

GAMING INSURRECTION

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ISSUE 55

BEST OF BOTH WORLDS

GI explores veritable

Versus excellence

X-MEN
CHILDREN OF THE ATOM

MARVEL
SUPER HEROES

MARVEL
VS. CAPCOM
2

X-MEN
VS.
STREET FIGHTER

MARVEL
VS.
CAPCOM
Fate of Two Worlds

MARVEL
SUPER HEROES
VS.
STREET FIGHTER

ULTIMATE
MARVEL
VS.
CAPCOM
3

MARVEL
VS.
CAPCOM

MARVEL
VS.
CAPCOM
INFINITE



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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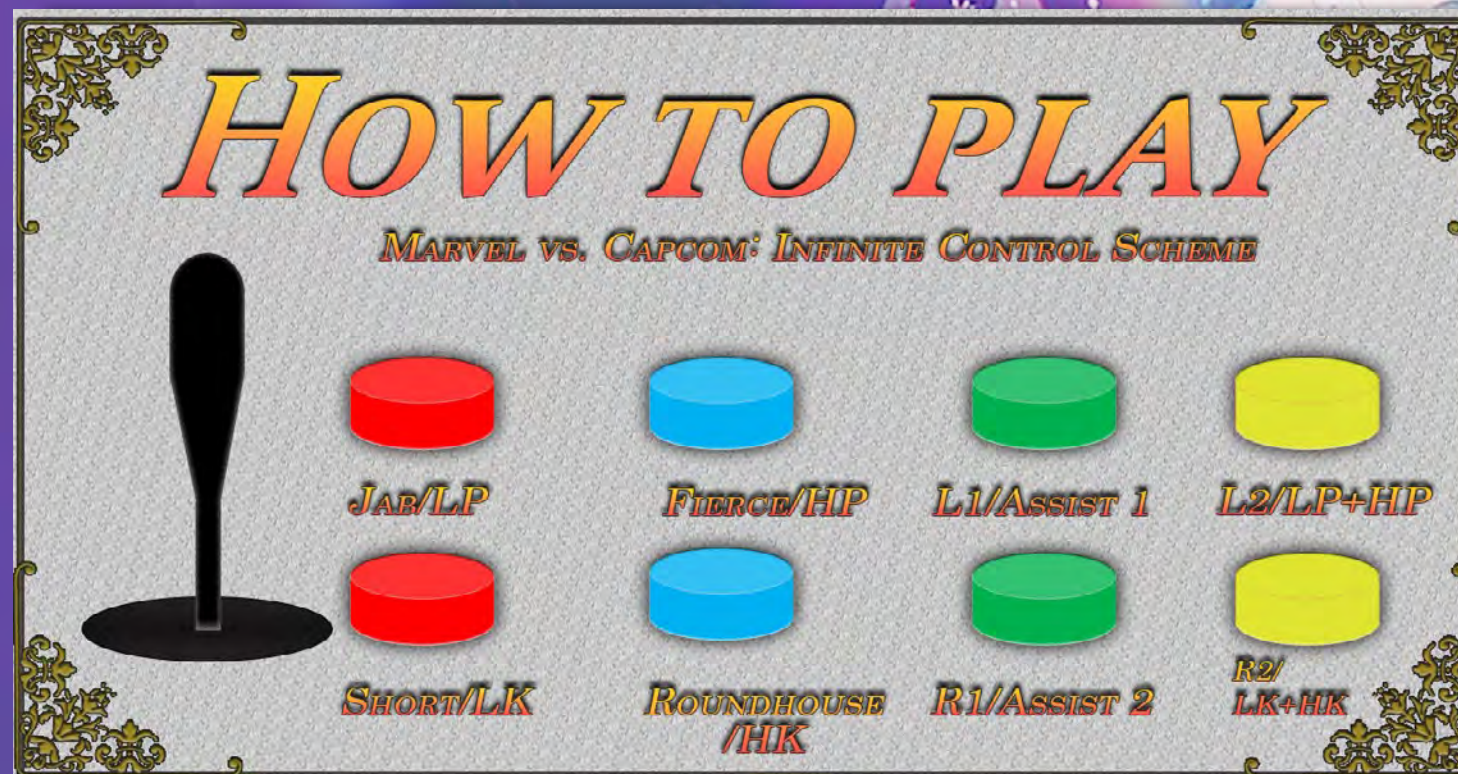
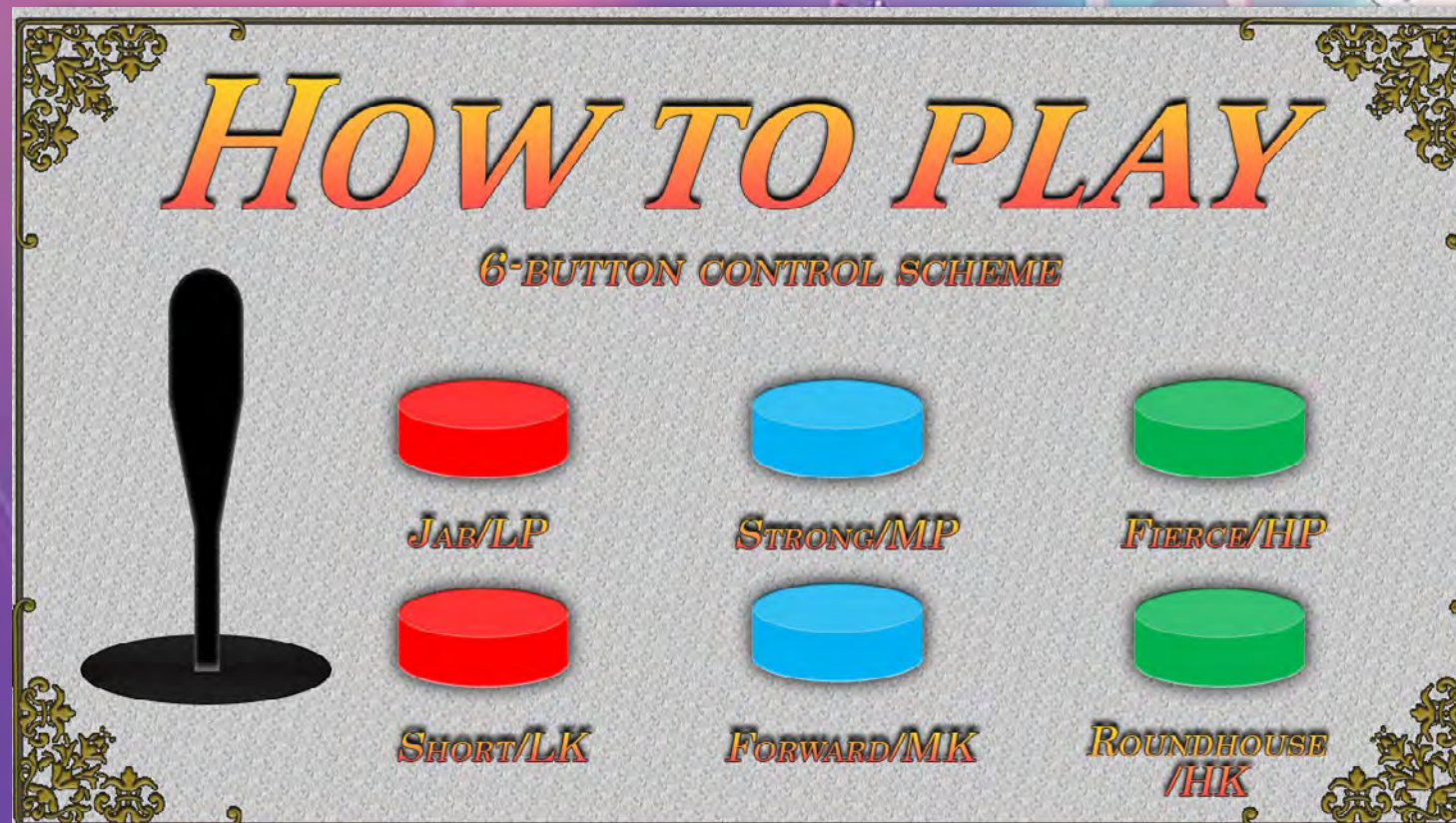
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MISC

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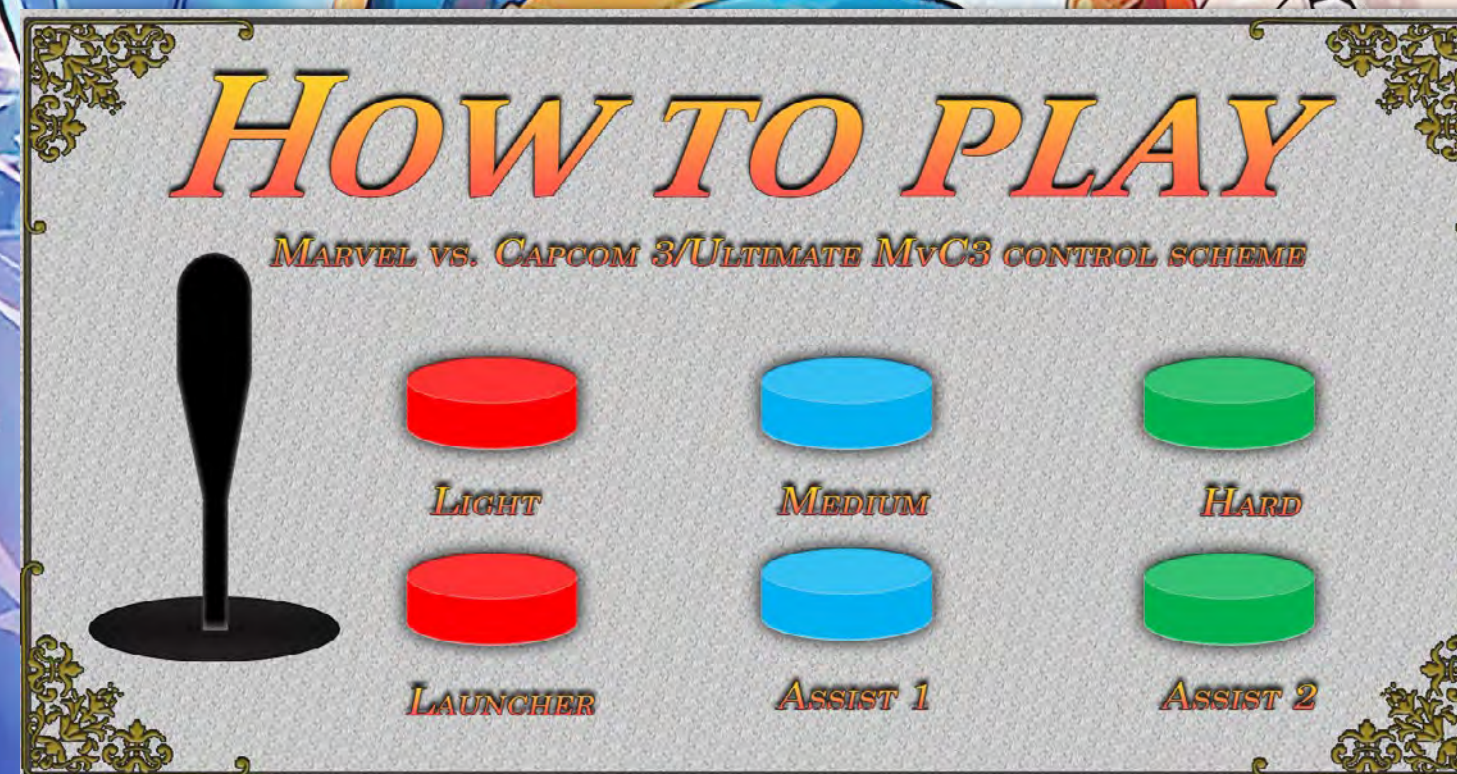
GENERAL INFORMATION



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.

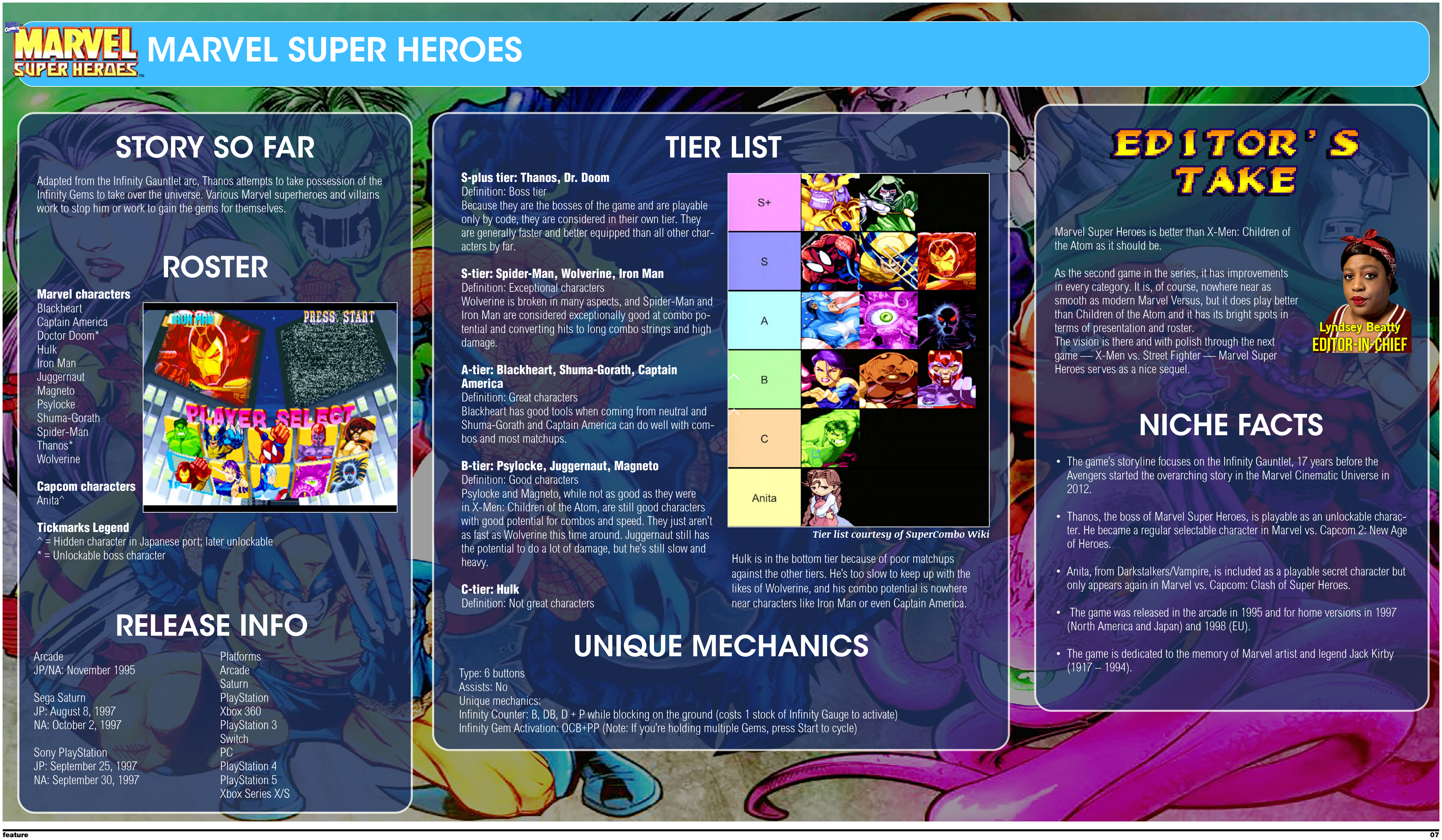
It introduced the concept of the Versus games (exaggerated supers, super combos, super jumping) and paved the way for future entries to use a more fun aspect of Street Fighter. It could use some polish, but later games do clean up some of the rougher parts of the gameplay.

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



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

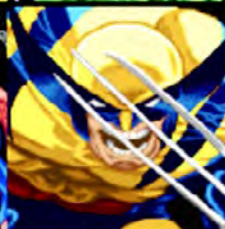
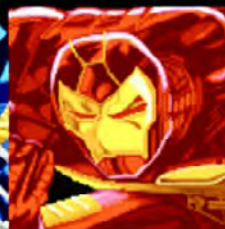
Definition: Great characters
Blackheart has good tools when coming from neutral and Shuma-Gorath and Captain America can do well with combos and most matchups.

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

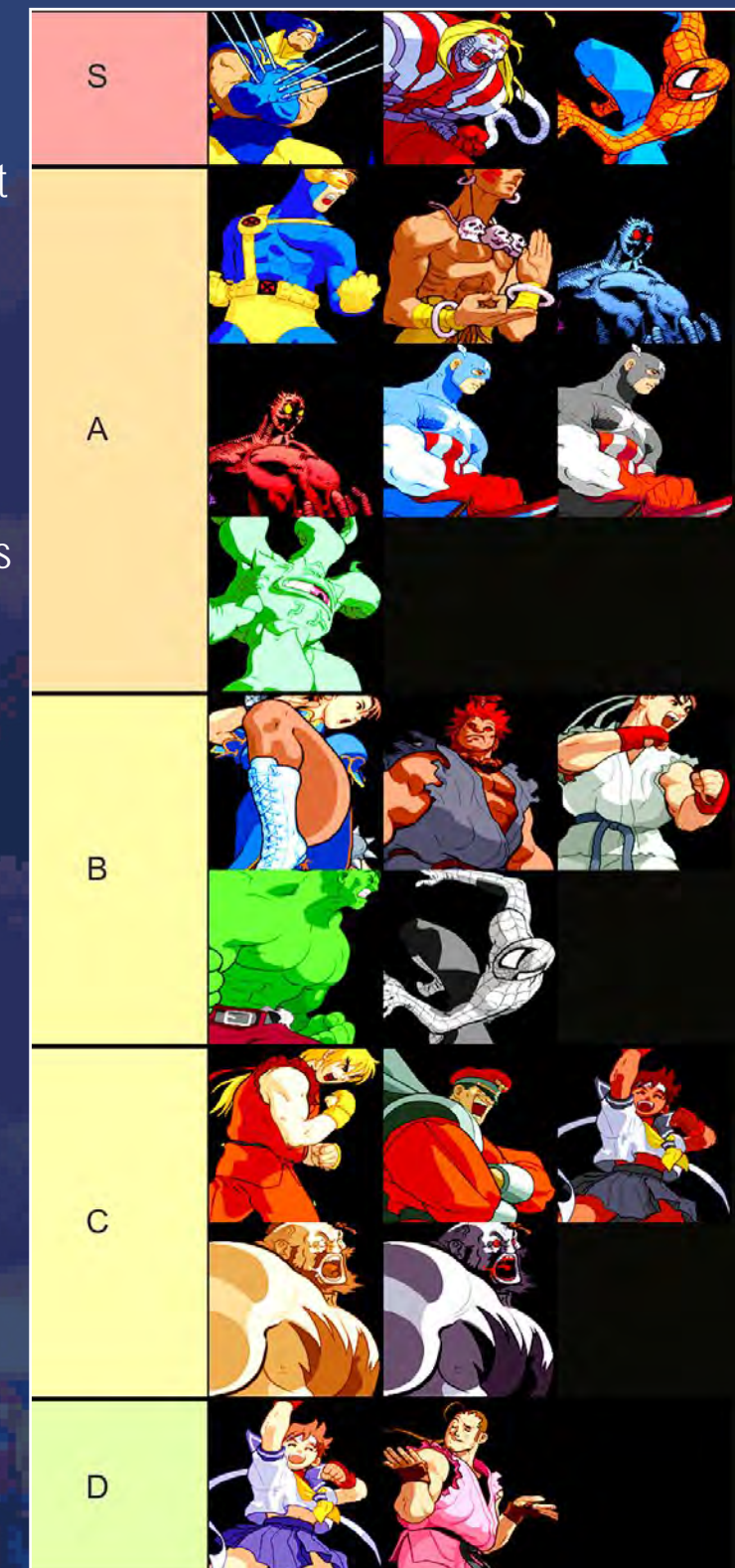
Definition: Good but not great
These characters have some good buttons but aren't top tier for a variety of reasons. They will do OK in matchups against the higher tiers, but they are not dominating them. They have decent prospects in a matchup, but they need to be teamed with an S-tier or A-tier to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



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.



Lindsey 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.

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.



MARVEL VS. CAPCOM 2: NEW AGE OF HEROES

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

Arcade	NA: March 30, 2003
JP: March 23, 2000	
NA: May 2000	
Dreamcast	Xbox 360
JP: March 30, 2000	WW: July 29, 2009
NA: June 29, 2000	
PlayStation 2	PlayStation 3
JP: September 19, 2002	WW: August 13, 2009
NA: November 19, 2002	
Xbox	iOS
JP: September 19, 2002	WW: April 25, 2012
	Multi
	MvC Fighting Collection:
	Arcade Classics: Sept. 12, 2024

Platforms

Arcade
Dreamcast
PlayStation 2
Xbox
Xbox 360
PlayStation 3
iOS
Switch
PC
PlayStation 4
PlayStation 5
Xbox Series X/S

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.

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	

^a = 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.

CHARACTER SELECT

TIME

RESERVE UNIT

COLOR

RYU

CAPCOM

MARVEL

Reserve Unit

Select Color

Confirm

MARVEL vs. CAPCOM 3

Marvel vs. Capcom 3	NA: November 15, 2011	WW: March 7, 2017
NA: February 15, 2011	JP: November 17, 2011	
JP: February 17, 2011		
Platforms	PlayStation Vita	Platforms
PlayStation 3	JP: December 17, 2011	PlayStation 3
Xbox 360	NA/EU: February 22, 2012	Xbox 360
		PlayStation Vita
		PlayStation 4
	PlayStation 4	PC
	WW: December 3, 2016	Xbox One
Ultimate Marvel vs. Capcom 3		
PlayStation 3, Xbox 360	Windows, Xbox One	

S		
A		
B		
C		
TRASH		

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 Armer.
- 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)



MARVEL VS. CAPCOM: INFINITE

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

S	
A	
B	
C	
D	

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

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.

UNIQUE MECHANICS

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

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



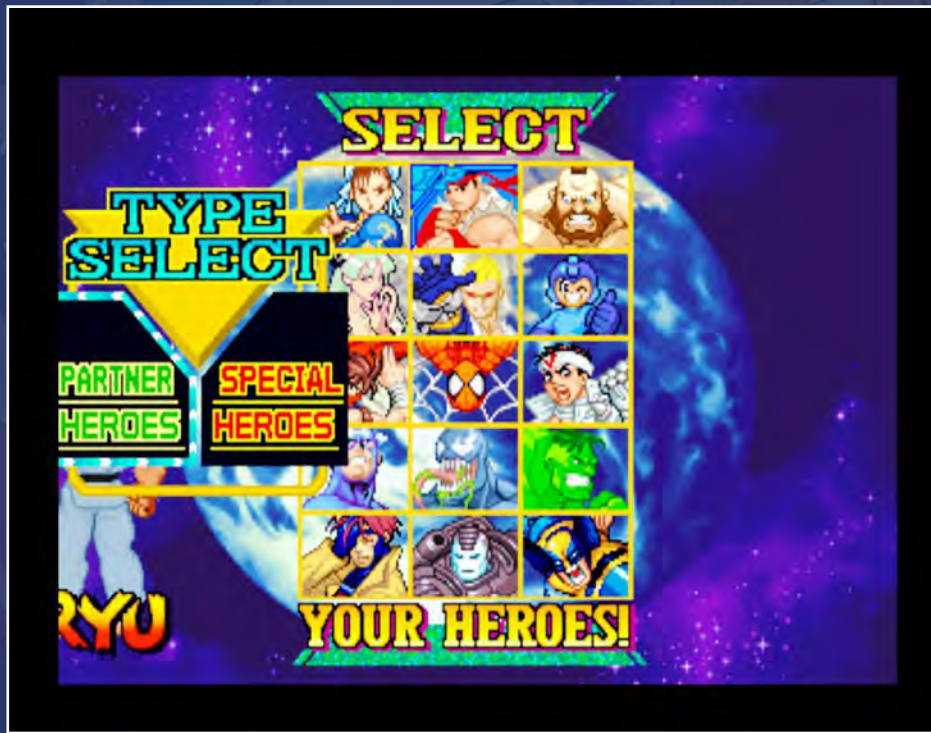
X-Men: Children of the Atom



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