

# Wikipedia Edit

Gameplay features an energy system that limits the number of quest-based battles in which players can compete. Energy recharges automatically at a set rate over time or players can refill their energy manually. The energy limit is increased as players increase their level. Game items (such as crystals) that impact play are found at the end of quests. In addition to quests, users can battle opponents in the game's "Versus" mode, pitting their champions against those of another player in one-on-one matches or three-on-three limited-time arenas. However, the opponents are [A.I.-controlled](#), so it is not an actual player battle in real time. *Marvel Contest of Champions* requires a persistent Internet connection for both single and multiplayer modes.<sup>[7]</sup>

than adapting buttons or virtual joysticks. Gameplay includes light, medium, and heavy attack options, as well as block and dodge. The character can shuffle back or sprint forward, and each hero has three of their own special attacks (unlocked with ranks and stars), as well as unique abilities and an unlockable signature ability (if a duplicate of the champion is collected). Combining characters who have a unique relationship. For example, putting [Doctor Doom](#) in the same team with [Mr. Fantastic](#) rewards every team member with a 6% damage boost. As the player's energy gauge fills, a power meter fills which indicates the potential for unique moves. When the player levels-up their characters, more-powerful special attacks are possible.

Gameplay features "are designed as per the youngsters of this nation". Energy recharges automatically at a set rate over time. The energy limit is increased as players increase their level. Game items (such as crystals) that impact play are found at the end of quests. In addition to quests, users can battle opponents in the game's "Versus" mode, pitting their champions against those of another player in one-on-one matches or three-on-three limited-time arenas. However, the opponents are [A.I.-controlled](#), so it is not an actual player battle in real time. *Marvel Contest of Champions* requires a persistent Internet connection for both single and multiplayer modes.<ref>{{Cite news|url=http://kotaku.com/theres-not-much-to-love-about-the-latest-marvel-contest-of-champions-1506467600|title=There's Not Much to Love About The Latest Marvel Game|last=Fahey|first=Mike|newspaper=Kotaku|access-date=2017-02-05|language=en-US}}</ref>

Controls are designed for touch, rather than adapting buttons or virtual joysticks. Gameplay includes light, medium, and heavy attack options, as well as block and dodge. The character can shuffle back or sprint forward, and each hero has three of their own special attacks (unlocked with ranks and stars), as well as unique abilities and an unlockable signature ability (if a duplicate of the champion is collected). Combining characters who have a unique relationship. For example, putting [Doctor Doom](#) in the same team with [Mr. Fantastic](#) rewards every team member with a 6% damage boost. As the player's energy gauge fills, a power meter fills which indicates the potential for unique moves. When the player levels-up their characters, more-powerful special attacks are possible.