

= Marvel Super Heroes vs. Street Fighter =

Marvel Super Heroes vs. Street Fighter (Japanese : ????????????? VS . ?????????? , Hepburn : M?vuru S?p? H?r?zu b?sasu Sutor?to Fait?) is a crossover fighting video game developed and published by Capcom . It is the sequel to X @-@ Men vs. Street Fighter and the second installment in the Marvel vs. Capcom series . The game was first released as an arcade game in 1997 . It then received ports to the Sega Saturn in 1998 and the PlayStation in 1999 .

The gameplay and aesthetics of Marvel Super Heroes vs. Street Fighter remain similar to X @-@ Men vs. Street Fighter . Each player selects two characters to compete in a one @-@ on @-@ one tag team fight , attempting to defeat the opposing team . The game replaces most of the X @-@ Men cast from the previous installment with characters from other Marvel properties . In addition , it introduces a new gameplay mechanic known as the " Variable Assist " , which would be used in future Marvel vs. Capcom titles .

Much like its predecessor , the game received generally positive reviews for its gameplay , sprite animations , and character roster . The Sega Saturn version , utilizing the 4MB RAM expansion cartridge , was praised for being an arcade @-@ perfect conversion . Due to the memory limitations of the PlayStation , tag team battles were , once again , removed from its port , resulting in more mixed critical reception . A sequel , Marvel vs. Capcom : Clash of Super Heroes , was released in 1998 .

= = Gameplay = =

Marvel Super Heroes vs. Street Fighter is the second installment in the Marvel vs. Capcom series of 2D fighting games . It utilizes the same one @-@ on @-@ one tag team format previously employed in X @-@ Men vs. Street Fighter . The player chooses a team of two fighters , each sporting their own life gauge ; at the start of the match , the first selected character is controlled by the player , while the second character remains off @-@ screen and acts as support . Using a combination of joystick movements and button presses , the player must execute various moves to deplete the opposing team 's life gauges . The first player to completely drain the opponent 's health is declared the winner . If the timer reaches zero , the player that possesses the most health wins .

The most notable gameplay change in Marvel Super Heroes vs. Street Fighter is the addition of the " Variable Assist " . With the Variable Assist , the player can summon their off @-@ screen character to perform a special move without changing their currently @-@ controlled character , opening new possibilities for combos during battle and greatly expanding the role of the secondary character . The ability to use assists would later become a signature gameplay element used in several future installments of the Marvel vs. Capcom series .

= = = Modes = = =

The arcade , Sega Saturn , and PlayStation versions of Marvel Super Heroes vs. Street Fighter share Arcade Mode and Versus Mode . In Arcade Mode , the player fights waves of artificial intelligence @-@ controlled teams , culminating in a final battle against the boss character , Apocalypse , who previously appeared in X @-@ Men vs. Street Fighter . Upon defeating Apocalypse in the console versions , the player must win against a second boss character , Cyber @-@ Akuma . The PlayStation version includes three exclusive game modes : Training , Hero Battle , and Cross Over . Hero Battle is an endurance mode which pits the player against the characters that they did not select . In Cross Over , the player and the computer opponent fight with the same team of characters ; if the player is victorious , then the computer swaps one character from both teams . The PlayStation port also features a Gallery Mode containing promotional and character artwork , which are unlocked by completing various goals .

= = = Playable characters = = =

Marvel Super Heroes vs. Street Fighter features a roster of 17 playable fighters , with nine characters from the Street Fighter universe and eight characters from the Marvel Universe . All of the X @-@ Men characters featured in X @-@ Men vs. Street Fighter , with the exception of Cyclops and Wolverine , are replaced with characters from other Marvel Comics properties , such as Captain America , Spider @-@ Man , and the Hulk . Most of the Street Fighter characters from the previous game also return , with the exception of Cammy and Charlie (although Charlie is actually still in the game as a palette swapped secret character named " Shadow ") , who are replaced by Dan and Sakura . The Japanese arcade and console versions of Marvel Super Heroes vs. Street Fighter include an exclusive character named Norimaro (??? (???)) . Norimaro is an original character created and owned by Japanese comedian Noritake Kinashi , who represents neither Marvel nor Capcom . Due to licensing issues involving the character , Norimaro is not available in international releases of the game . In addition to the 17 immediately playable characters , the roster also contains six secret characters . The secret characters are palette swaps of existing fighters with different moveset properties , such as " Dark Sakura " and " Mecha @-@ Zangief " , as well as recreations of U.S. Agent and Mephisto , based on Captain America 's and Blackheart 's sprites and moves , respectively .

= = Development and release = =

As with X @-@ Men vs. Street Fighter , Marvel Super Heroes vs. Street Fighter was initially developed for the CP System II arcade system board , which debuted in Japanese arcades in 1997 . The game received a port to the Sega Saturn , exclusive to Japan , on October 22 , 1998 . The Sega Saturn port supported the 4MB RAM expansion peripheral , allowing the developers to create a conversion which retained the original frame rates and tag team system . The game was then ported to the PlayStation in February 1999 . Due to the console 's limited RAM capacity , the tag team format was switched to the more traditional round format used in other fighting game series , such as Street Fighter . To compensate for the removal of tag team gameplay , several new game modes , such as Hero Battle and Cross Over , were implemented .

According to former Capcom USA community manager and fighting game advisor Seth Killian , one of the primary goals for Marvel Super Heroes vs. Street Fighter was to " tone down the insanity " that occurred onscreen when compared to X @-@ Men vs. Street Fighter . The developers also sought to achieve balance within the character roster ; the previous title had gained a reputation for being " broken " , with characters having access to one or more infinite combos . These changes , however , were met with negative reception from fans , who criticized the game for offering less freedom . This ultimately led to Capcom recognizing the theme of insanity as the hallmark of the series and using it as a focus for future Marvel vs. Capcom installments .

= = Reception = =

The critical reception of Marvel Super Heroes vs. Street Fighter was generally positive to mixed . Jeff Gerstmann of GameSpot praised the Sega Saturn port for its gameplay , character roster , graphics , sprite animations , and additional RAM support , labeling it an " arcade @-@ perfect conversion " . However , Gerstmann faulted the game for being a " near @-@ carbon copy " of X @-@ Men vs. Street Fighter . While the PlayStation port also received praise for its gameplay and character roster , it attracted numerous criticisms , many of which stemmed from issues related to the console 's memory restrictions . GameSpot , IGN , and Game Revolution all reprimanded the game for removing the original version 's tag team @-@ based gameplay . Randy Nelson of IGN stated that the lack of tag team fights negated one of the major elements that made Capcom 's Vs. series stand apart , resulting in a game that was " nothing truly special or different " . Ryan Mac Donald of GameSpot expressed disappointment over the port 's lower graphical quality and cut animation frames . Game Informer also complained about experiencing instances of slowdown . However , despite the criticisms , reviewers claimed the game as an improvement over the critically panned PlayStation port of X @-@ Men vs. Street Fighter .

= = Sequel = =

A sequel to Marvel Super Heroes vs. Street Fighter , titled Marvel vs. Capcom : Clash of Super Heroes , was released for arcades in Japan on January 23 , 1998 . The game expands its character roster beyond the Street Fighter series to include other Capcom video game franchises , such as Darkstalkers and Mega Man . While its gameplay remains similar , Clash of Super Heroes removes the " Variable Assist " feature in favor of a new system . It was ported to the Dreamcast and PlayStation , which were released from 1999 through 2000 . A high @-@ definition version of the game was also released in 2012 for the PlayStation 3 and Xbox 360 as part of the Marvel vs. Capcom Origins compilation .