= Marvel vs. Capcom 2 : New Age of Heroes =

 Marvel vs. Capcom 2 : New Age of Heroes (Japanese : ???? VS . ???? 2 ??? ??? ?? ????? , Hepburn : M?vuru b?sasu Kapukon T? : Ny? Eiji obu H?r?zu) is a crossover fighting game developed and published by Capcom . It is the fourth installment in the Marvel vs. Capcom series , which features characters from both Capcom 's video game franchises and comic book series published by Marvel Comics . Originally released in Japanese arcades in 2000 , the game received ports to the Dreamcast , PlayStation 2 , PlayStation 3 , Xbox , Xbox 360 , and iOS devices over the span of twelve years .
 In Marvel vs. Capcom 2 , players select a team of characters from the Marvel and Capcom universes to engage in combat and attempt to knock out their opponents . While the game uses similar tag team @-@ based game mechanics to the series ' previous iteration , Marvel vs. Capcom : Clash of Super Heroes , it features several significant changes , such as three @-@ on @-@ three gameplay , a new character assist system , and a more simplified control scheme . The character artwork uses traditional 2D @-@ animated sprites , while the backgrounds and visual effects are rendered in 3D . This makes Marvel vs. Capcom 2 the first game in the franchise to feature 2.5D graphics .
 The game received positive reviews from critics , who praised its gameplay , visuals , and character roster , while criticizing its soundtrack and initial lack of online multiplayer support outside Japan . Following its release , Capcom lost the use of the Marvel Comics license , putting the series on a decade @-@ long hiatus . In April 2010 , Capcom announced the development of a sequel , Marvel vs. Capcom 3 : Fate of Two Worlds , which was later released in February 2011 .

 = = Gameplay = =

 Marvel vs. Capcom 2 : New Age of Heroes is the fourth installment in the Marvel vs. Capcom series of tag team @-@ based fighting games . Players select a team of three characters to compete in a one @-@ on @-@ one battle , as opposed to teams of two characters in the series ' previous entry , Marvel vs. Capcom : Clash of Super Heroes . The game introduces a more refined version of the " Variable System " used in past Marvel vs. Capcom games , which allows players to tag in other team members at any point during the match . Unlike Clash of Super Heroes , which features unplayable partner characters that the player can summon at will , Marvel vs. Capcom 2 re @-@ implements the " Variable Assist " gameplay mechanic introduced in Marvel Super Heroes vs. Street Fighter , allowing players to call upon one of their off @-@ screen team members to perform a single special move to aid them . Each playable character possesses three different types of assists , denoted by the Greek letters ? , ? , and ? , which can range from projectile attacks to healing moves . Assist characters receive extra damage if struck by the opponent . As characters fight , the team members not in play will also slowly regenerate their life gauges . A match lasts until one team completely runs out of vitality for all three fighters ; if the match timer reaches zero before either team is knocked out , the player with the most remaining health is declared the winner .
 Similar to prior installments , as characters deal and receive damage , a colored meter at the bottom of the screen known as the " Hyper Combo Gauge " will gradually fill . When the meter is full , the player can use it to perform several special techniques , such as " hyper combos " , powerful attacks that deal heavy damage ; " delayed hyper combos " , which allow the player to execute multiple hyper combos consecutively ; and " variable combinations " , which summon the player 's entire team to use their hyper combos simultaneously . The game also introduces a new gameplay mechanic called the " snapback " , which forces the opponent to switch characters . Marvel vs. Capcom 2 features a modified version of the six @-@ button control scheme from Clash of Super Heroes . Instead of six attack buttons separated as three pairs of low , medium , and high @-@ strength punches and kicks , the game utilizes a setup of four attack buttons and two assist buttons .

 = = = Modes = = =

Marvel vs. Capcom 2 : New Age of Heroes features both single @-@ player and multiplayer game modes . The game has an Arcade Mode , where the player must defeat seven AI @-@ controlled teams to reach the final boss character , Abyss , who sports three different forms . Unlike previous games in the series , Marvel vs. Capcom 2 does not have character @-@ specific endings , as the player will earn the same ending regardless of the characters they used to complete Arcade Mode . Versus Mode allows two players to compete against one another . Players can practice moves and combos in Training Mode , where they can also adjust certain settings , such as the number of bars available in the Hyper Combo Gauge . Score Attack , similar to Arcade Mode , pits the player against waves of AI @-@ controlled characters ; however , the main objective is to accumulate the highest score possible without the use of continues .

The arcade version of Marvel vs. Capcom 2 includes an experience system which unlocks hidden characters after a certain number of experience points are earned . This system was removed in the console versions in favor of the " Secret Factor " menu , where the player can buy hidden characters , stage backgrounds , and color schemes using points earned through normal play . The Xbox 360 and PlayStation 3 versions both feature online multiplayer , which includes player matches , ranked matches , and lobbies . The Japanese release of Marvel vs. Capcom 2 for the Dreamcast also featured online play through Capcom 's " Match Service " network ; however , it was limited to between two different Dreamcast systems .

= = = Playable characters = = =

Marvel vs. Capcom 2 : New Age of Heroes contains a roster of 56 playable characters . The roster features characters from various Marvel Comics properties , such as The Avengers and X @-@ Men , and Capcom video game franchises , including Street Fighter , Darkstalkers , and Mega Man . The game also introduces three original characters : Amingo , a cactus @-@ like creature ; Ruby Heart , a French air pirate ; and SonSon , a b? @-@ wielding monkey girl and granddaughter of the protagonist from the 1984 Capcom arcade game SonSon . In most versions of Marvel vs. Capcom 2 , 24 characters are available from the start , while the remaining 32 characters must be unlocked using experience points ; however , in the Xbox 360 and PlayStation 3 ports , all fighters are initially unlocked .

= = Development = =

On December 1 , 1999 , Capcom announced that a sequel to Marvel vs. Capcom : Clash of Super Heroes , titled Marvel vs. Capcom 2 : New Age of Heroes , was in development . It was developed for the Sega NAOMI arcade board and the Dreamcast , Capcom 's first attempt at a fighting game outside of the CP System II and III hardware systems . The game was the first in the Marvel vs. Capcom series to combine hand @-@ drawn two @-@ dimensional sprites upon three @-@ dimensional backgrounds . The Japanese home and arcade versions of the game were revealed to be compatible with the Dreamcast VMU . Players would be able to connect their VMU to the arcade version to exchange data , earning them experience points which could be used to unlock new characters , stages , and costume colors in the home version . The experience system included three types of points : " N @-@ Points " , earned by playing through the arcade version ; " D @-@ Points " , gained by playing through the Dreamcast version ; and " V @-@ Points " , obtained by playing online multiplayer . The game featured online play between two Dreamcast consoles through a specialized network known as " Match Service " . The service , developed by Capcom and KDD Corp , used KDD @-@ developed technology called " Data on Demand " as a foundation , which offered transfer rates below 70 milliseconds . These features were removed in all future domestic and international ports of Marvel vs. Capcom 2 .

During a press conference prior to the Electronic Entertainment Expo 2002 , Capcom unveiled its plans to bring Marvel vs. Capcom 2 over to the PlayStation 2 and Xbox consoles . While the PlayStation 2 version would allow players to compete against one another via USB modem

connections , the Xbox version would not feature Xbox Live support . Once again , online multiplayer was not available outside Japan . Online service was discontinued when Capcom began to dissolve its dial @-@ up support in 2004 .

Following the commercial and critical success of Super Street Fighter II Turbo HD Remix in 2008 , Capcom stated its intentions to continue making high @-@ definition remakes of its past games . When asked specifically about Marvel vs. Capcom 2 , Capcom 's vice president of business development and strategic planning , Christian Svensson , indicated that the game was their most requested title by fans . On April 27 , 2009 , Marvel and Capcom jointly announced that Marvel vs. Capcom 2 would be coming to the Xbox 360 through the Xbox Live Arcade and PlayStation 3 through the PlayStation Store . A demo was released on April 30 exclusively for the PlayStation Network . When questioned about the lack of a Nintendo Wii port , Svensson stated that Capcom was unable to release the game on the console due to licensing restrictions and WiiWare 's file size limit .

The PlayStation 3 and Xbox 360 ports were developed by Backbone Entertainment , who previously worked with Capcom on Super Street Fighter II Turbo HD Remix . The game was built using the original Dreamcast version 's code base . The online functionality in Marvel vs. Capcom 2 utilized the same net code from Super Street Fighter II Turbo HD Remix . Additional changes for the PlayStation 3 and Xbox 360 versions included various filtering options for character sprites , labeled " Smooth " , " Crisp " , and " Classic " . Widescreen support was implemented ; since Marvel vs. Capcom 2 was originally designed with a 4 : 3 aspect ratio , the developers were able to widen the camera field of view . The ports also added independent music volume controls and support of custom soundtracks . Capcom offered a free downloadable hip hop mixtape as an alternative soundtrack for the game .

On April 20 , 2012 , Capcom announced the release of Marvel vs. Capcom 2 for iOS devices . Capcom created two control configurations for iPhone and iPad touch screens . Players have a choice between the standard six @-@ button layout , or a compact four @-@ button control scheme with " flick controls " . While the game does not support online play , a Versus Mode option is available over Bluetooth .

= = Release = =

Marvel vs. Capcom 2 : New Age of Heroes debuted in Japanese arcades on the Sega NAOMI arcade platform in early 2000 . The game was soon released on the Dreamcast in Japan on March 30 , 2000 , and North America on June 29 ; the European version , which was released on July 16 , 2000 , was published by Virgin Interactive . Marvel vs. Capcom 2 was ported to the PlayStation 2 on September 19 , 2002 in Japan , November 19 in North America , and November 29 in Europe . The Xbox version launched alongside its PlayStation 2 counterpart in Japan on September 19 , 2002 , which later received a North American release on March 30 , 2003 . It was then released internationally through the Xbox Live Arcade on July 29 , 2009 , and the PlayStation Network on August 13 . Lastly , the game became available for iOS devices on April 25 , 2012 .

On December 15 , 2013 , Capcom announced that Marvel vs. Capcom 2 would be removed from the Xbox Live Arcade and PlayStation Network stores towards the end of the month , following the apparent expiration of Capcom 's licensing contracts with Marvel Comics . The game was pulled from the PlayStation Network on December 17 and 19 in North America and Europe , respectively , and from the Xbox Live Arcade globally on December 26 . Eventually , the iOS version was also delisted from the Apple App Store .

= = Reception = =

Upon release , Marvel vs. Capcom 2 : New Age of Heroes received positive reviews for its frantic gameplay style , detailed backdrops and visuals , and enormous cast of playable characters . Anoop Gantayat of IGN praised the game for its refined battle system , despite its sheer level of insanity , labeling it as " one of the best fighting games out there " . Game Revolution lauded the game for its

character roster and crazy action , claiming that Capcom crafted an excellent sequel by combining " timeless gameplay , an ensemble cast , and hyper energy " . The site also praised the graphics for creating a " 2.5D graphical wonder that is candy for the eyes " . Jeff Gerstmann of GameSpot praised the new control scheme and the addition of three @-@ on @-@ three combat ; he concluded that fans of the previous games would be pleased with the changes made in Marvel vs. Capcom 2 .

The early Dreamcast , PlayStation 2 , and Xbox versions of Marvel vs. Capcom 2 were criticized for their lack of online support outside Japan . Gerstmann commented that online multiplayer would have added a lot to the game 's appeal . In his Xbox review , Aaron Boulding of IGN was particularly critical over its exclusion , citing Capcom 's failure to deliver on its promise for Xbox Live support as the reason for his low score . However , following the release of the PlayStation 3 and Xbox 360 ports , critics praised the game for providing a smooth online multiplayer experience . Topher Cantler of Destructoid praised the network performance , calling it " outstanding " and " flawless " . Wesley Yin @-@ Poole of VideoGamer.com stated that the addition of online play made the game " an essential purchase " .

Across all platforms , many reviewers cited the jazz @-@ inspired soundtrack as the game 's biggest flaw . Jeremy Dunham of IGN described the music as " plain god @-@ awful " , stating that the " jazzy lounge lizard music and snappy beats " did not fit the action in the slightest . Martin Taylor of Eurogamer expressed his disappointment that the game 's visual flair was backed by " a horrific , lift music @-@ oriented soundtrack and low quality sound effects " . Game Revolution shared the sentiment , declaring it as " some of the lamest music that you 've ever heard " .

Over the years since its release , Marvel vs. Capcom 2 has repeatedly been included by various critics into their lists of the best fighting games ever , including ScrewAttack at GameTrailers in 2007 , where it placed second , and Virgin Media in 2009 , where it placed third . It was declared the best 2D fighting game by Complex in 2011 and 2013 . In 2013 , the game was also named as the most iconic Marvel video game by Nerdist . In 2010 , GamePro also chose it as the 33rd best PS2 game of all time . The PlayStation 3 and Xbox 360 versions of the game have sold 1 @.@ 4 million units .

= = Sequel = =

Following the release of Marvel vs. Capcom 2 : New Age of Heroes , Capcom was unable to retain the Marvel Comics license due to legal issues over copyright , placing the series on indefinite hiatus . However , on April 20 , 2010 , ten years after the game 's original debut , Capcom announced the development of a sequel : Marvel vs. Capcom 3 : Fate of Two Worlds . Production of Marvel vs. Capcom 3 was headed by Ryota Niitsuma , who had previously worked with Capcom on Tatsunoko vs. Capcom : Ultimate All @-@ Stars . While it utilizes largely similar game mechanics to Marvel vs. Capcom 2 , the sequel features new methods of play designed for newcomers to the fighting game genre , such as the addition of a simplified three @-@ button control scheme . Marvel vs. Capcom 3 was released in February 2011 for the PlayStation 3 and Xbox 360 .