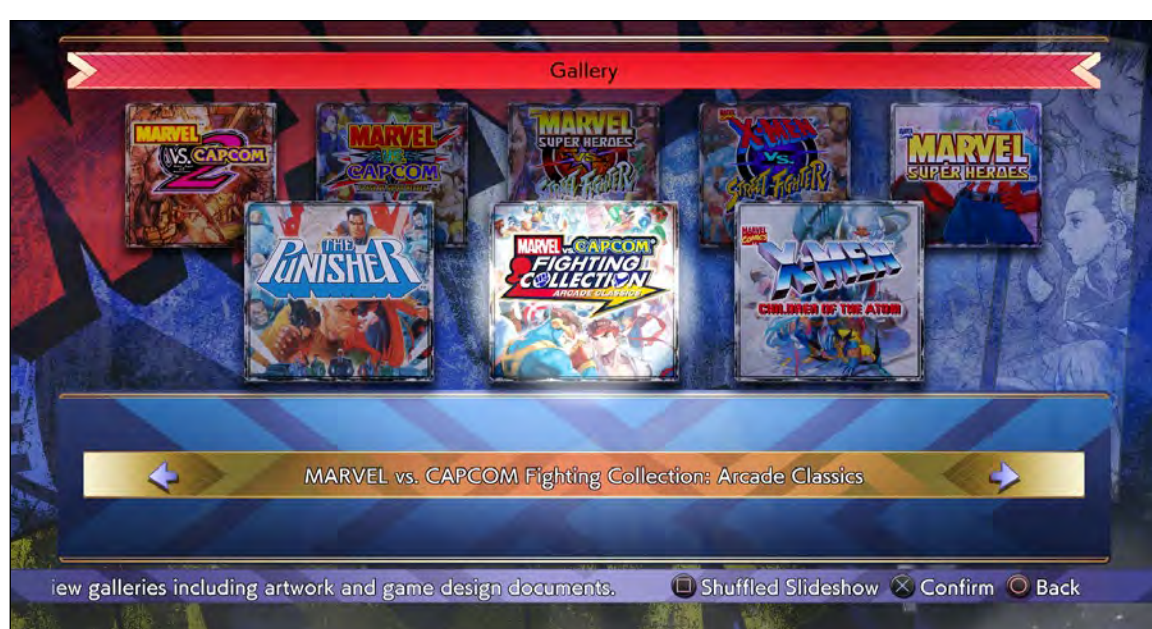
The collection looks and plays like the other collections. There is a soundtrack mode and galleries

with information and promotional artwork for each game along with leaderboards and online play for all games. Capcom didn't rock the boat with the presentation and I guess figured, it worked for the other packages we've released so don't be different. I'm not complaining because that's exactly what I expect. I want familiarity so I can just jump right in when

I'm ready. And as with the other packages, I love the button setup customization.

There isn't too much that I don't love about the collection. Going in and out the training mode is slightly tedious — as it is with the other collections — but it's not a dealbreaker. The announcer for the overall collection is also a bit weird, but it, too, is not something holding the game back. These are admittedly nitpicking things about the game, and it doesn't subtract from the overall package.

The Marvel vs. Capcom Fighting Collection is the quintessential collection of Versus games. It supersedes any other modern Marvel collection released in the past 15 years and is the best collection of the bunch so far that Capcom has released. The fact that it's all early Marvel Versus games in a modern setting and readily accessible makes this worth an immediate purchase.





Developer: Capcom, Release: 1994

X-Men start party right with first Versus entry

If you're an old head video gamer like us here at Gaming Insurrection, you know that Capcom and Marvel was THE powerhouse couple in video games during the 1990s. Starting in 1993 with The Punisher arcade game, Marvel and Capcom established the foundation of the modern comic book and anime fighting game scene. During the '90s I stumbled across a game that helped build the path to Capcom's and Marvel's glory: X-Men: Children of the Atom.

Based on the 1993 X-Men Fatal Attractions storyline, Magneto, with the help of the X-Men's most formidable foes, plans to launch an electromagnetic pulse on the Earth, causing disruption to its magnetic fields, leaving humanity in a Dark Age. With Earth's future in the balance, the X-Men must battle once more.

COTA's graphics are crisp and clear thanks to Capcom's CPS-2 board, which is revered in developing fighting games for arcade cabinets. I felt with the CPS-2 board, it was easy for me to know which character I was using and who was the opponent. The backgrounds had plenty of color that was balanced instead of placed haphazardly, and sprites were nicely drawn and beautiful to look at. The music is excellent, fitting in with the classic Capcom aesthetic and creating a nice vibe for fighting.

My dislikes of COTA are few but can be frustrating. Capcom, while known for having inno-



By
Brandon Beatty

SCORE:
3 OUT OF 5

vative fighting game controls, needed to refine COTA's control scheme. It's hard to get invested as a newcomer. The automatic blocking, while seen as helpful,

can be dangerous and unhelpful to newcomers also. And, the biggest mystery I had was why Capcom was aggressively pushing a Street Fighter character into a X-Men game, forcing me to believe Akuma is an official part of X-Men lore? Capcom could have let Akuma sit this one out, even if he had just been in Super Street Fighter II Turbo. There were more Street Fighter games coming, obviously.

X-Men: Children of the Atom has contributed to the established partnership between companies with legendary properties beloved the world over. While the future of Marvel and Capcom is uncertain, it's safe to say that from this union, fighting game and comic book fans ate well in these '90s fighting streets.





Developer: Capcom, Release: 1995

Superheroes have super start in Marvel Super Heroes

Editor's note: This review originally appeared in Issue 11 (3Q2010). It has been edited for spelling, grammar and clarity.

By JAMIE MOSLEY
FORMER ASSOCIATE EDITOR

GAMING INSURRECTION

By now, everyone reading this should know about Capcom's 2D fighters. Capcom likes to keep certain standards for their famous fighting titles that carry over from one fighter to the next. There will be colorful supers, tight-yet-familiar controls and fast paced action. Marvel Super Heroes is no exception to this.

Following the still-popular X-Men: Children of the Atom in art style and gameplay, Capcom has allowed opportunities to pummel your opponents to continue by launching them in the air for that superhero-type feel. Some of Marvel's famous heroes and villains appear so you, the true believers, can give swift justice over your foes. Use Captain America, Spider-Man, Iron Man, Juggernaut and Magneto to fight your way to Thanos. While on your way, be sure to pick up and use the Infinity Gems you find. You may need them.

The controls and gameplay are what I consider classic for any 2D Street Fighter. The main difference in this game comes from Infinity Gems. Each gem has the potential to unlock special abilities for a hero. For example, if Magneto uses the Space Gem, he produces a force field and he will not take damage for a limited time. In each match,



the AI opponent will have a gem with them. You must kick, punch or stare hard at them to take it.

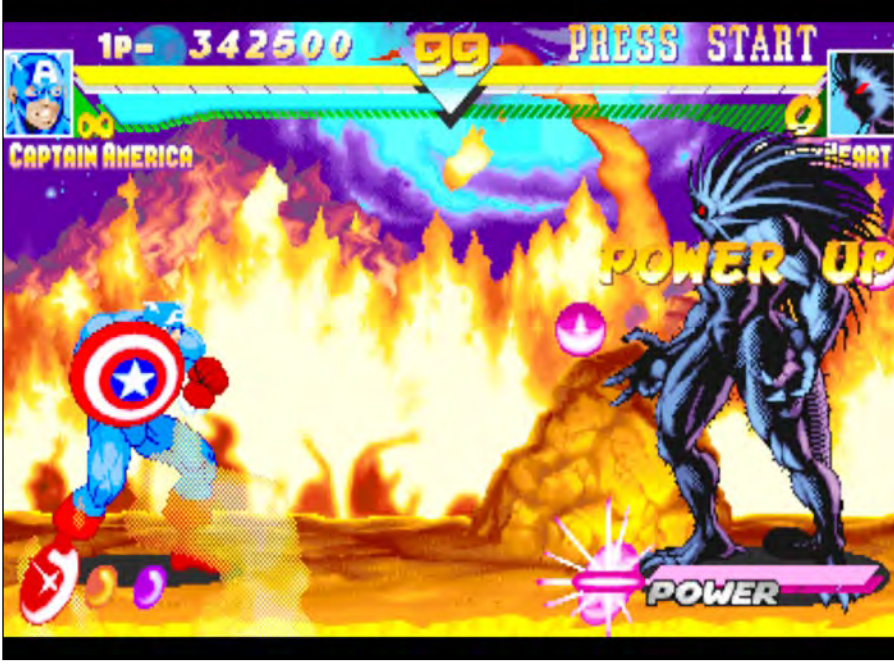
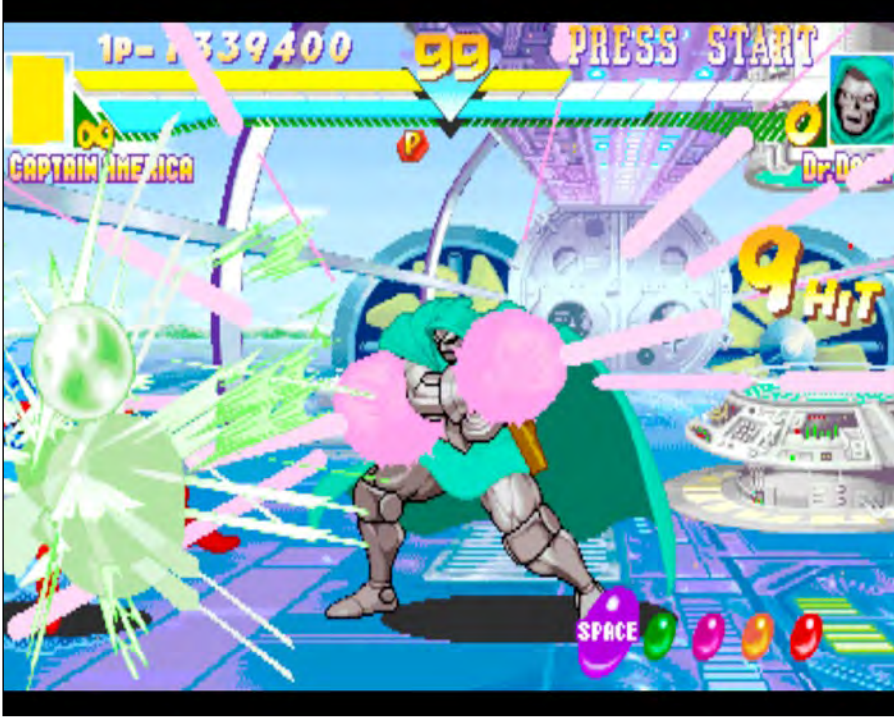
Not all is perfect in this entry. The music in the game doesn't stand out but the upbeat tempo of each stage helps you stay in the action. Also, the game may slow to a crawl depending on the gem effects if both characters are using them at the same time. Sometimes the game is so slow that a full second will go by before your character reacts to your button commands. But this slowdown is rare.

I still enjoy this game. Despite the game's occasional problems, I remember my friend Ted King and I going to the local department store in my hometown and playing it for hours. Once it was released for home consoles, we played it even more. The zany combos that one can do are almost limitless. In some skilled player's hands, they

are limitless because of infinite combos that nearly every character had. That's another standard that Capcom kept with their fighters.

Marvel Super Heroes paved the way for the famous Versus series of which Capcom is very proud. And they should be proud. With games like Marvel vs. Street Fighter, the Marvel vs. Capcom series and the Capcom vs. SNK entries, few other companies have been successful in creating a more popular series that millions enjoy to date. And now with the announcement of Marvel vs. Capcom 3, I'm going to play them all until it is released.

If you want a fighter that you can pick up and play with little knowledge about Street Fighter, Marvel Super Heroes is it. If you want to make creative combos, look no further. This is good, classic fun made for comic book fans around the world to enjoy.



2UP EVALUATION

The Versus series has come a long way since the heroes and villains of Marvel Super Heroes gathered in 1996 for this slugfest. The graphics may have evolved, and the Marvel license reverted several times, but one thing remains the same: Fighting with superheroes of the Marvel ilk is fun.

Marvel Super Heroes neatly upgraded the experience of X-Men: Children of the Atom. With a more accessible combo system and better play feel, Marvel Super Heroes is almost a dream to play, even by modern standards. There are still problems, though, such as touch-of-death combos for everyone and a limited roster immediately made obsolete by successive games. But Marvel Super Heroes is still playable, and there's still a scene in 2026, so Capcom got something right.

Score: 3.5 out of 5

Lyndsey Beatty



Developer: Capcom, **Release:** 1996

X marks the spot with fantastic third entry in Versus series

Are you ready, True Believers? In keeping pace with this issue's tribute to Marvel vs. Capcom, I'm introducing another game that helped make this series renowned by comic book aficionados and fighting games fans alike. Yep, you bet your excelsior prayers, this is X-Men vs. Street Fighter.

X-Men vs. Street Fighter take place two years after the release of X-Men: Children of the Atom and Marvel Super Heroes. The back-story is a legendary X-Men villain, Apocalypse, appears stating that Earth's survival depends on only the strongest being able to survive. Little does Apocalypse know, M. Bison and Shadaloo as well as Magneto and the Brotherhood of Mutants have their own plans for Earth. The X-Men along with various Street Fighters hear this and now a battle with high stakes for Earth begins with unlikely teams battling against Apocalypse.

The controls are the usual set up in any Capcom fighting game, only this time you have control of two characters that can consist of any X-Men or Street Fighter character. I enjoyed the ability to mix an X-Men and a Street Fighter character together as a team. X-Men vs. SF also features the super jump and aerial rave from COTA but introduces three features: the Hyper Combo Gauge, which allows for super moves; the Variable Combination, which allows both characters to execute their Hyper Combos; and, the Variable Counter allows you to pull off an offensive attack from a defensive block simply by tagging your offscreen partner. These new moves and features greatly increase the playability from the previous games and make X-Men vs. Street Fighter a better playing game.

The graphics and presentation are like COTA and MSH, bearing striking resemblance in arcade



By
Brandon Beatty

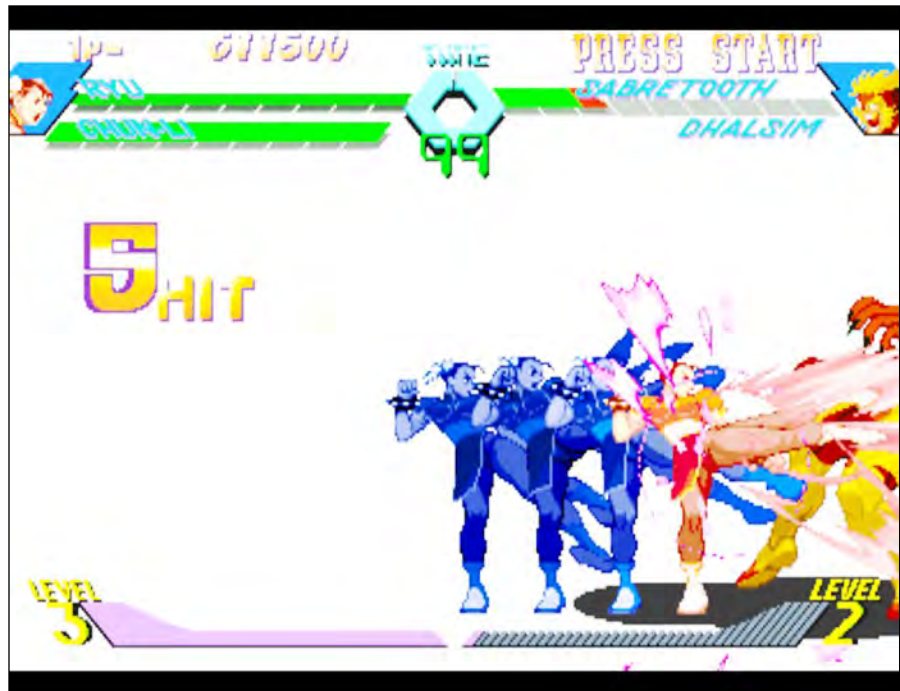
SCORE:
4 OUT OF 5

quality. I enjoyed the scenery and bright backgrounds that took out guesswork of my point character and the visual theme of each stage. The music is energetic and on point thanks to Capcom's sound team working their awesome wizardry.

While it's fun to play, I do have some gripes. While I enjoyed the overall gameplay, I didn't like the heavy reliance on touch-of-death

combos and infinites. Also, while the music was enjoyable, the reuse of Street Fighter's character themes was kind of boring and lazy. Yes, I realize they wanted to use something that is easily recognizable but sometimes I think they rely on it too much and it's obvious here. My last gripe is Akuma. Don't get me wrong, I'm not hating on the OG, but come on Capcom, Akuma is pushed on every early Marvel Versus game like he's a main player in the MCU. That's overkill and too much use of the Red Demon will force paying clientele to think about spending money on future games where he is running amok. Moderation, Capcom. Moderation, please.

X-Men vs. Street Fighter is enjoyable and helped establish the trend of comic books meeting fighting games. As Marvel and Capcom were the pioneers, other comic book companies and game developers followed suit, making it normal for the gaming industry. This is a good origin story for the Versus series.





Developer: Capcom, Release: 1997

Miss Marvel: Apocalypse retread should be skipped

Marvel vs. Street Fighter does nothing for series

Extraneous. Superfluous. Unnecessary. Fighting game sequels should be doing something to move the needle, whether it be new systems or characters to break up the retread. Retro fighting games especially had to bring something new with every entry lest they be left behind in a market where consumer choice is king. Marvel vs. Street Fighter did absolutely nothing new and it shows in the modern fighting game scene.

Marvel vs. Street Fighter is the sibling of the Versus series that is the forgotten child. Using basically the same story as direct predecessor X-Men vs. Street Fighter, MvSF introduces one mechanic (Variable Assist – calling your partner to assist) and swaps some characters. The boss, Apocalypse, is a retread from the previous game. That’s about it. It plays the same as X-Men vs. Street Fighter and generally fairs less favorably by comparison because of the character swaps and the unnecessary inclusion of comedian Noritake Kinashi’s joke character Norimaro and Cyber Akuma.

And while it leans heavily on XvSF, the game doesn’t play nearly as well. It feels slower and more plodding, just a chore to do much of anything. Assists don’t really add anything to the gameplay flow and generally can get tagged as



By
Lyndsey Beatty

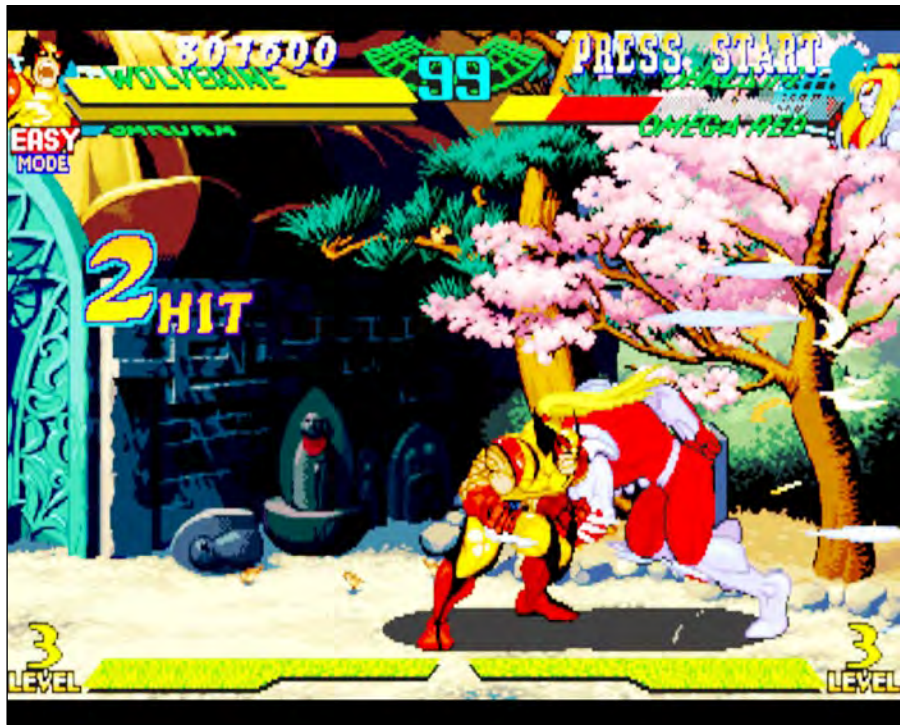
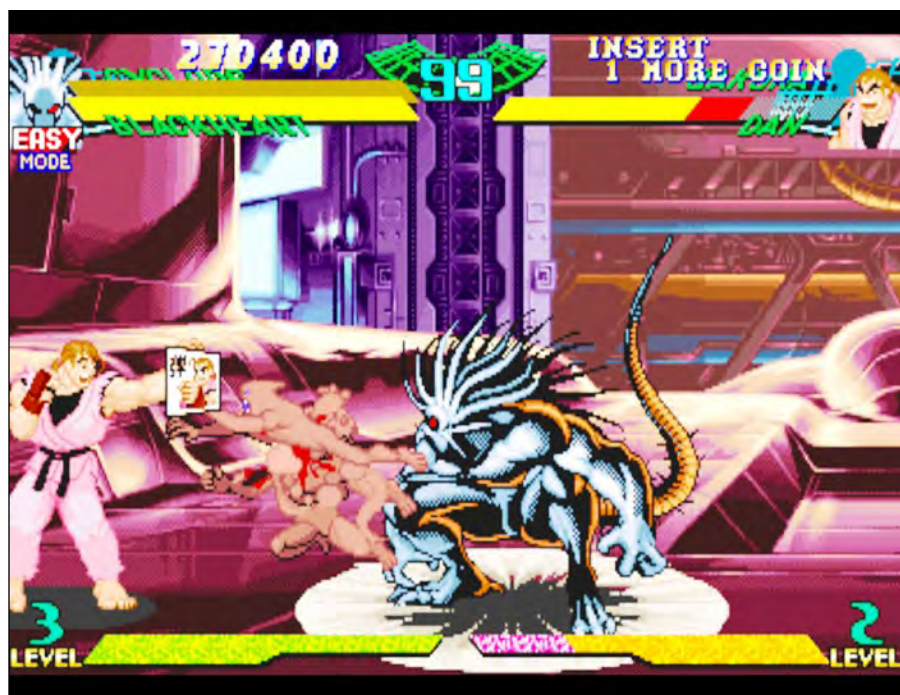
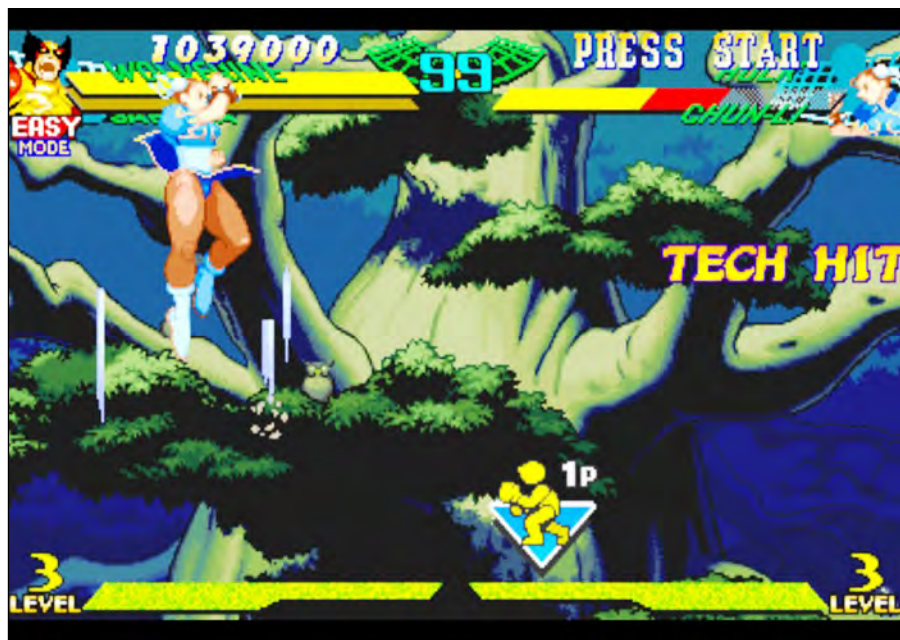
SCORE:
2.5 OUT OF 5

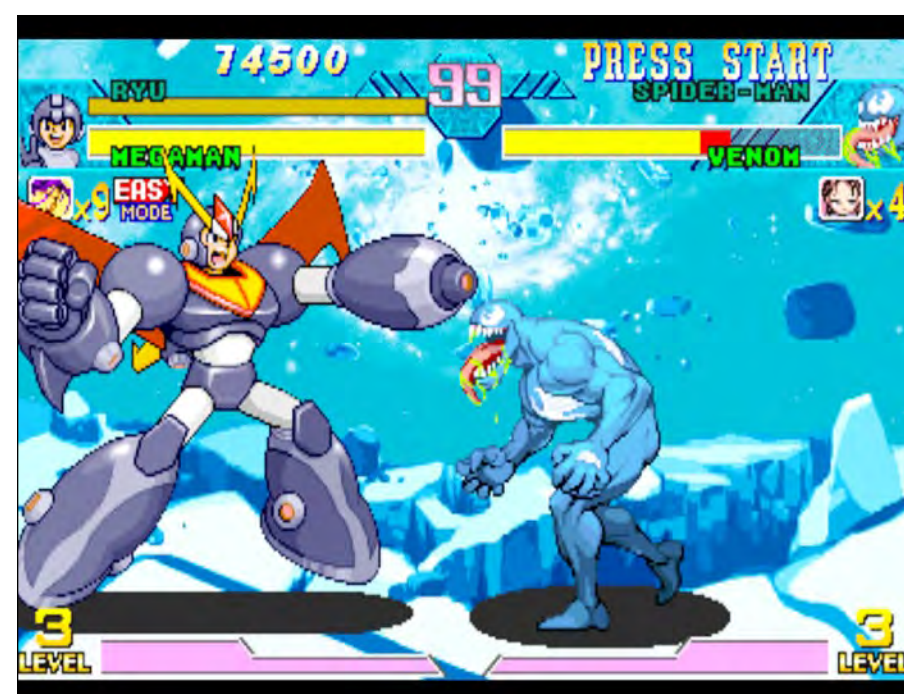
soon as they come out. And you can’t choose what move the assist does, something that didn’t come into play until Marvel vs. Capcom 2. That lack of advancement feels

lazy. It feels like Capcom put out a game to check boxes and fulfill a contract. And it shows in the modern fighting game tournament scene where XvSF still enjoys a healthy engagement, but no one plays MvSF.

One area where it does do well is the sound department, though there are a few recycled tracks here, too. The soundtrack carries the game and has some bangers that work for the atmosphere of MvSF, but you’ve probably already heard them (*Editor’s note: See this issue’s Beat.Trip.Game for our soundtrack choices*).

If you’re playing Marvel vs. Street Fighter, know that you’re getting warmed over Versus series. It’s not terrible but it’s not the best that Capcom is capable of when it comes to the Versus series. Skip this one and jump straight from X-Men vs. Street Fighter to Marvel vs. Capcom.





Developer: Capcom, Release: 1998

The best: Marvel vs. Capcom is a masterpiece

First of its name is crossover combination everyone needs

Marvel vs. Capcom is where I started. My broader Marvel education beyond the X-Men? Marvel vs. Capcom. My love for the Versus series? Marvel vs. Capcom. I learned these lessons through the eponymous Versus title, and I'm richer for it. MVC is six-button perfection.

Marvel vs. Capcom is technically the third game in the Versus series, not counting X-Men: Children of the Atom and Marvel Super Heroes. This is where the magic has been perfected. Loosely adapting Marvel's Onslaught story arc, MVC brings together some of Marvel's biggest names that had yet to appear and the wider Capcom universe. Some big Marvel names like Magneto and Colossus reappear in assist roles while newcomers like Venom and War Machine join the fray, and Capcom mines the depths of its catalogue to bring in characters such as Strider, Mega Man, Morrigan and Captain Commando. The roster is an interesting mix and good call because it introduces a lot of favorite faces and it tries hard to avoid retreads.

Also, a good decision is the refinement of the two-character team concept. MVC plays like a dream and characters feel substantial. The gameplay flows well, and moves and supers feel bombastic, as they should in a Versus game. Picking up the game is easy thanks to the Auto Mode and moves feel smooth. There are still some moves that are



By
Lyndsey Beatty

**SCORE:
5 OUT OF 5**

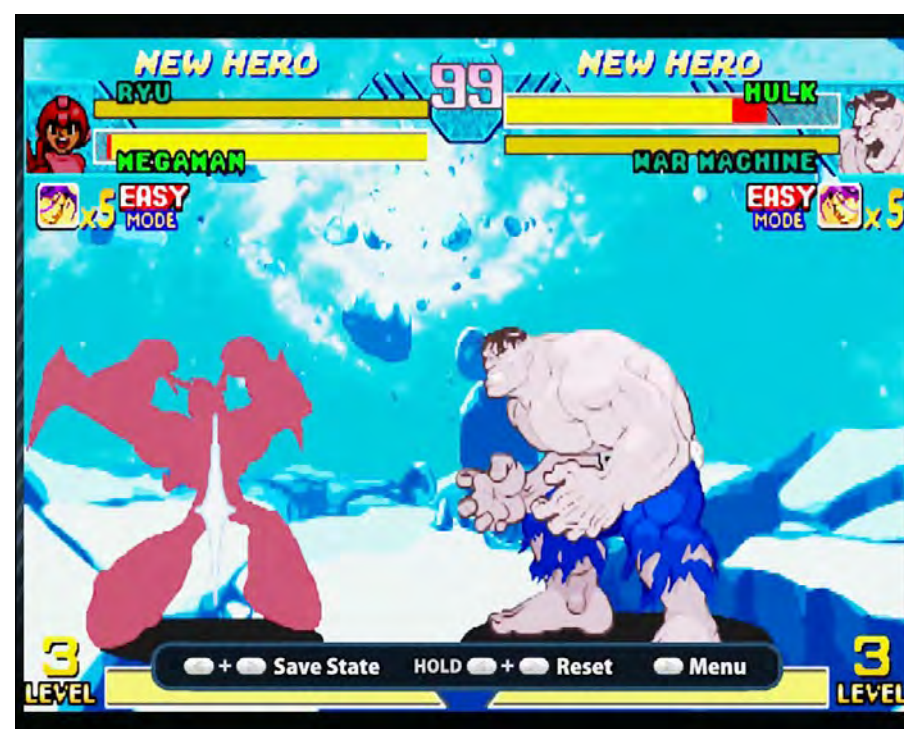
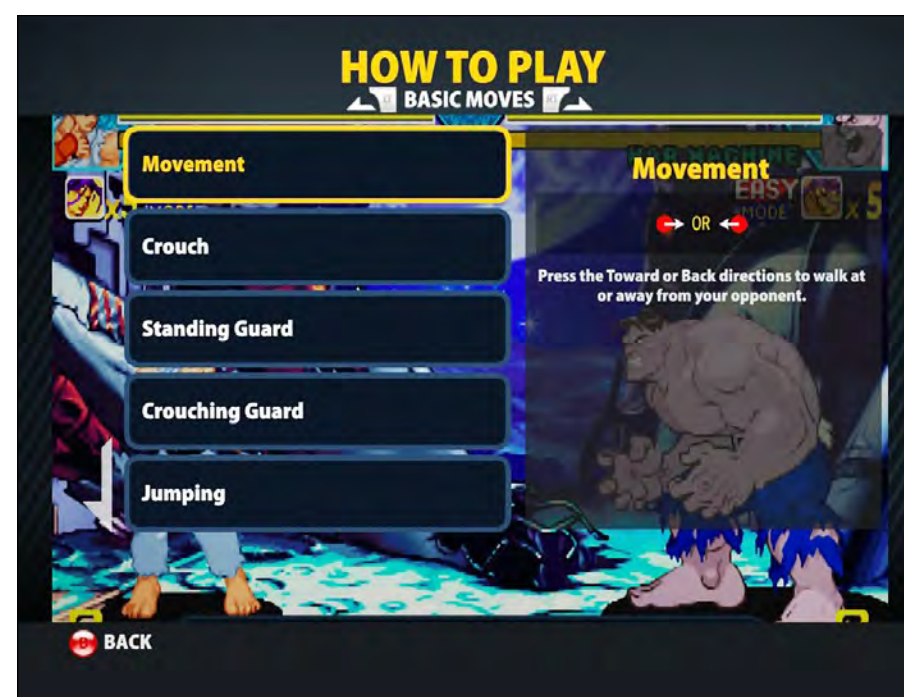
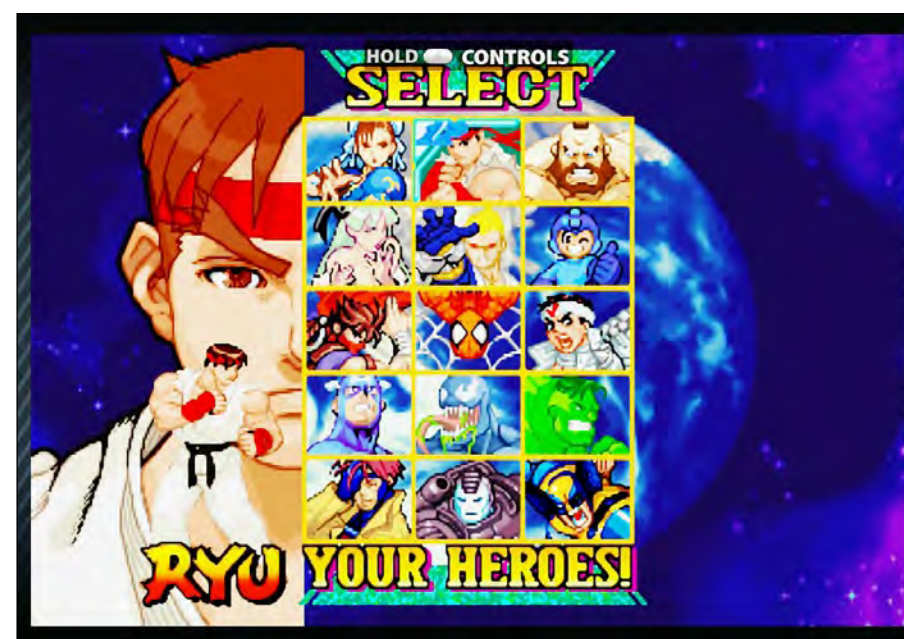
hard to perform (looking at you, Eternal Slumber), but overall, the game plays with a better handle on fighting than its predecessor, Marvel Super Heroes vs. Street Fighter.

Another area where MVC excels over the preceding game is the presentation. The game looks great, with large colorful sprites and gorgeous backgrounds. Characters animate smoothly and look great as representations of their respec-

tive series. Equally as impressive as the graphics is the soundtrack. MVC has one of the best soundtracks in the series, and it's not because there are remixes of existing character themes. The music fits the game mood well and the announcer — Sally Cahill of Resident Evil fame — adds to the crossover atmosphere.

While MVC isn't perfect, it's close. I don't have too many complaints beyond difficulty pacing issues in the arcade ladder. The final two fights before facing boss Onslaught are brutal, and the difficulty could have been tweaked just a tad. But that is not enough for me to ding the game heavily. What I appreciate the most is the obvious care and attention to detail with MVC. MvSF is unmitigated laziness while MVC got serious again about the legacy of the series. The roster for main characters and assists feels thoughtful, the presentation is fun and engaging and the gameplay still holds up well.

It might not be played as much as its direct sequel in Marvel vs. Capcom 2, but I still find myself returning to pull off Duo Team Attacks frequently. MVC is the most marvelous of the series.



Developer: Capcom, Release: 2013

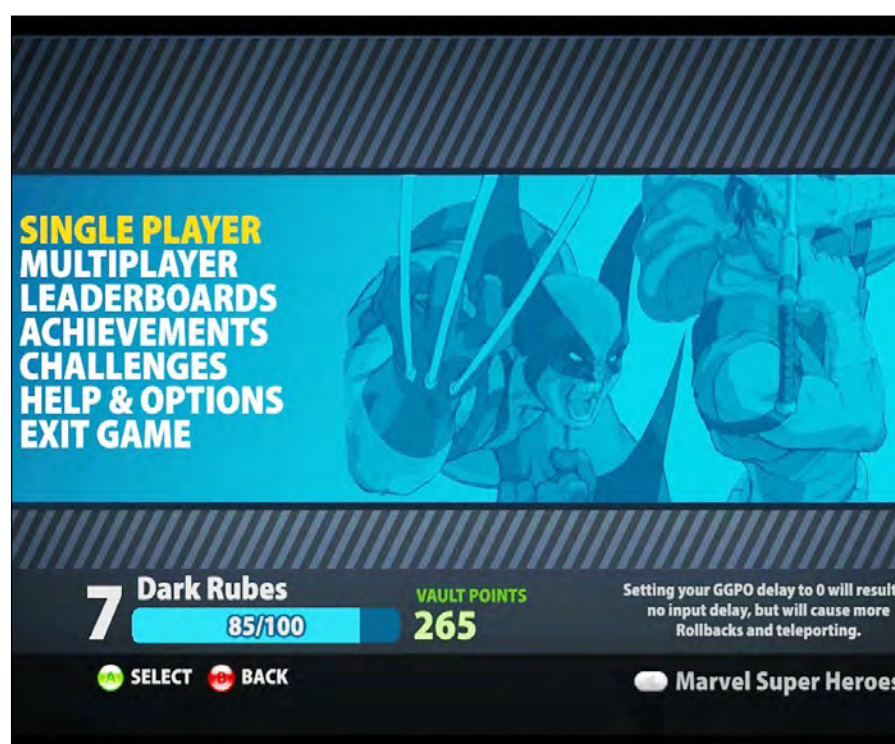
Marvel Origins did series proud with two best games

Editor's note: This review originally appeared in Issue 21 (1Q2013). It has been edited for spelling, grammar and clarity.

There are those of us who love games and comic books, and then there's those of us who love the Versus fighting game series. I'm firmly in the camp that loves the Versus series with passion. Some games more than others attack my heart, but I really appreciate the depth and intricacy that can be found in Marvel characters teaming up to fight alongside or against each other or Capcom characters. Out of all the series' offerings, I seem to derive the most pleasure from Marvel vs. Capcom.

Of the various versions of the game out on the market, this newest version belongs in the premier echelon of treatment. It's packaged with Marvel Super Heroes — the second game in the series — and gives some of the newer gamers the background necessary to fully understand what's being dangled in front of them today with Ultimate Marvel vs. Capcom 3. True, there isn't an excess of 56 characters or the gaudiness of X-Factor as a draw, but the foundation and the build-up on that foundation are present through both games and that's what matters when you want to learn where a franchise comes from.

If you're a purist in terms of the structure of the game, this is a version that deserves a purist's critical eye. The gameplay in both games is perfect. It's as smooth an experience as putting in quarters at an arcade and playing to your heart's content. Moves work the way they should, and combos can be pulled off very well. Gameplay quirks — such as Marvel vs. Capcom's frustrating difficulty in the arcade mode — are still there, but



By
Lyndsey Beatty

**SCORE:
4 OUT OF 5**

that shouldn't be a deterrent to the overall experience. And for me, it wasn't. I picked it up and played Marvel vs. Capcom immediately as if it were the Dreamcast version, which is also an arcade-perfect port. Marvel Super Heroes is a sublime play experience as well for many of the same reasons.

Because these are arcade-perfect

renditions of the games, the music and graphics are pretty much the same, too. There are a few options added for the view, and I must applaud the creation of the challenge sidebar that can be turned on or off for both games. It's a neat way to keep abreast of progress in the games' accomplishments, and the view doesn't get in the way of the gameplay. Done in an arcade cabinet style, it's easier to keep up with the action than if the game were in wide-screen format.

If you consider yourself a fighting game effector and you loved the Versus series, you're probably going to love this. It's especially poignant to be able to play the early entries in the series now that consoles and fighting games have moved on from this style of play. It's easy to forget about the progenitors of a series when there's fresh blood in town. Marvel vs. Capcom Origins somehow manages to bring back familiar gameplay while retelling its origin story to a newer generation.



Developer: Capcom, Release: 2000

Marvel vs. Capcom 2 a new age of frustration

I have a polarizing relationship with Marvel vs. Capcom 2. While it's revered as one of the greatest games of all time, and I spent a lot of time playing it, I don't love it as much as I once did. There are reasons for my transactional love for the Capcom stalwart, and there are reasons why it's taken this long for Gaming Insurrection to engage.

Marvel vs. Capcom 2 rounds up everyone who was present in the Versus universe, adds a few new faces and throws them together to create a mashup of epic proportions. Veterans such as Magneto, Dr. Doom, M. Bison, Ryu and Chun-Li join newcomers such as Ruby Heart, Cable and Amingo. The ragtag motley crew join forces to take on new villain Abyss, whose main goal is world domination through decay. The story is engaging enough to justify the colliding of the respective universes but not too deep to justify any sort of lore research.

The mashup, however, is what is most important. The melding of realms and reunion of the previous games' roster brings together 56 characters to make three-character teams. The overpowered gods of previous outings return to set up shop in the upper echelon of the game's tiers, and the joke characters and nonessentials also return for the ride. All of this is wrapped up in a futuristic serious-looking bow, complete with a serious announcer that lacks comic book trappings. The backgrounds are modeled well and are an impressive leap from the previous hand-drawn entries. The soundtrack is also OK. I'm not one of the legions that apparently hated the soundtrack back in the day, and it's fine now. The smooth jazz has always fit the action, and I never saw what the problem was with it. Jazz has always been a part of the Versus series experience, and it didn't seem different this time around than any of the other games in the series. I've always felt the response to the soundtrack was overblown and silly. Focus on the more important things that are wrong with the game.

And here's where I want to put that



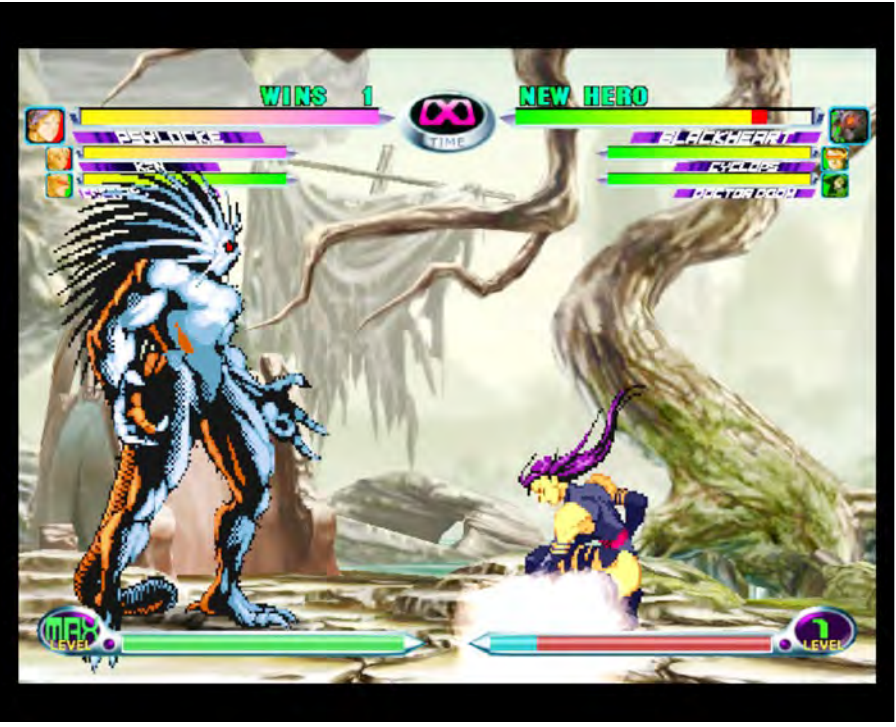
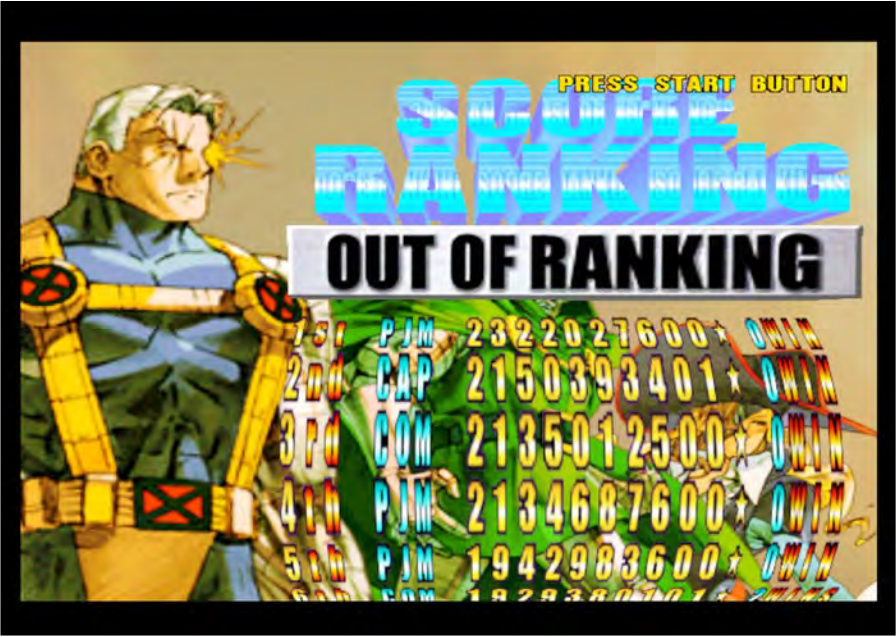
By
Lyndsey Beatty

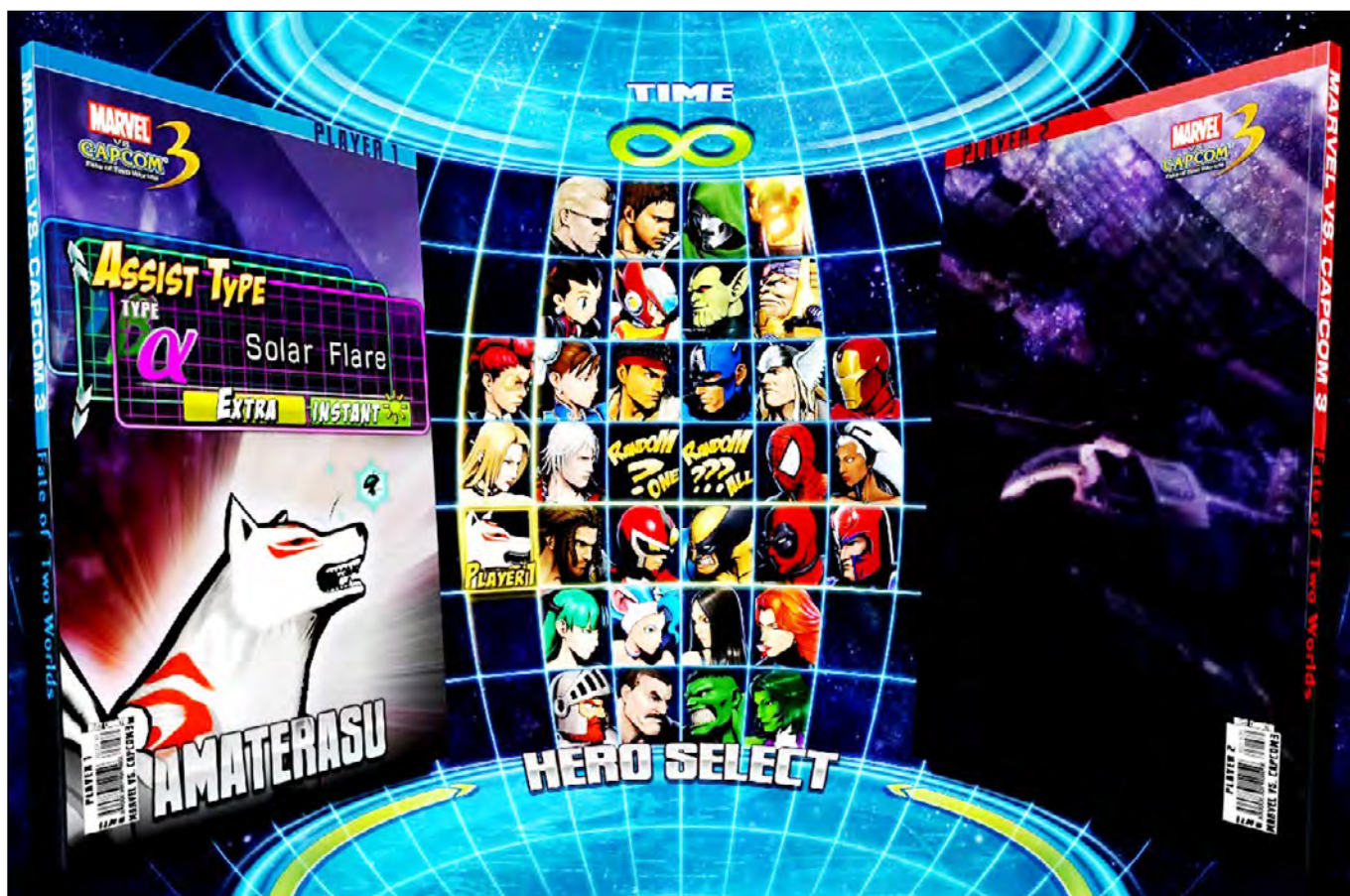
SCORE:
2 OUT OF 5

focus and explore why it's the source of my ire and apathy with MVC2. For a game that touts 56 characters, in hindsight, only 10 are viable tournament options. Yes, tournaments have been played with the low tier characters, but historically, the major tournaments of the day have always featured teams that have the Marvel 2 gods involved. You're going to see a Cable, Storm, Sentinel, Magneto or Iron Man in the top 3. You're going to see the same assists

anchoring those teams as well. That's a problem. With that many characters available, the same handful of names should not be dominating. There should be variety. This has been a problem in the Marvel 2 tournament scene since the first six months post release when everyone figured out the initial tech and realized Tiger Knee Hyper Viper Beam and Fly/Un-fly combos were the way to victory. And, yes, I realize it's been 25 years since the game was released, new tech still pops up that makes characters look better than they ever did, and ambassadors such as Justin Wong use different teams to highlight this disparity. But it was a massive problem back in the day and ruined the experience for me going forward.

Marvel vs. Capcom 2 gets nearly everything right: Evolved gameplay with assists, cleaner visuals and a gigantic roster with familiar faces and cool additions. However, that nearly is what breaks the game for me. I can't reconcile my nostalgia for the game and the time spent traveling, meeting new people, the gift of Ruby Heart and loving the Versus series with the absolute foolishness that is the gameplay. This is the point of the Versus ride where I get off.





Developer: Capcom, **Release:** 2010

MvC3: Fate of Two Worlds shores up Capcom Versus

Editor's note: These reviews originally appeared in Issue 16 (4Q2011). It has been edited for spelling, grammar and clarity.

By JAMIE MOSLEY
FORMER ASSOCIATE EDITOR

GAMING INSURRECTION

It may seem odd to most gamers that sometimes it takes a long time for a sequel to be released for a successful franchise. Gamers that have just started in the seventh generation of consoles have seen franchises milked literally to death like the Guitar Hero franchise. And we get a new Call of Duty game every single year. The Marvel vs. Capcom franchise, however, hasn't seen a new installment for a decade, missing out entirely on the sixth generation. Sure, the most recent installment, Marvel vs. Capcom 2, has been ported about a million times, but the fact remains that it took Capcom more than 10 years to make an official sequel. Was it worth the wait?

Marvel vs. Capcom 3 is a fighting game that takes characters from the Marvel universe and the Capcom universe and puts them together. Crossovers like this don't happen often, and it's exciting to see fan-favorite characters duke it out. The roster includes Chris Redfield, Albert Wesker, Ryu, Amaterasu, Viewtiful Joe, Spider-Man, Captain America, Wolverine, The Incredible Hulk, Iron Man and many others.

This epic cast of characters can satisfy most fans of Capcom or Marvel. Despite this, there are a few characters whose lack of appearance is disappointing. Mega Man, who was in the widely successful MvC and MvC2, is absent from this game as is Captain Commando. On top of that, some newer Capcom characters that have recently become quite popular in this generation, Frank West and Phoenix Wright, also don't make an appearance in MvC3 (*Editor's note: This was rectified in Ultimate Marvel vs. Capcom 3*).

Frank West is especially disap-

SCORE:
4 OUT OF 5

pointing considering he was in the Wii's Tatsunoko vs. Capcom: Ultimate All-Stars. Venom, from the Spider-Man universe, would have been a fantastic fit (*Editor's note: Venom returned in Marvel vs. Capcom: Infinite*), and the Marvel side is pretty light on villains in general. A lot of the franchises are under-represented, which was quite disappointing. Despite the lack of obvious characters and the smaller roster compared to its predecessor, MvC3 still boasts one of the greatest rosters in fighting game history, in my opinion.

The amount of potential awesomeness here is overwhelming. Classic rivalries can be revisited and watching Chris Redfield shoot Spider-Man in the face with a shotgun never gets old. Each character has plenty of unlockable color schemes for their outfits plus a robust arsenal of attacks. Every character feels unique and plays differently than any other of the other characters to choose from. This is especially true for Amaterasu from Okami and Dante from Devil May Cry, two of the most popular characters in the game.

On top of the 30 plus characters available, there are also four unlockable characters. While these characters aren't especially exciting or anything, it's still fun to unlock them. The biting thing about MvC3 is the fact that it was promised to have characters to download as DLC and a new gameplay mode, all of which were talked about before the game was even released.

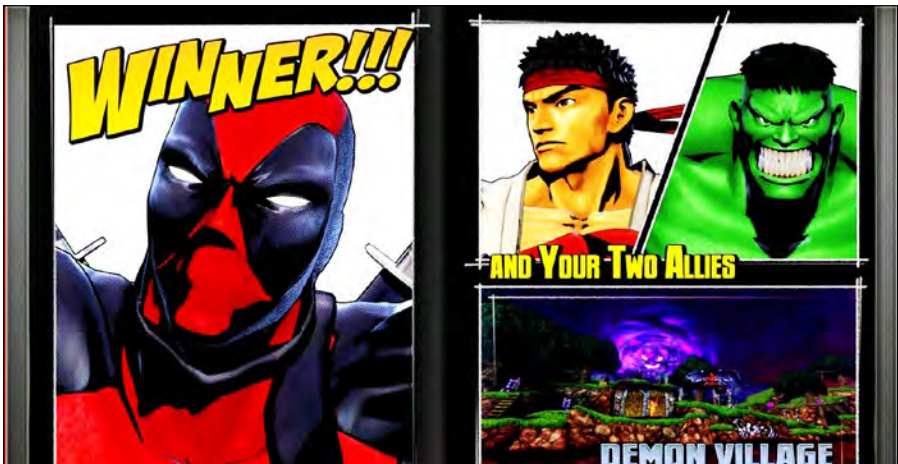
Unfortunately, releasing these characters and an entirely new gameplay mode as DLC so close to the game's launch looked bad, to say the least. Capcom, of all companies, should be wary of DLC, and

releasing it on day one or talking about the DLC in detail before the game has even hit shelves will make this consumer feel cheated, especially when most of it is on the disc already and it has to be paid for to be unlocked.

The fighting engine in Marvel vs. Capcom 3 favors players that practice and learn all the different combos, but it also favors button mashers. Essentially, you can try to play the game strategically and be successful, but there is also a huge possibility that someone who has barely played the game could easily defeat a veteran just by mashing on the controller and picking the right team. There are characters that are clearly more powerful than the rest of the roster, and while I really am not too concerned with balance in over-the-top fighting games like this, it will undoubtedly become an issue for serious players. But even so, every character is dangerous in their own way.

Speaking of imbalance, there is a mechanic that can turn the tides of battle in a quick second: the X-Factor. On the other hand, the ability becomes a great defense when you are left with only one character on your team because it's a great morale killer. But like I said, balance isn't a big deal with this game, at least not for me. Just like the Super Smash Bros. games, the point of MvC3 is over-the-top, insane action featuring a roster teeming with variety. It's fun testing out all the different combinations of characters to find which combination yields the most destructive results. And that is what keeps me coming back to MVC3. The different combinations of teams, attacks and the fun that can be had is endless.

Playing online certainly boosts the replay factor considerably, and it definitely helps that the online is mostly lag-free. I experienced some while playing over Xbox Live, but the overall experience was fantastic. The ranking system implemented



in the game echoes Call of Duty, and even though ranking up in the game is meaningless, it's still strangely addicting. The online component also ensures that you'll always have someone to play with, even when your friends aren't around. Unfortunately, MvC3's online multiplayer isn't set up well at all. Just finding a ranked match can be difficult. The

second day of playing the game, it became nearly impossible for me to get into a match.

In the end, whether or not you're a fan of Marvel or Capcom will influence whether or not you will pick the game up, but the more casual fighting fans should give this latest crossover from Capcom at least a rent.

2UP EVALUATION

I never thought we'd be seeing another entry in the Marvel vs. Capcom series. After 10 years, and plenty of denials on both sides, it's been made, released and played in quite a few tournaments within the past year. Am I pleased with it? Yes, but with a few caveats.

I don't want anyone to get the wrong idea: Yes, I love the game. It's got a great look to it, and the visuals could only go up after 10 years and MvC2. There are a few bothersome things about the look that I don't care for, such as the matchup screen and the comic book theme, but it's nothing that would keep me from playing. I also have a problem with some of the character lineup choices. Really, did we need Hulk and She-Hulk? No, probably not. Wolverine and X-23? Also probably not, but I do recognize that they have individual traits and aren't necessarily the bane that was the Adamantium Wolverine/Bone Claw Wolverine of MvC2.



Lyndsey Beatty

My only other gripe with the game is the netcode. Someone at Capcom should have been paying attention to the Street Fighter IV team. Getting online in that game is a smooth experience. Here? Not so much. It's ridiculously hard to find a match and get started playing, and after it's over? You go back to the match choice screen. It's completely unnecessary and it's a real hindrance to the overall play if you want to enjoy matchups against other people who aren't your friends. Hopefully, this will be fixed in the already-announced Ultimate Marvel vs. Capcom 3.

Overall, though, it's a solid entry in the crowded fighting game arena, one that I didn't think I'd ever see or be able to sit down and enjoy. The package, for what it's worth, more than sells itself and with downloadable content, it's worth coming back to this well. — **Score: 4 out of 5**



Developer: Capcom, Release: 2011

Ultimate MvC3 almost slips back into bad habits

Final version of MvC3 is a true upgrade

Editor's note: This review originally appeared in Issue 24 (4Q2013). It has been edited for spelling, grammar and clarity.

I usually have a genuine problem with Capcom's release policy for its fighting games. Generally, I know to expect a revision edition later down the line that adds maybe a few characters and few new backgrounds. Marvel vs. Capcom 3 was no different. I knew what was coming and, sure enough, Capcom played its hand with Ultimate.

Curiously, this is a decent play, though like all Capcom releases, it should have come right at the beginning.

Ultimate picks up the slack where vanilla left off. You're still saving the Earth from Galactus and the basic look of the game is still the same. Except, there's a few new bells and whistles thrown in for good measure. The new intro throws a fresh coat of paint on the proceedings. The intro is gorgeous, with a freeze-frame look at various battles between Marvel and Capcom characters around the city.

There are also a few new backgrounds, though I wish there were more. I particularly loved the new Days of Future Past background with the wanted poster of the X-Men arc cover re-done with characters' status from both sides. And, no, Mega Man's questionable status did not escape my notice.

The new characters added to both sides are easily the best reason to pick up the new version. There are 12 new (Phoenix Wright, Firebrand, Frank West, Nemesis T-Type, Strider Hiryu and Vergil for



Capcom; Doctor Strange, Rocket Raccoon, Nova, Iron Fist, Hawkeye and Ghost Rider for Marvel) with the DLC add-ons of Jill Valentine and Shuma-Gorath still available and Galactus made playable through an offline mode. Playing through once more is interesting, just to see how the new characters work within the balance of the game at large.

Speaking of balance, new moves have been given to the older characters as well as some tweaks to their movesets and the overall game engine.

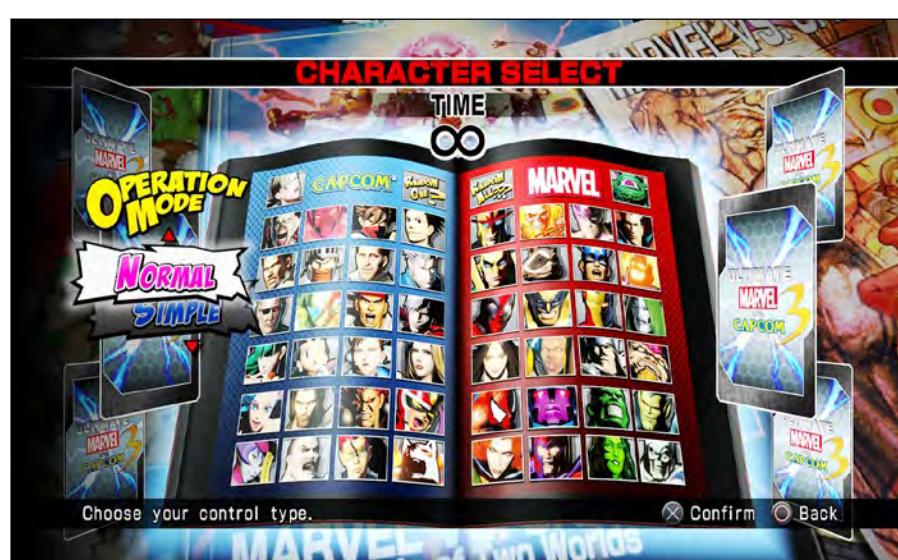
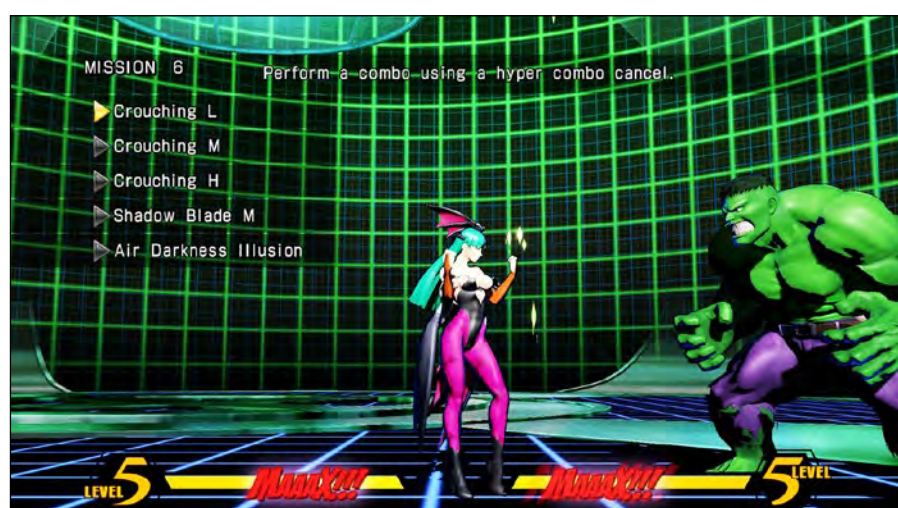
Probably the biggest addition aside from the characters is Heroes and Heralds mode. Basically, you choose a faction — Heroes, who will oppose Galactus; or Heralds a la Silver Surfer, who work to soften up the earth for the planet-devouring god — and fight through stages of varying difficulty.

As you fight, you acquire ability cards that are used to form a deck. The cards apply special attributes to your team members or to the game itself. It's a novel and well-executed idea and one that makes sense in the larger scheme of Marvel vs. Capcom.

I'm surprised it wasn't thought of until now, and I'm even more surprised that it's not in more Capcom games.

Ultimate Marvel vs. Capcom 3 isn't the freshest idea out of Capcom's camp, but it has quite a bit going for it to warrant a purchase. While it's too much content to be DLC only, it's a shame that full price was charged for it when it was released.

Capcom managed to dodge the usual shenanigans it's known for with Street Fighter, but it cut it close. Thankfully, Ultimate MvC3's ride is an entertaining one to take.





PRESS ANY BUTTON

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Developer: Capcom, Release: 2017

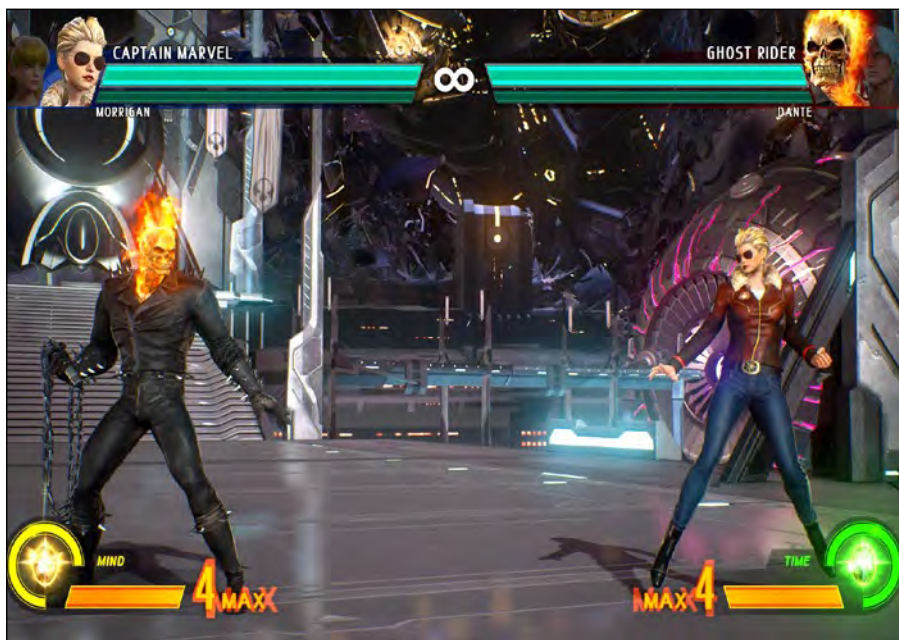
Marvel vs. Capcom: Infinite marks end of era

Uninteresting gameplay, terrible graphics help series limp to hiatus

Editor's note: This review originally appeared in Issue 38 (1Q2021). It has been edited for spelling, grammar and clarity.

The Marvel fighting game scene is well known by now and well worn. Pretty much, anyone who's anyone in the Marvel comic universe and movies has been in a Marvel Versus game. This is nothing new by now. You've seen these people before and, if you're a Capcom fan, you have seen their side of the roster in other games before you got here. So, what exactly are you getting out of playing the latest iteration in the long-running Marvel Versus Capcom series? Not much, but Capcom already knew that. They just hoped you wouldn't notice.

If you're invested in the Marvel Cinematic Universe but don't know anything about the comics, MvC: Infinite serves as a starting point for understanding the comics side of things in preparation for Avengers Endgame. Oh, yeah, there's some Capcom story set up, too, as an afterthought. Really, this is several stories mashed together: From Marvel, you get the Infinity Saga and Age of Ultron story; from Capcom comes Sigma and Mega Man X's story and some of Vampire Savior/Darkstalker's 3 arc dealing with Jedah Dohma. The story kind of makes sense in a mashed-up way. It's not half bad, given that the previous efforts of Marvel vs. Capcom 3 to give a cinematic team up was decent and miles ahead of any other title in the series to



**SCORE:
2 OUT OF 5**

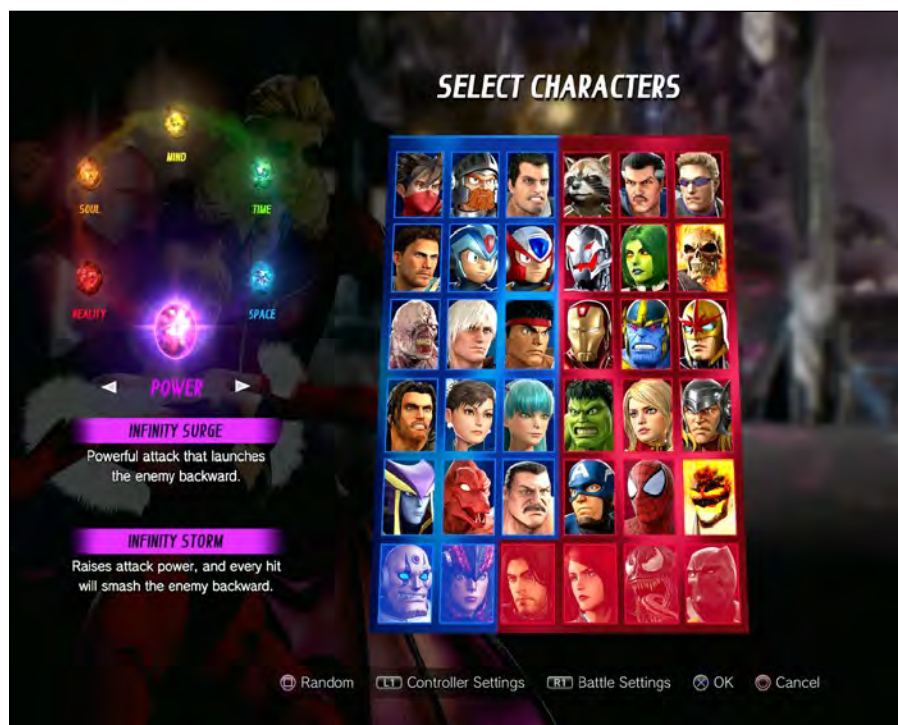
date. Mostly, the Marvel versus series has followed an established comic book arc — Marvel vs. Street Fighter was mostly Apocalypse and the first Marvel vs. Capcom focused on Onslaught — and this is no different. Where it falters is oversimplification.

The Infinity Saga is never truly finished in the comics because Marvel constantly returns to it over the years to explain a lot of things. Also, thinking critically about what this is really based on,

the story of the Infinity Saga really took about 18 of the 22 MCU movies to tell its story. You cannot tell this story in two games — Marvel Super Heroes being the first — to tell this arc. Infinite tries to and winds up half accomplishing it with some weird, forced Capcom story side foolishness thrown in for good measure, because hey, Capcom is also in the name. You get the sense that if Capcom's angle of things were removed, this would be just fine, and Infinite would OK without it. That does not help Capcom at all here.

Immediately, it destroys the need for a new team-up game and renders Capcom's side of the roster unnecessary. I do not feel Ryu or Chun Li are useful in any of the situations presented in the story mode.

The roster is not bad, but with the few new additions locked behind a DLC paywall, you're kind of left to wonder if Infinite would be just a tad bit better if the more noteworthy characters were available from the start. The base group is basically a reread roster from MvC3, and the new additions should have been in the series; the fact that we're just now getting



Black Widow, Black Panther, Jedah and the Winter Soldier is a crime that only Capcom seems to like committing.

In addition to the generic oversimplification of the story, the presentation is just as generic and bland. The Marvel Versus series has always had strong presentation, and to be frank, this ain't it, as the kids say these days. The backgrounds are good, but some of the character designs have an oof level the size of Sigma's final form. They are, quite frankly, terrible in a lot of the cases. There seems to be an attempt at realism but not, at the same time, because some of the Marvel characters look like their MCU counterparts, but then when you look closer, there's a detail that keeps them from looking exactly like the actor or actress that plays the character.

For example, look at Captain America and Captain Marvel. Captain America, from far away, looks exactly like MCU Winter Soldier-era Captain America as portrayed by real-world Captain America stalwart Chris Evans. Up close, however, Cap looks just enough different for you to realize that Evans probably didn't consent to his likeness for the game. Same for Captain Marvel and actress Brie Larson. It's a small but noticeable quibble I have here.

And some of these Capcom characters look atrocious. Ryu's face on the title screen is horrific. The sprites look terrible here but in game, he looks fine. It's a shame because every other game in the series has been OK in terms of the graphics. Sure, they weren't award-winning, but they reflected the series' growth. Infinite looks like it took about 10 steps back in a

lot of respects.

The music is just as bland. Each iteration of the Versus series has had some bangers on the soundtrack — even the much-maligned Marvel vs. Capcom 2's soundtrack was memorable if not catchy. Here, there is absolutely nothing noteworthy. It's the first Versus game where I don't have something from the soundtrack saved, which is not good at all. As I played through the story mode, I kept waiting for something to jump out at me, and I got nothing. I was not impressed.

The controls didn't impress, either. There has been a noted trend to simplify the game system for the Versus games to make them more accessible since MvC3 was released. While I'm always a fan of drawing in the casual fan for these types of games, I'm not a fan of ruining a good thing. MvC2 was still accessible to even the most casual fighting game player, and this is even worse than the toning down of the controls between MvC2 and MvC3. There is no depth to the combo system now, and that doesn't help Infinite in any way.

I'm underwhelmed when it comes to Marvel vs. Capcom: Infinite. Nothing plays in its favor, nothing makes any sense, and the team-up crossover event is showing its age in every facet of the game. There's nothing new here to make me say wow or push me to play as I did the other games in the series. If Capcom were to lose the Marvel license again, it wouldn't be a shocker or unwarranted. It's time to admit that the series is not an infinite source of amusement in the fighting game scene.

WELCOME to RETRO GAME CORNER

CHOOSE YOUR ALTER EGO!

By Gaming Insurrection

FAVE VERSUS CHARACTERS

There are a lot of characters in the Marvel Versus series, but we have strict and high standards for choosing the favorites. Seriously, we only care about do they look cool, do we like playing with them and how cool are their super combos. Based on these criteria, we've selected our faves through infinity and beyond.

AMATERASU

Series: Ōkami

Debut game: Marvel vs. Capcom 3

While the puppy isn't top tier post Marvel vs. Capcom 3, she's still fun to play with and adorable much like she is in her signature game. Amaterasu needs another main game, which has been rumored for years.

RUBY HEART

Series: Marvel Versus

Debut game: Marvel vs. Capcom 2

The pirate mage needs nary an introduction. Ruby Heart captured our heart the moment we selected her in February 2000. Ruby Heart has been our signature character for 25 years and has infiltrated GI's life in good ways. She's part of our digital presence, has inspired the nickname for every car we've owned as an adult (the Partenaire gunship), and she was our first cosplay in 2001.

SILVER SAMURAI

Series: Marvel Versus

Debut game: X-Men: Children of the Atom

The weird samurai mutant is fun to play and looks cool. While his backstory is kind of obnoxious, Silver Samurai makes up for it with an awesome outfit and off-kilter super moves that hide surprisingly damaging tech in Marvel vs. Capcom 2. He may seem low tier, but don't sleep on Raimeiken.

JUGGERNAUT

Series: Marvel Versus

Debut game: X-Men: Children of the Atom

The Juggernaut is a favorite for many reasons here at GI. Juggernaut B—— aside, absolutely destroying teams with the Power Up glitch and Headcrush never gets old. We most certainly know who he is and what he's about: Pain and punishment.

STRIDER HIRYU

Series: Strider

Debut game: Marvel vs. Capcom

When we think of Strider, we think about two things: His game is obnoxious, but the character design is awesome; and, "call Doom's Rocks, start Ourobs, teleport, teleport, call Doom's Rocks, rinse and repeat." Strider goes nowhere without Doom in Marvel vs. Capcom 2 for a reason, and that sequence only contributes to his cool factor.

CABLE

Series: Marvel Versus

Debut game: Marvel vs. Capcom 2

The son of Cyclops and the Goblin Queen, Cable is equal parts popular and polarizing. The character is ultra cool but learning to counter Cable with entire teams just to counter his god tier status was not fun and still is not fun.

SELECT YOUR HEROES



SONG SPOTLIGHT

By Lyndsey Beatty



Don't forget to download our DDR glossary of terms!



Artist: DDR All-Stars
Difficulty: 4/7/9/9
Chosen difficulty: Heavy
BPM: 150

Dance Dance Revolution is a fun song if not a little basic. It's interesting because it serves as the One More Extra Stage song of DDR Extreme, and the Challenge steps of the songs incorporate the stepcharts of popular early DDR Konami originals. Otherwise, the Heavy steps of the song are nothing special. There are a lot of jumps and triplets, which will run down stamina quickly. While it is not particularly fast, using the suggested Speed Mod will make this tricky.

Suggested Speed Mod: x2



Artist: JOGA
Difficulty: 4/6/8 (2nd to Extreme), 5/8/11 (X2 to DDR 2014)
Chosen difficulty: Heavy
BPM: 142

Dam Dariram is an early favorite that looks to be challenging as soon as the song starts. Out the gate, the tricky off-step triplets follow the music and are hard to navigate. Prepare by listening to the song since it follows the backing melody closely. The 8-foot rating is well-deserved and will work well in getting ready for Catas, especially with Speed Mods added.

Suggested Speed Mod: x2



Artist: dj TAKA
Difficulty: 3/5/8
Chosen difficulty: Heavy
BPM: 58-144

Absolute is another tricky 8-footer that teaches the fundamentals needed for Catas and 10-footers. There are triplets and runs throughout the stepchart and it's hard to stay on track once you miss steps. The trick to doing well with Absolute is, as always, listening to and learning the song. The melody is the key and dictates the triplets and off-timed steps. Also, be wary of the slowdown at the end. It's purposely put in at the end to throw you off and give you a Great or worse.

Suggested Speed Mod: x2

dance dance
 revolution
 spotlight

1st mix	2nd mix
3rd mix	4th mix
5th mix	6th mix
7th mix	Extreme
SuperNova	
SuperNova 2	

LIGHT STANDARD HEAVY CHALLENGE

UPCOMING SONGS

AFTER THE GAME OF LOVE

HERO (KCP DISCOTIQUE MIX)

LOVIN' YOU (ROB SEARLE CLUB MIX)

The Addams Family (SNES version)



Based on a True Story

The Addams Family is based on three parts of the franchise released at the time: the black and white cartoons by Charles Addams, the 1960s live action television show starring John Astin and Carolyn Jones, and the 1991 Addams Family movie starring Raúl Julia and Angelica Huston. Gomez's character sprite is based on Astin's portrayal, and portraits hanging in the Music Room belong to Julia and Huston among other movie cast members.



What's Good Family?

The basic plot of the game also follows the movie: Gomez must rescue his various family members and face off against the evil and corrupt judge to get his beloved Morticia back. To do that, Gomez traverses his sprawling spooky estate with weapons such as a fencing sword (a nod to the live-action version of the character's proclivity for fencing), golf balls (that Julia's version loved to hit at his judge neighbor's house), and a fezi hat (that Astin wore in the live-action show).



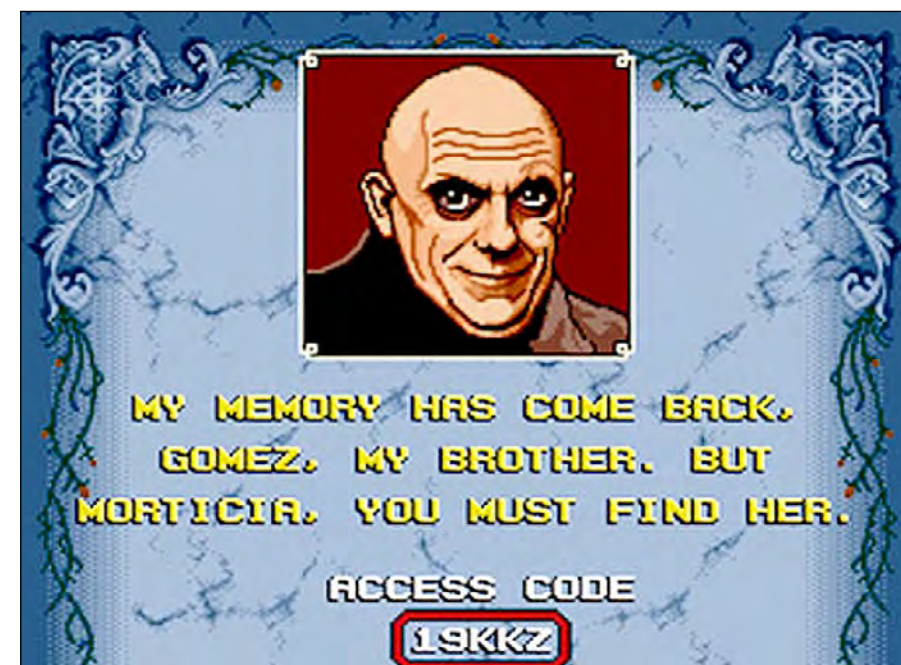
Paid to the Estate Of ...

The Addams Family mansion is the scene of Tully Alford and Abigail Craven's shenanigans involving the family. It is highly recommended to have a digital map available alongside your playthrough because there are many nooks and crannies to explore inside and outside of the house. Walking through false walls is highly encouraged.



Heart of Gold

Gomez's life begins with three heart containers. You can find an additional three containers in the Old Tree, the Kitchen and the Conservatory areas. Finding hearts around the play field and defeating enemies refills them.



The \$64 Million Password

Passwords save your progress after defeating a boss. They also save the number of lives you've acquired up to that point. However, a programming bug creates invalid passwords if they or your number of lives ends with 9.



Bounce With Me

Gomez's physics are as such that he can land on almost any enemy to destroy them. Spiky enemies are the exception to the rule, however. He can also survive landing in lava and what appear to be endless pits.

LYNDSEY BEATTY
EDITOR-IN-CHIEF



Welcome to a small tournament called Mortal Kombat ...

Hello all, I'm a longtime Mortal Kombat enthusiast who dived headlong into the world of MK Mobile in 2018. This new section delves into the intricacies of character card collection, fusions and team creation for towers.

Look for information on the basics to get you started and how to conquer the 100-level Shao Kahn's Tower to help you when you're ready to take on the challenging themed towers.



MK MOBILE STATISTICS

- **Number of cards owned:** 181
- **Total number of cards (as of press time):** 189
- **Percentage owned:** 95.8%

Cards missing (as of press time)

- MK11 Frost
- American Treasure Homelander
- MKII Movie Scorpion
- Nightmare Ghostface
- MKII Movie Kitana
- MKII Shao Kahn
- MK1 Sub-Zero
- Klassic Baraka

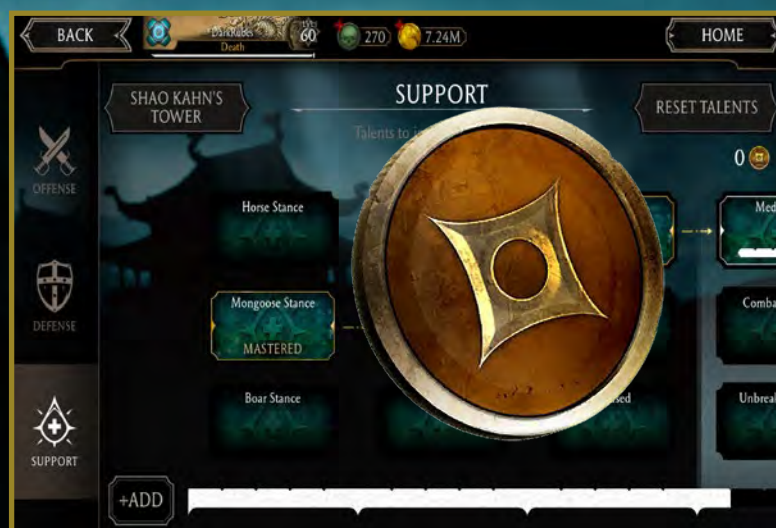


Shao Kahn's Tower

A challenging 100-story tower that rewards Koins, Souls, Spirit Fragments and Talent Tree Points. Sometimes with unique conditions to overcome, the matches will test your strategy skills and ability to form teams suited to the challenge.

Matches are in increments of three before a refresh is needed to continue. We also will approach this Tower as the warmup to the various Normal and Fatal towers that appear to get you prepped for the real thing.

Individual tower match guides, team formation and strategy will be discussed.



Team synergy

The best team is the prepared team. You can't put together a good squad without knowing the ins and outs of the three characters that will compose it.

We aim to understand and explain the different official team categories and other teams that we have used in the different areas of the game.



Kharacter spotlight

Who you have fighting on your side is important, and character analysis helps you stay victorious in Mortal Kombat Mobile.

We're going to look at all available characters, their strengths and weaknesses with rankings for each. We will also spotlight team synergy; who you work with can determine if you're working at all.



KHARACTER SPOTLIGHT

THIS ISSUE:

- Scorpion (Prime)
- Black Dragon Erron Black
- Shaolin Fist Kung Lao



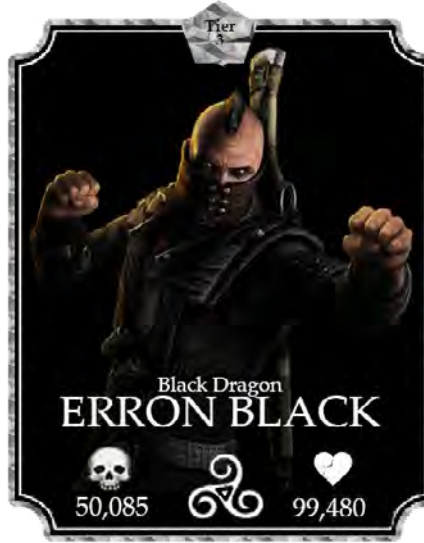
Scorpion (Prime)
Tier: 2

Scorpion isn't terrible in his Silver incarnation, but he isn't at the top of the heap either. His ability to help Martial Artist teammates with a 15 percent attack increase is nice, but he's limited solely by the fact that he's a Silver class character. There are better versions of Scorpion that provide more. Use this one only if required.



Shaolin Fist Kung Lao
Tier: 2

Shaolin Fist Kung Lao is the second-best Gold version of the character — after the Hat Trick variation. This is only because his passive — which helps Martial Artist teammates power generation dramatically increase — only helps that class. If he were helping every class, he'd immediately be a character to watch. That said, if you pair him with a Liu Kang variation, the combination will put him in a better position and move him higher in the rankings.



Black Dragon Erron Black
Tier: 3

The Nomad class version of Erron Black is mid-tier, but he can be useful. While tagged out, his Cover Fire ability is helpful in dealing extra damage and whittling away at the opponent. With its ability to potentially stun, Erron Black becomes annoying and helpful because he can open up the opponent for bigger attacks. Having Black Dragon Erron Black on the team is not a bad choice, but he isn't the best version of the character. Use him when you need quick side attacks to chip away at the opponent.







TIER RANKINGS

Tier 1: Garbage tier. This tier is for cards that don't do a lot of damage or contribute with their passives, even with add-ons from Shao Kahn's Tower or gear. Use these only if you absolutely are required. These mostly consist of the bronze and silver characters, except for Kenshi Prime.

Tier 2: Slight useful. Their passives either contribute or a special move is useful in service of another card. They can be made to be somewhat useful with gear and add-ons and higher fusions, but they struggle to be useful even with

the best gear.

Tier 3: A solid mid-level card. These cards are useful in passives and special moves. They can hold their own on point and win matches.

Tier 4: An above-average card. These are highly useful and can be used in any of the Challenge Towers (Shirai Ryu, Lin Kuei, etc.) and are more than capable of holding down a roster spot and surviving against high-level cards if their close in level. These cards have

excellent special moves and do a lot of damage quickly.

Tier 5: The top echelon of cards. These cards are the best in the game and their special moves and passives have game-breaking potential. They are the cards that you buy packs for and try to build up for Challenge Towers and will potentially make it to the 170 and higher levels of a tower at even a low fusion. They are most diamonds but there are a few gold cards in the mix.



SHAO KAHN'S TOWER GUIDE

THIS ISSUE:

- Match 49: No conditions
- Match 50: Regeneration
- Match 51: Off Balance



Match 49: Bone Shaper Shinnok, Level 44/Inferno Scorpion, Level 44/Shaolin Kung Jin, Level 44

Conditions: None

This match shouldn't be difficult. Bone Shaper Shinnok isn't a major problem, and neither is Shaolin Kung Jin. Inferno Scorpion may give some trouble because of his passive, which increases his damage output on tag-in for six seconds. Either get rid of him early by forcing him in first so he can't tag in more than once or defeat him as the second in the CPU's lineup before he can tag in and out.

Team choice: Anyone Gold or Diamond with Share properties (prevents tag-out), Ronin class or characters that take less damage from Netherrealm class (Hellspawn Scorpion and Cybernetic Jacqui Briggs), Fusion VI or higher



Match 50: Pharaoh Ermac, Level 45/Unstoppable Jason Voorhees, Level 45/Undercover Cassie Cage, Level 45

Conditions: Regeneration (Enemies regenerate health over time)

The CPU's goal is to waste time and gain back whatever health it loses. To that end, Jason is going to be the biggest impediment to a quick victory. He rises twice after defeat and will actively stall to gain back health. Use characters that are overpowered; the CPU can't overcome sheer brute force.

Team choice: Anyone Diamond, Fusion VI or higher



Match 51: Stunt Double Johnny Cage, Level 46/Possessed Kenshi, Level 46/Cybernetic Jacqui Briggs, Level 46

Conditions: Off Balance (Random tagging)

This match isn't that bad if your team is high level. It won't matter who comes in because if they're sufficiently leveled, they will be able to wipe out the CPU's team. The CPU team isn't that impressive and can be taken down easily. Just be prepared for the random tagging.

Team choice: Anyone Gold or Diamond, Fusion VII or higher



TEAM SYNERGY

THIS ISSUE:

- Kold War Team

KOLD WAR



Team: Kold War

Members: Kold War Sonya Blade, Scorpion, Sub-Zero, Skarlet

Team synergy overall: All Kold War characters do 10 percent more damage versus Day of the Dead characters.



Kold War Sonya Blade: Kold War characters have no time limit on the ice armor granted by passive. All Kold War teammates have a 60 percent chance to gain ice armor on Special Attack 2.



Kold War Scorpion: All Kold War teammates that achieve 90 percent to 80 percent-plus on Special Attack 2 apply fire DOT on the enemy.



Kold War Sub-Zero: Kold War teammates using Special Attacks have a 50 percent chance to cause Frostbite.



Kold War Skarlet: Kold War teammates have a 40 percent chance to gain Krimson Shield for 7 seconds on Special Attack 1.

ANALYSIS

The Kold War team is a squad borne of a time when MK Mobile had few teams and they all countered each other. It is a strong squad that features great characters that may factor in serious Tower-conquering teams.

Kold War Sonya has one of the best passives simply because of her ability to grant untimed ice armor. Her team contribution also provides a high chance for ice armor with Special Attack 2. Kold War Skarlet is also good because of her potential for Krimson Shield.

Scorpion and Sub-Zero are not necessarily useful when it comes to the bosses of Towers, which may keep them off Tower teams. Scorpion's fire DOT and Sub-Zero's Frostbite don't work against Tower bosses, so they are less useful situationally. Overall, the team is solid, though, when it comes to regular play.



WORKING WITH TALENT POINTS

Courtesy of TestYourMight.com

Earning Talent Points

There is only one source of earning talent points: SHAO KAHN'S TOWER. Before you play the tower for the first time, you are given two talent points to start. The tower has 100 battles with increasing difficulty, and you are rewarded one talent point for winning each battle.

However, you are limited to playing three matches each day by default. However, you can play more than three matches by spending 50 souls to refresh the limit, and this can be done twice in a 24-hour period, which increases your limit to nine matches a day if you decide to spend souls to progress at a much faster rate.

Investing Talent Points

On completing Shao Kahn's Tower, you are rewarded with a total of 102 talent points which you can spend any way you like. There are two areas of the talent tree in each category where talent points can be invested, unlocking skill tiers and buying skills and their upgrades.

There are seven skill tiers in each category and there are a total of 20 skills to choose from. The first six tiers have three skills each to choose from and the seventh tier has two skills. The first tier is unlocked by default, and you are allowed to invest in one of the three available skills. To unlock the subsequent tiers, you are required to buy a skill in the current tier that is accessible to you and then spend five Talent Points. This is done by clicking the Add button at the bottom left of the tree. You are given a choice of spending one, three or five Talent Points towards unlocking the next tier. Selecting the five-point option will automatically unlock the next tier.

Additionally, skills can also be upgraded as well to increase the effect beyond what the skill provides at default. There are five upgrade levels and each upgrade costs one Talent Point, so a skill costs five Talent Points to master. To have a 100 percent complete tree in a category, you have to buy and master seven skills and also unlock six tiers in the process. This will cost a total of 65 Talent Points. To have 100 percent completion in all three categories, the cost is 195 Talent Points.

Choosing your skills and upgrades

This is the most crucial part of the whole talent tree system, and it requires careful planning of knowing what skills to invest in. This requires a thorough understanding of your own play style, the kind of characters you use and knowing which skills from the list will bring the most benefit to the majority of the cards you use more often in Faction Wars.

You cannot purchase more than one skill in a tier per category at a given time, so you are only allowed to choose seven out of the 20 skills in a category. The fact that you only have 102 Talent Points to spend means that it is possible to master seven skills only in one of the three categories.

After having a look at all of the available kills across all three categories, investing of Talent Points more on the DEFENSE and SUPPORT categories is highly recommended.

Scion of Kongdom returns in dreadful math saga of woe

Much like my time in Mrs. Solomon's third grade classroom 37 years ago, DK Jr. Math causes the most anxiety in the history of anxiety. There isn't enough Holocaust in the world to get me back in a math class that I desperately need to survive school and see another day. And there isn't enough Holocaust manufactured and slung in these modern times to justify the foolishness that is DK Jr. Math.

Though I kind of sort of sling numbers for a living these days, there was a time that I didn't. I was a journalist, a copy editor and page designer to be exact, and I didn't do numbers. There was a strong simple reason for that: My command of basic math was nowhere near as strong as my command of the English language.

Mrs. Solomon, probably RIP, was no-nonsense woman of intimidating theatrics and old granny classes that told my academically gifted and talented class constantly that understanding math was the key to living. If you couldn't do math, you were going to fail in life. I was scared. DK Jr. Math reminded me of that terror. If a game can take me back 37 years to trying to solve long multiplication and division in Mrs. Solomon's math class, I need not play it.

DK Jr. Math instantly takes me back to that time of math failure. The sheer anxiety of figuring out solutions and concepts returned as soon as I booted the game. Donkey Kong Jr., the small pseudo-scion of Kongdom, moves with the grace of a drunken man at 1:53 a.m. on his way out of the last bar before it shuts at 2 a.m. The plodding running to different vines with operators and numbers is as tedious as it sounds. The saving grace here



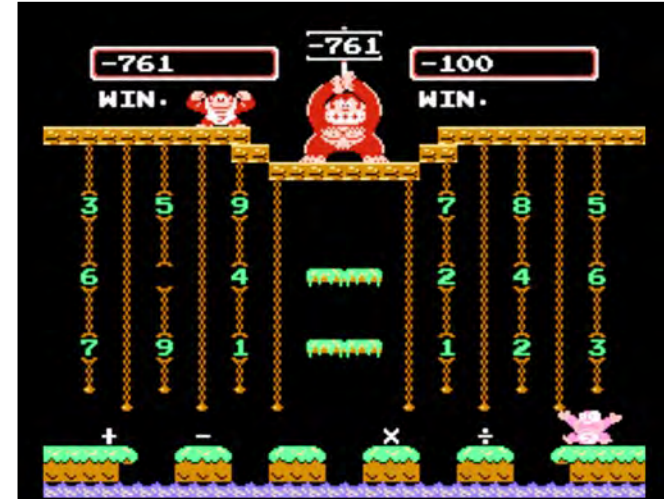
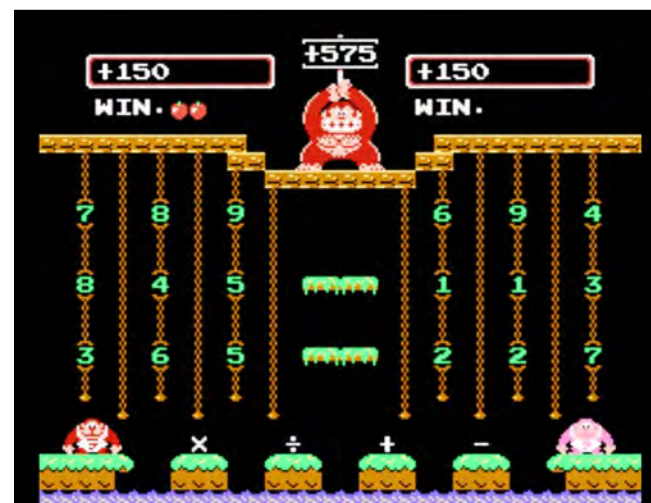
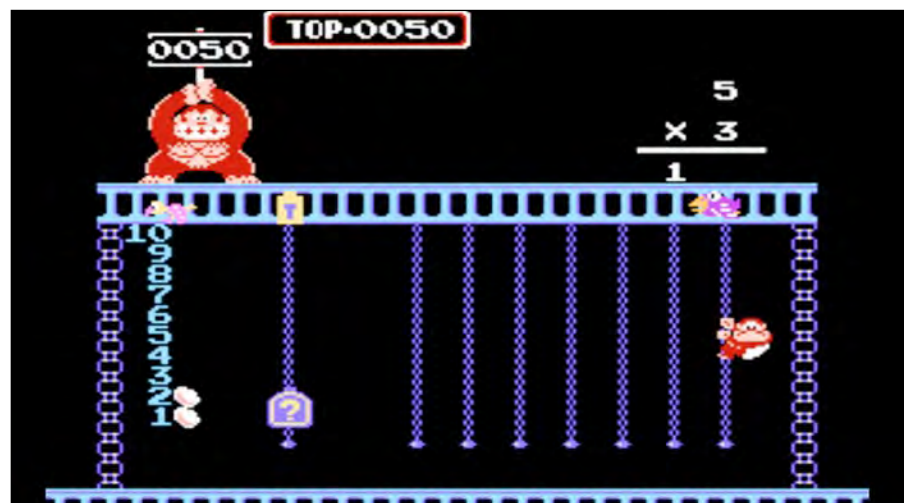
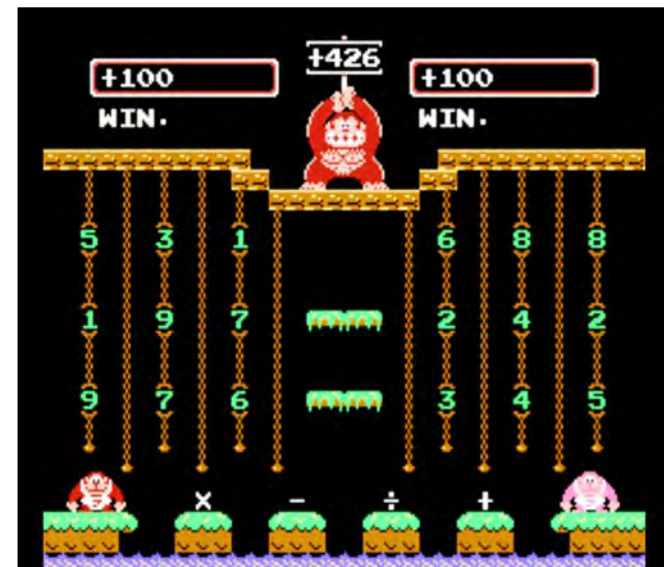
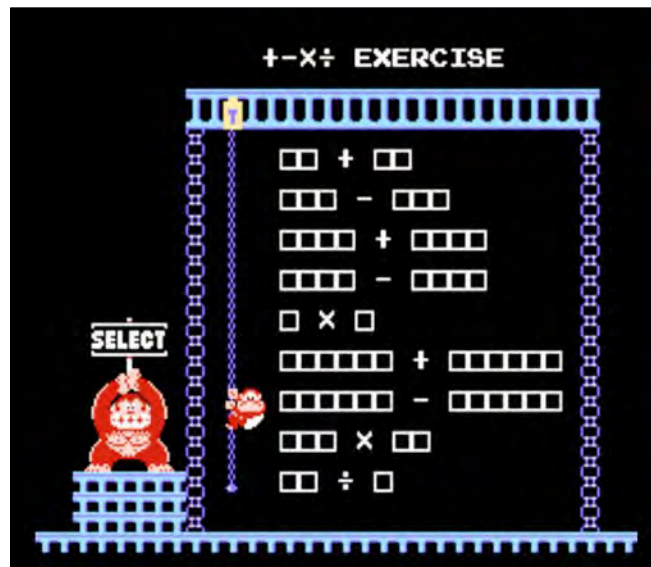
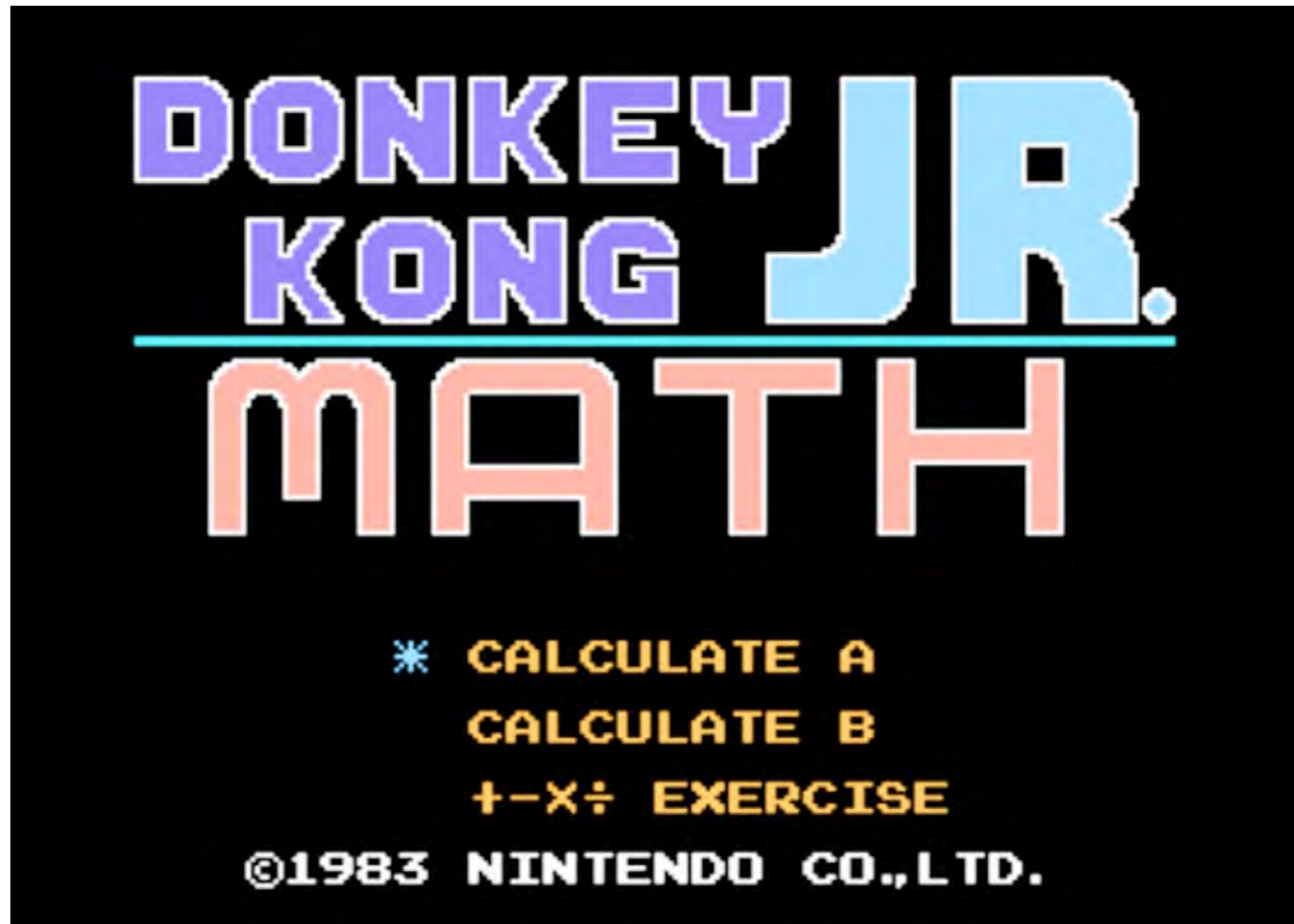
is that it plays exactly like Donkey Kong Jr. before it. And it sounds terrible just like Donkey Kong Jr. before it.

There is a tacit support, though, for getting the correct answer. Yay, you solved a possibly hard question! OK, what's next? Oh, no, it's another puzzle. If I wanted to solve multiplication and addition puzzles, I'd just conjure the memories of Mrs. Solomon dismissing me from the forest green chalk board of doom after screwing up long multiplication. I wouldn't play DK Jr. Math. It's basically a reskin of a terrible game that exists for questionable reasons with math tacked on.

Additionally, pun intended, I hate Donkey Kong games with a roaring passion. It's well known in the GI fiefdom that the great ape with the tie is not welcome if he's talking about anything pre-Donkey Kong Country. Even then, he will be side-eyed just because it's an overhyped Rare product.

Much like my retro struggle with long division and fractions, I will not be revisiting the foolishness that is DK Jr. Math. The sheer incompetence that is the great ape's foray into math tutoring is incalculable.

Lyndsey Beatty is editor-in-chief of Gaming Insurrection. She can be reached by email at lyndseyb@gaminginsurrection.com





By Lyndsey Beatty | Gaming Insurrection

We've been traveling around North and South Carolina searching for barcades and arcades for many years. In our travels we've found quite a few close to home and literally at home. While we have and will chronicle these findings more in depth in the future, we're going to restart the Arcadia Journal section in the meantime. Here's what we've found so far.



NEW New Game Plus+

Address: 1653 W. Palmetto St., Florence, SC 29501
Website: <https://facebook.com/newgameplusflorence>
Phone: 843-702-0103
Hours
 Monday – Saturday: 11 a.m. – 7 p.m.
 Sunday: Closed



Transmission Arcade

Address: 1712 Main St., Columbia, SC 29201

Website: <https://www.transmissionarcade.com>
Phone: (803) 667-9140

Hours

Sunday: 10:30 a.m. to midnight
 Monday – Tues-

day: 4 p.m. – midnight
 Wednesday – Friday: 4 p.m. – 2 a.m.
 Saturday: Noon – 2 a.m.



Super Abari

Address: 1015 Seigle Ave., Charlotte, NC 28205

Website: <https://superabarigamebar.com/>
Phone: (704) 271-1252

Hours

Mon – Fri: 5 p.m. – 2 a.m.
 Sat – Sun: Noon –

2 a.m.

Note: 21+ establishment. All ages are welcome Saturday and Sunday from noon to 6 p.m.



Radioactive Pinball Arcade

Address: 113 Laurens St. Southwest, Suite 103, Aiken, SC 29801

Website: <https://radioactivepinballarcade.com>
Phone: (803) 373-1717

Hours

Monday & Tuesday:
 By appointment
 Wednesday &

Thursday: 3 p.m. – 9 p.m.
 Friday: 3 p.m. – 10 p.m.
 Saturday: Noon – 10 p.m.
 Sunday: Noon – 6 p.m.



Player1UP Rock Hill

Address: 140 E. Main St., Rock Hill, SC 29730

Website: www.facebook.com/player1uprh
Phone: (803) 327-6407

Hours

Sunday: Noon – midnight
 Monday: Closed
 Tuesday: 4 p.m. – midnight

Wednesday: 4 p.m. – midnight
 Thursday: 4 p.m. – 2 a.m.
 Friday: 4 p.m. – 2 a.m.
 Saturday: Noon – 2 a.m.



Lost Ark – Arcadia Manor

Address: 1701-A Spring Garden St., Greensboro, NC 27403

Website: www.lostarkvideogames.com/arcadiamanor
Phone: (336) 422-6342

Hours

Monday – Wednesday:

Closed

Thursday & Friday: 3 p.m. – midnight
 Saturday: 1 p.m. – midnight
 Sunday: 1 p.m. – 6 p.m.

On tap this issue:

STRIP TALK
Lyndsey talks about Doomsday

PROPERTY REVIEW
We disparage the Darkstalkers animated series

MARVEL HIGHLIGHT
Everything to know about the Winter Soldier

OTAKU CORNER
Brandon delves deep into Ninja Kamui's secrets

ANIME LOUNGE
We give flowers to the classic Sailor Moon

TOP 5
Our favorite misheard Marvel

View this content at www.gaminginsurrection.com/TheStrip

PROPERTY REVIEW

Darkstalkers: The Animated Series
Graz Entertainment, 1995



Darkstalkers animated debacle stains the sterling Vampire name

This needs to be said immediately: I love the Vampire/Darkstalkers series. I fell in love with the fighting games about the time that Vampire Savior was released, and I learned to love the other games in the series for what they are. I'm the Vampire fan that plays with Morrigan no matter what game she's in. We also have shown a lot of love at GI for the series in Issue 46, which was dedicated to the series. So, know that there is massive love for the series in our hallowed home for the freaks and monsters of the night despite Capcom's neglect. But we must take a harsh tone with one property associated with the series: The USA Network Animated Series.

This series is a stain on the Darkforce of Vampire. From the opening episode's explanation of the Darkstalkers through the gathering of the Darkstalkers, everything is terrible. It's as if someone with limited knowledge of the series said here's a sheet with the characters, figure it out.

The darker characters are headed by the alien entity Pyron (the boss of the first and remake/second game), and he makes it a point to find Demitri, subjugate him and task him with finding other like-minded creatures whether they want to join him or not. Some of the intended targets like Jon

Talbain, Rikuo, Victor, Sasquatch and Felicia manage to get away. Others like Anakaris, Lord Raptor and Bishamon willingly join. This brings us to our first problem. None of this happens in the game lore. Demitri and Morrigan are rivals, yes, but no one joins Pyron in his quest to conquer Earth. The story and its random elements do not gel well even if it weren't based on the game, but with the game lore it's a no go.

The second issue — and the most glaring — is the animation. By Grimoire's beard, it is the worst I've seen in a long time. Sister animated series Street Fighter had problems also, but that looks like a modern Sistine Chapel compared to this. The animation is wonky everywhere, but it is particularly noticeable in individual character sprites. Morrigan, already piled on for reusing a sprite from 1994, looks the most egregiously drawn. Based on this alone, the show was a nonstarter. There are sporadic moments of decent animation but then Morrigan's face shows up again and it's terrible.

The saving grace of the show is the voice acting. It's good and works well with the characters despite all the characters

See DARKSTALKERS, PAGE 41



We're patiently watching the Doomsday clock

It's simmering now.

By now, the buzz and the low hum surrounding Avengers: Doomsday is noticeable to the general populace. It's louder for the faithful but we'll get to them in a minute. Right now, at this moment, I want to focus on the average moviegoer. They know something is going on, they know it's coming but they aren't hyped yet. They've likely heard about trailers for another Marvel movie coming out but they haven't pre-purchased tickets. They haven't gotten the T-shirts out of storage and thought yet about the group they need to start coordinating with. They just know that RDJ is coming back as Doom. They're still safely tucked in their beds at night, not worried about the implications of this sentence.

And then there are the faithful.

We never forgot the old ways. We kept the T-shirts in rotation, proudly wearing our faded shield or Mjolnir, waiting for the announcements we knew were coming. We pulled out the disused countdown with each announcement, overanalyzed every trailer and photo of Chris Evans' arms and excitedly got the old gang together when the date trailer was released. When the RDJ announcement was made at the sacred grounds of Hall H, we were the ones screaming into the ethos about here we go again. The low hum that the average moviegoer hears is a loud shrill siren at a frequency we are automatically tuned to hear.

We trust in Lord Feige and the Russo sages that this is the plan and has been the plan all along. The Plan. That's what the faithful have kept fervent watch for the entire time from the moment the end credits rolled on Endgame. The Plan has obviously taken some unexpected twists from that initial time but that is to be expected. No, we weren't expecting the switch to Doom or the brothers Russo return. Those were fever dreams that seemed out of the realm of possible. We believed we'd

See DOOMSDAY, PAGE 41



Brandon Beatty OTAKU CORNER

Conspiracy and secrecy ramp up in Ninja Kamui

Previously, I reviewed the first two episodes of Ninja Kamui, an original anime for the “Adult Swim” Saturday block on Cartoon Network. The first episodes were fire, telling the story of Joe Logan aka Higan, a revered ninja who left his clan after they became mercenaries killing targets and innocents without mercy. After his family is murdered, Higan begins his quest for revenge and ultimately peace from his past life.

Episode 3 begins with a right-wing politician being escorted from his mansion by his bodyguards due to an assassin attempting to kill the politician. Once escorted into his car, the politician prays from protection from the assassin but is ultimately killed. The assassin is revealed to be Lil, a mercenary afflicted with dwarfism who uses various technologies to carry out his attacks. Meanwhile, Mike, barely recovering from the aftermath of the assault on the Chinese restaurant, continues his investigation of the connection between Higan’s murdered family and the Chinese restaurant attack.

During his investigation, Mike discovers that the FBI and the police are covering up the attack, blaming the owner with ties to organized crime. Mike continues to move forward and meets Higan at an abandoned construction site that he is using as a hideout. After they agree to a temporary alliance, they make plans to meet with Emma to discuss new leads. When they meet, our heroes are attacked by one of Lil’s ninja robots that leads to Emma driving to evade the ninja only to be hit by dump truck, causing her and Mike to become unconscious.

Elsewhere, Yamaji meets with Joseph Evans, CEO of the influential AUZA technology group, and warns him not to act against Higan without his consent. Higan battles the ninja and is victorious and discovers Lil’s hidden camera on the ninja. He tells Lil that he will kill



Photos courtesy of Netflix.com

him when they meet. After Higan makes his escape, he receives a call from an unknown person offering help to infiltrate AUZA City to gather information on the rogue ninja clan.

Episode 4 starts off with Higan visiting Mike and Emma at the local hospital while they recover from injuries suffered in the rogue ninja attack. During their meeting, Emma finds a lead on a former AUZA software developer who has bad blood with AUZA, and the group decides on a plan where Higan goes to AUZA City to meet the person offering to assist him.

During our heroes’ separate journeys, Yamaji and his top ninjas

hold a meeting with Joseph and his bodyguard/secretary Dilly to discuss future plans to stop Higan. Big D, a cybernetic ninja, steps forward to challenge Higan stating if Higan lays a finger on his sharp hair style, he’s dead on arrival. Lil becomes upset stating he saw Higan first and wants to take revenge. Yamaji tells them that they will get their chance and to continue to focus on the main objectives. Elsewhere, Higan gets in AUZA City and with the help of the mysterious stranger. Higan gets inside and bypasses the multilayer security for the city, barely

See NINJA KAMUI, PAGE 41



Series: Sailor Moon

Episodes: 1-46

Premise: Tsukino Usagi is a high schooler who discovers she wields supernatural moon-based powers and is the reincarnated princess of the long-ago Moon Kingdom. She finds her fellow planetary guardians — named for the inner planets of the solar system — and learns to lead and save the universe.



Is it worth watching?: YES. If you’re an older otaku, this was likely part of your introduction to anime. It has a little bit of everything: romance, sentai action, transformation sequences, monsters of the week, magic and young girls in cute sailor outfits.

Breakout character: Tsukino Usagi, better known as Sailor Moon. She starts out annoying but quickly becomes the favorite girl of the group who you root for over everything.

Where it’s going?: The sequel series, Sailor Moon R, focuses on the past and the future of the Moon Kingdom. Sailor Moon’s history is explored and the ramifications of Usagi’s actions in the present on the future come to light.

MARVEL CHARACTER HIGHLIGHT

Name: James Buchanan Barnes Jr.

Alias: Bucky, Buck, the Winter Soldier, White Wolf, Captain America, Winter Dynamo

Affiliation: Thunderbolts, Avengers, Black Widow program, Sentinels of Liberty, New Avengers

Special abilities: Enhancement by the Infinity Formula — peak human strength, agility, speed, and stamina, enhanced durability

Background: James “Bucky” Barnes was a ward of the state in 1935 who joined the U.S. Army. He partnered with an unpowered Captain America Steve Rogers, who became his best friend. During a mission at the end of the war, the scourge Red Skull stole and exploded an experimental Allied plane. The explosion threw Steve and Bucky into the English Channel, with both undergoing suspended animation. Steve, though, was later found and thawed. Bucky was presumed dead but later recovered by the Soviets who replaced his missing left arm with a bionic prosthetic and brainwashed him into becoming the assassin known as the Winter Soldier. Bucky was later deprogrammed, reunited with Steve and joined the Avengers, taking up the mantle of Cap when Steve was presumed dead again.

Relationships: Steve Rogers (Captain America), best friend; Rebecca Barnes, sister; Natasha Romanoff (Black Widow I), lover

First Versus appearance: Marvel vs. Capcom: Infinite

Appearances in other media:

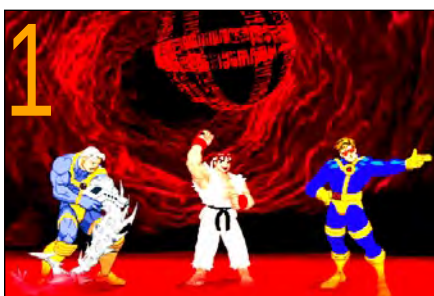
Television: Marvel Super Heroes, The Avengers: Earth’s Mightiest Heroes, The Super Hero Squad Show, Avengers Assemble, Marvel Disk Wars: The Avengers, Marvel Future Avengers, Spider-Man, Falcon + Winter Soldier, Marvel’s What If?

Film: Captain America: First Avenger, Captain America: The Winter Soldier, Captain America: Civil War, Avengers: Infinity War, Avengers: Endgame, Captain America: Brave New World, Thunderbolts*, Ultimate Avengers (animated film)

Video games: Marvel: Ultimate Alliance, Marvel: Ultimate Alliance 2, Marvel Super Hero Squad: The Infinity Gauntlet, Captain America: Super Soldier, Marvel Super Hero Squad Online, Ultimate Marvel vs. Capcom 3 (Heroes and Heralds mode, alternate skin), Marvel Heroes, LEGO Marvel Super Heroes, Captain America: The Winter Soldier — The Official Game, Marvel Avengers Alliance, Marvel Contest of Champions, Disney Infinity 2.0, LEGO Marvel’s Avengers, Marvel Future Fight, Marvel Avengers Academy, Marvel Puzzle Quest, Marvel vs. Capcom: Infinite, LEGO Marvel Super Heroes 2, Marvel: Ultimate Alliance 3: The Black Order, Marvel Dimension of Heroes, Marvel’s Avengers, Marvel Snap, Marvel Rivals



TOP 5 ON THE STRIP — MISHEARD MARVEL EDITION



“Hope enough for now”/ “Open up enough for now” – Cable, MvC2

Confirmed: “Open up enough for now.” In one of his win poses, Cable opens his techno-organic virus infected arm. Given that Cable is the prophesied to be the savior of the universe from Apocalypse, it probably is hopeful that he can rest from holding back the virus with telekinesis. This was confirmed with closed captioning and YouTube video of his win poses.



“Here’s my Sunday best! Proton Cannon!”/Various – War Machine, Marvel vs. Capcom

Confirmed: Here’s my Sunday best! Proton Cannon! War Machine’s version of Proton Cannon has stumped many folks over the years. We heard “Eight by ten photo,” “Here’s my Sunday vest,” and “Bring back my baby.” We obtained the voice clips in 2009 for M.U.G.E.N and confirmed with the Marvel Origins collection in 2011.



Various – Announcer, Marvel vs. Capcom

Confirmed: “Infinity,” “Clash”. While Sally Cahill, the announcer of Marvel vs. Capcom, is wonderful, there are at least two phrases that sound weird until you realize exactly what they are. “Clash” sounds like “Crap” and “Infinity” sounds like “Get Back!” This was confirmed through Marvel Origins Collection in 2011.



“Sing, Nobody” – Swamp Stage vocalist, Marvel vs. Capcom 2

Confirmed: “Swing Your Body.” The title of the song is Swing Your Body and is said in the song’s intro. It’s our favorite track in the Versus series, and it’s one of the first tracks that we learned to love. Friend of GI Elgin, who encouraged us to play with Ruby Heart in the early days of MvC2, was the first to point this out. It has stuck with us since. This was confirmed with the official MvC2 soundtrack.



“It’s the Goodie Mob!” – Mega Man, Marvel vs. Capcom

Confirmed: “Haipā Adaputā!” or “Hyper Adapter!” This one is tough, but we know for sure that Mega Man does not shout “It’s the Goodie Mob!” during the Hyper Mega Man super. However, it sounds very close and the Goodie Mob was popular at the time. Thankfully, we love Mega Man and old-school Goodie Mob. This was confirmed through YouTube video and the Marvel vs. Capcom wiki.



Ninja Kamui continues to excel

NINJA KAMUI, from PAGE 38

breaking a sweat until he unknowingly triggers a hidden alarm that alerts armed guards. Higan avoids the guards and comes face to face with Zai, a former comrade who is also hunting rogue ninjas and commanded by Yamaji to avoid battle with Higan.

Episodes 3 and 4 were like the previous two, straight fire. I wasn't disappointed with the action despite the lack of fighting scenes. The story evolves perfectly with new characters joining the stage, each with their own agendas explaining why this strange venture of high-tech business and ancient

Japanese martial arts formed. The animation and characters like Lil and Big D were comical and at times puzzling but if you follow Takashi Okazaki's work, he showcases his love of action films and hip-hop culture and it's fully on display here. Okazaki showed out creating Big D as the only black ninja who has no problems sending hands to those who would try to mess with his style.

The music remains top notch, and the insert music during Lil's and Higan's fight was pure hip-hop inspired without being clownish. William Street and Sentai Studios again did excellent work on the voice casting of the main charac-

ters but also deserve recognition for casting Brandon Hearnberger as he brought out Lil's perverted and killer ways, Joseph Palmore for making Big D believable as a Black ninja and Elissa Cuellar as Dilly who did not hesitate to put Lil in his place for his rude behavior.

Will Higan and Zai settle their reunion without bloodshed? Can Mike and Emma recruit the disgruntled AUZA employee to their cause to stop AUZA's growing overreach? We'll find out as Ninja Kamui continues.

Brandon Beatty is editor-at-large of Gaming Insurrection. He can be reached by email at brandonb@gaminginsurrection.com

Not Darkstalkers we know and love

DARKSTALKERS, from PAGE 38

undergoing a personality change from the games. Five actors from the SF animated series are also featured here, and they do decent work with what they have.

Darkstalkers' animated series does absolutely nothing to enhance the reputation of the series. It almost would be helpful to pretend it

doesn't exist and only acknowledge the Night Warriors OVA (**Editor's note: See the Property Review of Issue 46**). This is not worth the time and the struggle to make it through bad lore revision and horrible animation.

HOW WE GRADE

We score the properties in three categories: Casting (or voice acting

in cases of animated), plot and similarities to its source material. Each category receives points out of the maximum of 10 per category and 30 overall. The percentage is the final score.

Like the games: 1
Voice Acting: 8
Animation: 0
Total: 9/30 or 3.0

Growing up on arcade mode

As a young lass, I was an arcade fiend. Tales of my travels for Marvel vs. Capcom 2 tournaments filled the pages of Gaming Insurrection many moons ago. It was that powerful: I would take time to train and travel when I wasn't working on my journalism degree. And now, similarly in nature, Marvel vs. Capcom 2 and my degree are relegated to the dustbin of time.

I don't miss either to be honest. I've since gone on to better things to occupy my time — other fighting games and a career in accounting. But I do miss the time ... somewhat. I miss being young and carefree, when bills didn't hit my dining table with frightening accuracy and all I had to do was go to school.

Twenty-five years ago, I was a 20-year-old fighting game enthusiast who loved Marvel and Street Fighter Alpha 3 who also wanted to meet guys. I rolled to Anderson, S.C., frequently — well before it became a stop on my journalism career tour. I drove a bunch of us in my first car — a 1995 champagne Saturn sedan — up to the long-gone Eastland Mall in Charlotte, N.C., to meet up with folks who became lifelong friends. I traveled around and tried to learn fighting games while also focusing on college studies.

But then something changed: I grew up. Life got in the way, and I didn't have the inclination to



Lyndsey Beatty
CRY OF WAR

when I did; I'm sad I stayed out as long as I did.

With the release of this latest Marvel collection, I found myself back in old habits. I can break down a match in most fighting games with the best (I watch Justin Wong's streams regularly and usually am spot on in identifying strategy), and I enjoy a wide range of fighting games popularly played now and defunct series alike.

It's not the old days, but I do love the collection having everything in one place that I can enjoy at my leisure. And I suppose that's what getting older means in the world of Marvel fighting games. I can enjoy things on my own terms in my own time, just in a different setting.

Infinity.

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Clock is ticking on MCU's Doctor Doom introduction

DOOMSDAY, from PAGE 38

seen the last of Tom Hiddleston as Loki; no, for real, we thought the end of the series was really it for our favorite trickster god. But we should known better. We just didn't want to have hope and then nothing ever came. But that spark was still there. And here we are

now, salivating and waiting for the arrival of Doom.

The hype is at an all-time fever pitch for the faithful, and we are ready, willing and able to sound the call for the advent of Doom.

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