= X @-@ Men vs. Street Fighter =

 X @-@ Men vs. Street Fighter (Japanese : ?????? VS . ?????????? , Hepburn : Ekkusu Men b?sasu Sutor?to Fait?) is a crossover fighting video game developed and published by Capcom . It is Capcom 's third fighting game to feature Marvel Comics characters , following X @-@ Men : Children of the Atom and Marvel Super Heroes , and the first installment in the Marvel vs. Capcom series . As the title suggests , the game includes characters from Marvel 's X @-@ Men franchise and the cast from Capcom 's Street Fighter series . Originally released as a coin @-@ operated arcade game in 1996 , it was eventually ported to the Sega Saturn in 1997 and the PlayStation in 1998 .
 X @-@ Men vs. Street Fighter features gameplay similar to Street Fighter , but incorporates dual @-@ character selection and tag team @-@ based combat . Each player selects two characters to compete in a one @-@ on @-@ one battle , attempting to defeat the opposing team . The players are given the ability to switch between their characters at any point during the match . The game also incorporates numerous elements from X @-@ Men : Children of the Atom and Marvel Super Heroes .
 The game was released to generally positive reviews , with critics praising its gameplay and sprite animation quality . While the Sega Saturn port received praise for maintaining the experience of the original arcade version , the PlayStation port was met with mixed to negative critical reception for removing several features , such as tag team battles . The changes were done in response to the technical limitations of the PlayStation . A sequel to the game , Marvel Super Heroes vs. Street Fighter , was released in 1997 .

= = Gameplay = =

 Similar to Capcom 's various Street Fighter titles , X @-@ Men vs. Street Fighter is a 2D fighting game in which players control various characters to engage in one @-@ on @-@ one combat , attempting to knock out the opponent by depleting their health . It is the first formal installment in the Marvel vs. Capcom series and features dual @-@ character selection and tag team battles . Instead of the typical best @-@ of @-@ three round format , matches consist of a single round . Players select two characters at the beginning of a match , each sporting their own life gauge . Players control one character at a time , while the other awaits off @-@ screen . The starting character can tag in the off @-@ screen character at any time during the fight . The dormant character will also slowly recover a portion of their vitality while the current character is fighting . If one character loses all of their vitality , then the tag partner will automatically come into play . The match continues until both characters on either team are defeated . If the timer runs out before either team is knocked out , then the player with the most remaining health is declared the winner .
 The game borrows numerous gameplay conventions from Capcom 's previous Marvel @-@ licensed ventures , X @-@ Men : Children of the Atom and Marvel Super Heroes , such as the " Super Jump " , the ability to jump higher than normal , and " Aerial Rave " , the ability to perform combos on the opponent while in the air . X @-@ Men vs. Street Fighter also includes a meter system similar to the two aforementioned games called the " Hyper Combo Gauge " . As characters perform moves and receive damage , the players ' Hyper Combo Gauges will gradually fill . Players can expend their meter to perform various special techniques , such as the " Hyper Combo " , which unleashes high amounts of damage ; " Variable Combination " , where both characters use their Hyper Combos simultaneously ; and " Variable Counter " , which transforms a defensive block into an offensive counterattack by tagging in the off @-@ screen character .

= = = Modes = = =

 The arcade , Sega Saturn , and PlayStation versions of X @-@ Men vs. Street Fighter all include Arcade Mode and Versus Mode . In Arcade Mode , the player fights several artificial intelligence @-@ controlled teams before competing in a final battle against the boss character , Apocalypse ,

an antagonist from the X @-@ Men series . In Versus Mode , two players can fight against each other locally . The PlayStation port also features Training Mode , where players can practice moves and combos against non @-@ aggressive computer opponents , and Survival Mode , where players fight against endless waves of teams .

Playable characters

 X @-@ Men vs. Street Fighter features a roster of 17 playable characters . The character sprites for the X @-@ Men characters were drawn from X @-@ Men : Children of the Atom , with the exception of Rogue , Gambit , and Sabretooth , who had not appeared in a previous Capcom fighting game . The sprite designs themselves are based on the characters ' appearances from the 1990s animated X @-@ Men television series , complete with the original voice actors . The Street Fighter character sprites are reused from Street Fighter Alpha 2 . Similar to his secret guest appearance in Children of the Atom , Akuma appears as a hidden character in X @-@ Men vs. Street Fighter . In order to create a level playing field between the cast of Street Fighter and the X @-@ Men series ' superheroes and supervillains , the Street Fighter characters were re @-@ imagined with highly exaggerated versions of their special moves . For example , Ryu comes equipped with a " super Hadouken " that fills the entire screen .

Development and release

 X @-@ Men vs. Street Fighter debuted in Japan in September 1996 for the CP System II arcade board . The game received a port to the Sega Saturn in Japan on November 21 , 1997 . The port utilized the Saturn 's 4MB RAM cartridge peripheral , which was packaged alongside the game , to deliver an arcade @-@ perfect conversion . It was not officially released in North America due to the Saturn 's low sales numbers in the North American market . An imported version was sold at certain Electronics Boutique locations . Sega had initially intended to release the game in Europe bundled with the expansion cartridge ; however , these plans were eventually shelved . The game was then ported to the PlayStation on February 26 , 1998 in Japan , where it was renamed X @-@ Men vs. Street Fighter : EX Edition . The PlayStation port was also released in North America on June 11 , 1998 , and Europe on June 22 , 1998 .
 Due to the memory limitations of the PlayStation , both the graphics and gameplay of the port were altered . Several frames of character sprite animations were removed to reduce the amount of RAM usage . Most notably , the tag team combat was omitted . Instead of being able to switch between characters at will , the second character only comes into play during certain attacks , such as Variable Combinations and Variable Counters . In addition , the one @-@ round battles used in the arcade and Sega Saturn versions were extended to a two @-@ out @-@ of @-@ three round setup . The PlayStation version includes a code that allows players to compete in " pseudo @-@ tag team matches " , provided that each player uses their opponent 's starting character as their partner . For example , if Player 1 is controlling Ryu and Player 2 is controlling Wolverine , then Player 1 's partner will be Wolverine and Player 2 's partner will be Ryu .

Reception

 The Sega Saturn edition of X @-@ Men vs. Street Fighter received generally positive critical reception , with reviewers praising its fast @-@ paced gameplay , animation and sound quality , and technical performance in comparison to the original arcade version . Jeff Gerstmann of GameSpot commended the character sprite animations and background details , claiming that " there is no better looking 2D fighter on any console system " . While Gerstmann also praised the port for its fast loading times and lack of slowdown , he criticized the game for its defense @-@ oriented gameplay and unoriginal soundtrack . Game Informer lauded the port for running and looking identical to its arcade counterpart , declaring it " one of the best arcade conversions ever seen to date " .
 The PlayStation version , on the other hand , received mixed to negative reviews ; many reviewers '

critiques were centered on the port 's various changes as a result of the PlayStation 's technical restraints . Both GameSpot and Game Revolution lambasted the game for its removal of tag team battles and several instances of slowdown . The two sites also criticized the port 's low frame rate and noticeable decline in animation quality . While Game Informer and IGN shared many of the same criticisms , they viewed the game from a more positive perspective . Both maintained that , while the PlayStation port paled in comparison to the Sega Saturn version , it was still a solid fighting game .

= = Sequel = =

A sequel to X @-@ Men vs. Street Fighter was released by Capcom in 1997 . Marvel Super Heroes vs. Street Fighter , while similar in terms of gameplay and art style , replaces a majority of the X @-@ Men cast with characters from other Marvel Comics properties , such as Captain America and Spider @-@ Man . The game is notable for introducing " assists " into the Marvel vs. Capcom series , which allow players to summon their off @-@ screen character to perform an attack during battle . Like X @-@ Men vs. Street Fighter , the game was ported to the Sega Saturn and PlayStation , which were released in 1998 and 1999 , respectively .