

= Tatsunoko vs. Capcom : Ultimate All @-@ Stars =

Tatsunoko vs. Capcom : Ultimate All @-@ Stars is a crossover fighting game developed by Eighting and published by Capcom . The game features characters from both Capcom 's video game franchises and various anime series produced by Tatsunoko Production . The game was originally released in Japan for arcades and the Wii video game console in December 2008 as Tatsunoko vs. Capcom : Cross Generation of Heroes (????? VS . CAPCOM CROSS GENERATION OF HEROES) . Following high demand from international fans , Capcom worked with Tatsunoko to resolve international licensing issues and a second version , Ultimate All @-@ Stars , was released for the Wii in North America , Japan , and Europe in January 2010 , featuring additional characters and an online mode .

In Tatsunoko vs. Capcom , players engage in combat with a team of two characters or with a single giant character and attempt to knock out their opponents . It is the seventh Capcom @-@ designed installment in their Vs. fighting game series , which includes the Marvel vs. Capcom and Capcom vs. SNK series , and the first to be fully rendered in 3D graphics . The game is set in a 2.5D environment ; characters fight in a two @-@ dimensional arena , but character models and backgrounds are rendered in three @-@ dimensional graphics . The game is designed around a simplified three @-@ button attack system , which was inspired by the simplistic control schemes commonly used by both the Vs. series and the Wii .

The game received generally positive reviews from critics , who praised its approachable gameplay for newcomers and depth for veteran players . However , reviewers had mixed experiences with its online component , and found Arcade mode lacking in replay value . According to the game 's producer , Ryota Niitsuma , development difficulties and a lack of Wii fighting games were the reasons for its platform exclusivity ; however , multiple critics questioned if that was the best choice . Capcom announced in April 2010 that the game was a commercial success .

= = Gameplay = =

Tatsunoko vs. Capcom is a tag team @-@ based fighting game in which players control characters with different attacks and fighting styles , and engage in combat to deplete their opponent 's life gauge . The gameplay is set in a 2.5D environment where the characters are rendered in three @-@ dimensional graphics , but their movements are restricted to a two dimensional plane ; they may only move left and right , and upward through the air . Each player may select a team of two characters and can switch between them during combat . Alternatively , players may select one of two " giant " characters , who cannot be played as part of a team . When characters switch , the incoming one performs a special attack upon entry , and the previous one can regenerate health . Characters not in play may be used to assist , and to perform powerful team moves . A match ends when a team has no characters left , or when the timer reaches zero ? in which case , the team with the most remaining life wins .

The arcade release of Cross Generation of Heroes has a control scheme consisting of a joystick and four buttons . Wii versions of Tatsunoko vs. Capcom have five control options : the Classic Controller , Nintendo GameCube controller , third @-@ party arcade sticks , and two simplified control schemes ? intended for inexperienced players ? for the Wii Remote . Players use controller inputs to perform attacks ; the most basic attacks are executed by pressing one of three attack buttons : light , medium , or strong . Players may augment basic attacks with joystick or control pad directional inputs ; for example , a standard strong attack can become a sweep when the down input is added . Basic attacks can be strung together to perform combos .

Each character has unique " universal techniques " ? special attacks that are more powerful than normal moves ? that require complex control inputs . Similar inputs are used to perform even stronger versions of special moves called Hyper Combos and Team Hyper Combos ; these deal damage relative to the size of the player 's Hyper Combo gauge , which increases when the character does or receives damage . Certain universal techniques are usable by all characters ; for example , each character possesses one that launches opponents upward , rendering them

vulnerable to an " air combo " . Other common universal techniques include the " Baroque Combo " , which sacrifices the regenerable portion of a character 's life gauge , but allows players to extend combos and deal more damage ; and the " Mega Crash " , which creates a temporary barrier around the character to knock back opponents , but partially drains their Hyper Combo and life gauges .

= = = Modes = = =

Cross Generation of Heroes , the 2008 Wii version of Tatsunoko vs. Capcom , has an Arcade game mode : the player fights against artificial intelligence (AI) -controlled opponents to reach the final boss character , Yami from ?kami . Time attack and Survival modes are also available , and require the player to defeat every character in the game . While Survival limits health regeneration , Time attack challenges players to win in the shortest time possible . Other modes include Vs . Mode , in which two players engage in combat , and Original Games , which sees up to four players competing in character @-@ specific minigames . Using money obtained throughout the game , the player may purchase unlockable characters , alternate character costumes , minigames , character profiles , movies , illustrations , and background music . Once purchased , the latter four are viewable in a gallery . The arcade release of Cross Generation of Heroes omits the game modes , and instead features a character selection screen from which a player may compete against either AI opponents or a second player .

Ultimate All @-@ Stars has largely the same features as the Wii version of Cross Generation of Heroes , with the exception of Original Games ; instead , it features a top @-@ down shooter minigame called " Ultimate All @-@ Shooters " . Unique to Ultimate All @-@ Stars is Nintendo Wi @-@ Fi Connection support for Vs . Mode competition over the Internet . Online multiplayer matches may be played either with registered friends or opponents , or randomly selected participants . Players can choose from randomly selected opponents to be of a rank similar to their own . Rank is decided by battle points , which fluctuate when a ranked match is won or lost . Once a match is completed , players can add a consenting opponent to a Rival Roster for future matches .

= = = Playable characters = = =

Ultimate All @-@ Stars contains 26 playable characters from Capcom video game franchises like Street Fighter , Mega Man , and Viewtiful Joe and Tatsunoko Production anime franchises such as Science Ninja Team Gatchaman , Yatterman , and Neo @-@ Human Casshern . The original arcade version of Cross Generation of Heroes features 18 characters , which was increased to 22 for its Wii release . The rosters of both Ultimate All @-@ Stars and Cross Generation of Heroes are evenly divided between Tatsunoko and Capcom characters . The game 's two largest and most powerful characters , Tatsunoko 's Gold Lightan and Capcom 's PTX @-@ 40A , cannot have partners ; by extension , they cannot perform universal techniques that require a partner . Non @-@ playable characters , derived from Capcom and Tatsunoko intellectual properties , make cameo appearances during certain attacks ; for example , Casshan is assisted by his robotic dog , Friender , while Doronjo is accompanied by her lackeys Boyacky and Tonzura .

? Wii @-@ exclusive character

? Exclusive to Cross Generation of Heroes

§ Exclusive to Ultimate All @-@ Stars

= = Development = =

Tatsunoko vs. Capcom was conceived when Tatsunoko Production asked Capcom to develop a game with Tatsunoko characters . In @-@ company discussions at Capcom about it started in mid @-@ 2006 ; Capcom producer Ryota Niitsuma was interested in producing a fighting game , and agreed with other Capcom employees that Tatsunoko 's characters would be better suited for a Vs. game than a Street Fighter game . The resulting project was the seventh Capcom @-@ designed entry in the Vs. series and the first in over seven years . In the 2000s decade , fighting games were

less popular and plentiful than in the mid 1990s , with multiplayer competition shifting towards other genres .

The research and development team started work in parallel with Street Fighter IV . " Capcom [hoped to] bring back the fighting genre into the mainstream market [...] with a serious fighting game for very hardcore fans , and another with a slightly lowered barrier to entry , " Niitsuma said . Eighting , Capcom 's hired developer , took on the job in early 2007 . Tatsunoko vs. Capcom 's design was a departure from the complex attack systems of the Street Fighter series , and of certain Vs. titles . The game is built around a simplified three button attack system (light , medium , and strong) ; it was inspired by the control systems commonly used by both the Vs. series and the Wii , which allows intricate moves to be performed with basic control inputs .

On May 22 , 2008 , Capcom announced the game , titled Tatsunoko vs. Capcom : Cross Generation of Heroes , for release in Japanese arcades . The arcade cabinets ' system board was proprietary hardware based on the Wii . Beta units were sent to test locations in Tokyo (July 10 ? 13) and Osaka (July 25 ? 27) . By September , the game was 70 % complete , and a Wii version was announced for Japanese release . Capcom gradually revealed the game 's cast until release . It was released in Japan on the Wii on December 11 , 2008 , and an arcade version followed in mid December 2008 .

When choosing candidates for the Tatsunoko and Capcom character rosters , the development team was free to nominate any character it wished . However , the team faced limitations on its Tatsunoko candidates ; Niitsuma explained , " [We] had to consider licensing issues . Once we had that list we had to figure out how to make a balanced fighting game . On top of that we wanted a good balance between male and female characters . " Selection emphasis was placed on main characters , rather than on villains . Certain characters were denied by Tatsunoko Production without explanation to Capcom . " We weren 't privy to a lot of their decision making process . They didn 't share a lot of reasons with us . When they said no and we asked why , they wouldn 't tell us , but would give us another suggestion , " Niitsuma said . They disallowed characters from Genesis Climber MOSPEADA or Samurai Pizza Cats , despite the high number of fan requests for the latter . The eponymous characters of Tatsunoko 's Muteking , The Dashing Warrior and Nurse Witch Komugi were among those planned for inclusion , but were eventually scrapped . The finalized Tatsunoko cast consists of characters that the team enjoyed in their youth . The development team hoped to include Capcom 's Phoenix Wright and Franziska von Karma from the Ace Attorney series , but , while the latter 's use of a whip made her easy to incorporate , the team struggled to find appropriate attacks for Phoenix . Since Phoenix doesn 't move from the waist down in his original game environment , the team considered adding tires to his desk and having the entirety move as a single character . However , this was abandoned due to potential collision issues . Though they envisioned an attack that used his catch phrase " Objection ! (! , Igiari !) " , with the letters themselves used to attack the opponent , they found that localization would have changed the Japanese four character phrase (in kanji) to a ten letter word in English , unbalancing the game . Arthur from Ghosts ' n Goblins , and Ingrid from Capcom Fighting Evolution were also scrapped .

The game is the first Capcom designed Vs. installment to be rendered fully in 3D . Tatsunoko vs. Capcom and its graphical characteristics were optimized for the Wii , which prevents the game from being ported to other consoles without completely rebuilding the game . Niitsuma explained that its Wii exclusivity was also due to a lack of Capcom fighting games for the console , and because the Wii 's casual quality matches the Vs. series trait of accessibility . The producer suggested that porting a sequel would be easier , but that Capcom would gauge the reception of the Wii game before making such plans . On November 7 , 2012 , Capcom USA 's senior vice president Christian Svensson revealed that Capcom 's rights with Tatsunoko have lapsed , meaning Capcom is no longer authorized to sell Tatsunoko vs. Capcom physically or digitally .

== Localization ==

On May 6 , 2009 , Capcom listed two " mystery games " as part of their Electronic Entertainment

Expo 2009 (E3 2009) lineup . Nintendo Power magazine revealed " Capcom Mystery Game # 1 " to be the North American localization of Tatsunoko vs. Capcom : Cross Generation of Heroes , with the new subtitle " Ultimate All @-@ Stars " . It was playable at the company 's E3 booth . European and Australian releases were announced on later dates . The game was originally unintended for release outside Japan , but was localized by Capcom due to positive fan reception . Tatsunoko Production assisted Capcom with its character licensing issues ; while Tatsunoko Production holds such rights in Japan , they are licensed to companies such as Time Warner in other countries . Niitsuma said that acquiring character licenses was difficult , as it was largely done one at a time , and characters cleared in North America had to be checked separately in Europe . Another issue was the possibility that Eighting would be occupied with other projects . Time constraints led Niitsuma to replace the character @-@ specific minigames of Cross Generation of Heroes with " Ultimate All @-@ Shooters " , an expansion of PTX @-@ 40A 's minigame . Artwork by UDON replaced the animated character @-@ specific endings .

A Capcom press release in June 2009 stated that the North American release would have more mini @-@ games , an " enhanced " story mode , and support for online play . The roster would be expanded by five characters , but would lose one unnamed Tatsunoko character . However , Capcom later revised this press release , as it was incorrect , with the statement that they were " looking into adding new features to the game , including possible additions of several new characters from both Capcom and Tatsunoko and [...] exploring the option of online gameplay . "

On September 9 , 2009 , Capcom announced the Japanese release of Ultimate All @-@ Stars . Starting on that day , the company periodically revealed the game 's new characters ; however , the full cast was leaked through JavaScript code on the game 's official Japanese site . With the exception of Hakushon Daima? , who was removed due to unspecified licensing issues , every playable character from the original Wii release was included . Hakushon Daima? was also removed in Ultimate All @-@ Stars ' Japanese release , due to both his unpopularity with players , and the game 's status as a localization of the North American version . The new characters encompassed Frank West from Dead Rising , Zero from Mega Man X , Yatterman @-@ 2 from Yatterman , Joe the Condor from Gatchaman , and the title character from Tekkaman Blade . Shinji Ueda served as a director along with Hidetoshi Ishizawa . Ishizawa admitted that , just as Cross Generation of Heroes was not initially planned to be released internationally , neither was Ultimate All @-@ Stars planned to be released in Japan . However , fan appeals and the research and development team 's own hopes resulted in the game 's Japanese localization .

== = Launch == =

An official launch event for Tatsunoko vs. Capcom : Ultimate All Stars was held at the Nintendo World Store in the Rockefeller Center on January 23 , 2010 , featuring autograph signings by Niitsuma , giveaways , competitions , and playable demo kiosks . Hundreds of fans were expected to attend between 11 pm and 3 pm . The game was released in North America on January 26 , in Japan on January 28 , and in Europe on January 29 . Capcom 's Community Manager Seth Killian expressed satisfaction with the North American sales of Ultimate All @-@ Stars . " [Tatsunoko Vs Capcom] certainly beat the initial expectations . It didn 't set any land speed records , but it was a success , " Killian stated . " And that 's really saying something considering that we 're talking about a game that was not only never coming out , but has a title that most people can 't even pronounce . " In Japan , Ultimate All @-@ Stars sold 18 @,@ 913 units as of January 2 , 2011 , and , as of December 27 , 2009 , Cross Generation of Heroes has sold 62 @,@ 805 units .

Certain versions of Tatsunoko vs. Capcom : Ultimate All @-@ Stars are bundled with a Mad Catz arcade stick , whose artwork was produced by Japanese artist Shinkiro . Pre @-@ orders from GameStop included eight of thirteen lenticular trading cards . As a buying incentive , Capcom 's Japanese online store offered a Secret File compilation book of concept art , illustrations and design notes ; it is the twenty @-@ seventh volume of the Secret File series , which was originally published between 1996 and 1999 as a supplement to Capcom games of the time . The store also included an audio CD with four vocal tracks from the game : the opening song from Cross

Generation of Heroes , " Across the Border " , sung by Asami Abe ; Ultimate All @-@ Stars ' English re @-@ recording of this song , sung by Anna Gholston , with rap by James C. Wilson ; and the Japanese and English versions of Roll 's theme song .

= = Reception = =

Famitsu 's four reviewers each gave Tatsunoko vs. Capcom : Cross Generation of Heroes a score of 8 / 10 . They believed that its variety of characters and its fighting system were strong points , but found its gameplay to be slightly flat , as skilled players are obligated to use Baroque Combos repeatedly . Licensing and resource issues made GameSpot 's Ricardo Torres , IGN 's John Tanaka , GamesRadar and other critics doubtful that the game would see an international release . Describing the game 's cast of licensed characters , Adam Sessler of X @-@ Play stated that " clearing the American rights to show them all in one game would be a logistical nightmare . " He also pointed out the largely unknown cast to non @-@ Japanese audiences ? a notion IGN 's Mark Bozon agreed with . When Ultimate All @-@ Stars debuted at E3 2009 , it garnered numerous genre @-@ specific awards , and won the Game Critics Award for " Best Fighting Game " .

Tatsunoko vs. Capcom : Ultimate All @-@ Stars received positive reviews , with an average score of 85 % on review aggregate sites Metacritic and GameRankings . Critics praised its balance between accessibility and depth ; Adam Sessler called it the perfect game for the Wii 's demographic , and remarked that it allows " grandmas , kiddies and junkies " to perform intricate combos , while including deeper gameplay mechanics for the " more refined palate " . Contrasting the game with previous Vs. titles , GameSpot reviewer Randolph Ramsay stated that its use of fewer buttons " may seem less complex [...] , but this simplicity belies the depth of each character 's move set . " Eurogamer 's Matt Edwards believed that , compared to the separate buttons for punches and kicks in Marvel vs. Capcom 2 : New Age of Heroes , Tatsunoko vs. Capcom 's streamlined approach was moderately easy to learn . Edwards claimed that the game is a " slightly slower and more user @-@ friendly Marvel , without losing the ability to pull @-@ off crazy 50 + hit combos . "

Reviewers lauded the variety of Tatsunoko vs. Capcom 's graphical presentation and character playstyles . Ben Kuchera of Ars Technica wrote that its over @-@ the @-@ top attacks can be " huge , colorful , screen @-@ filling blasts of light and movement , " and that combos " flash across the screen , claiming you landed billions of points of damage . " Adam Sessler and 1UP.com 's Richard Li found that each character played in a vastly different way ; Li explained that there are characters who take advantage of sheer speed and long range moves , others who use momentum to apply pressure to opponents and those who rely on a single opportune moment to deal vast amounts of damage . Heidi Kempfs of GamePro contrasted the game with Marvel vs. Capcom 2 , and noted that " every combatant in Tatsunoko feels carefully designed to be unique , intriguing , and most importantly , worth investing time into mastering . " Bozon , Edwards , and VideoGamer.com 's Wesley Yin @-@ Poole believed that the characters were well @-@ animated , and chained attacks together seamlessly .

Li criticized Capcom for not providing an easy alternative to unlock characters since the multiple Arcade mode playthroughs needed to unlock them could be frustrating . Nintendo World Report 's Neal Ronaghan mentioned it can get tedious , and echoing Li 's sentiment , Ryan Scott of GameSpy complained that " arcade mode needs to be left to die , " as multiplayer is the primary reason for playing fighting games . Both Scott and Ramsay thought many of the other unlockables obtainable through Arcade mode didn 't offer sufficient value . Reviewers had mixed experiences with its online component ; GameDaily 's Robert Workman reported that it ran fluidly , but Scott said that the game lagged often enough to be unplayable . Edwards thought " the netcode hasn 't shown itself to be particularly sturdy , " but the situation may improve as the number of local players increase . Both Bozon and GameTrailers said that performance depends on each player 's connection ; the latter explained that lag is more likely to occur when playing against a distant opponent .

The game 's soundtrack was lauded , with Robert Workman of GameDaily highlighting its " fantastic mix of strong techno tunes and dramatic battle themes . " Ramsay cited its " convincing battle

effects " and " catchy music " ; he believed that the latter complemented the game 's dynamic nature and presentation . Bozon and Official Nintendo Magazine 's Chris Scullion expressed annoyance with the voice work of the top @-@ down shooter minigame . Bozon explained that three of the four playable characters yell every time they fire .

Critics speculated on the commercial risk of localizing Tatsunoko vs. Capcom for the Wii . Kamps considered it a risky undertaking for Capcom , as the console isn 't renowned for fighting titles , and as the game abandons the three @-@ on @-@ three matches of the Marvel titles ? which popularized the Vs. series ? in favor of the two @-@ on @-@ two formula used in the older , more obscure Vs. games . Kamps and Bozon pointed out that the game 's Tatsunoko characters are largely unknown to non @-@ Japanese audiences ; this caused Bozon to liken the game to a dark horse , as he considered it to be one of the Wii 's best titles . Li reported that " Many wondered why Capcom chose Nintendo 's Wii as the exclusive platform [...] , a multiplatform release would reach a broader audience , critics argued . " The game 's quality led Yin @-@ Poole to question whether it would stay exclusive to the Wii ; he speculated , " Perhaps TvC is a test , then . If it sells even remotely well , maybe we 'll see a sequel on Microsoft and Sony 's consoles . Or maybe , fingers crossed , it 'll add further weight to the case for [Marvel vs. Capcom 3] . "