= Ultimate Marvel vs. Capcom 3 =

Ultimate Marvel vs. Capcom 3 (Japanese : ??????? ???? VS . ????3 , Hepburn : Arutimetto M?vuru b?sasu Kapukon Sur?) is a crossover fighting game developed by Capcom in collaboration with Eighting . It is an updated version of Marvel vs. Capcom 3 : Fate of Two Worlds . The game features characters from both Capcom 's video game franchises and comic book series published by Marvel Comics . The game was released in November 2011 for the PlayStation 3 and Xbox 360 , and was featured as a launch title for the PlayStation Vita in 2012 .

In Ultimate Marvel vs. Capcom 3 , players select a team of three characters to engage in combat and attempt to knock out their opponents . As an update , the game utilizes largely identical gameplay mechanics to the original . However , both the aerial combat and X @-@ Factor systems , introduced in Fate of Two Worlds , have received adjustments . In addition to gameplay modifications and new playable characters , the game features several aesthetic changes .

After the events of the 2011 T?hoku earthquake and tsunami disrupted the development schedule for downloadable content for Fate of Two Worlds , the additional content was created into a standalone title , Ultimate Marvel vs. Capcom 3 , for a discounted retail price . The game received generally positive reviews upon release ; critics praised the expanded character roster and improved online experience , but criticized the lack of new features and game modes .

= = Gameplay = =

Ultimate Marvel vs. Capcom 3 is an updated version of Marvel vs. Capcom 3 : Fate of Two Worlds , an arcade @-@ style fighting game , and changes little from the basic gameplay of the original . Players select teams of three different characters to engage in one @-@ on @-@ one combat . The game utilizes the same tag team @-@ based fighting mechanics as its predecessors ; players may choose to swap between their characters at any point during a match . Players must use the various attacks in their arsenal , such as character assists , special moves , and hyper combos , to exhaust their opponent 's life gauge and defeat the entire enemy team , or have the most cumulative health when time runs out . While the core mechanics remain the same , a number of aesthetic changes have been made in Ultimate Marvel vs. Capcom 3 , with a stronger emphasis on the comic book motif . The HUD , character selection , and stage selection screens have been redesigned . In addition , many returning characters receive balancing changes , which include new moves and animation tweaks .

Ultimate Marvel vs. Capcom 3 uses the same simplified , three @-@ button control scheme of undefined light , medium , and heavy attacks introduced in Fate of Two Worlds . The " exchange button " , used to launch opponents into the air and switch between characters while performing air combos , returns . The aerial exchange feature has been altered in Ultimate Marvel vs. Capcom 3 ; players can either remove meter from their opponent 's Hyper Combo gauge , add meter to their own gauge , or simply deal more damage . The ? X @-@ Factor ? mechanic , which grants increased damage output , speed , and health regeneration for a limited time , also reappears from Fate of Two Worlds . In Ultimate Marvel vs. Capcom 3 , the attack and speed boosts for each character while using X @-@ Factor have been adjusted . X @-@ Factor can now be used while in the air , as opposed to the previous game , in which activation was restricted to characters on the ground .

= = = Modes = = =

Ultimate Marvel vs. Capcom 3 includes several game modes from the original , including Arcade Mode , where the player fights against AI @-@ controlled opponents to reach the final boss character , Galactus ; Versus Mode , where two players engage in combat ; Mission Mode , which includes a series of trials for each playable character ; and Training Mode . " Heroes and Heralds " is a free downloadable single @-@ player and multiplayer team @-@ based mode where players earn new abilities with upgrade cards , customize their characters with new powers , and compete in

factions as either the heroes defending Earth or as one of Galactus ? Heralds . The " ability cards " , which feature various characters from the Marvel and Capcom universes , unlock special power @-@ ups , such as invisibility and projectile invincibility , for use during mode @-@ specific combat . Up to three different cards may be equipped at once , with more than 100 cards available to collect . A new offline mode , called " Galactus Mode " , allows players to fight as Galactus against AI @-@ controlled opponents .

An optimized netcode is present in the game , providing smoother online play compared to Fate of Two Worlds . A new spectator mode allows up to six players to watch online matches between other players . Rematch features and leaderboard functionality have also been improved to enhance the game 's online experience .

= = = Playable characters = = =

Ultimate Marvel vs. Capcom 3 features the original 36 characters from Marvel vs. Capcom 3 : Fate of Two Worlds and introduces 12 new playable fighters . The six new Marvel Comics characters include Doctor Strange , Ghost Rider , Hawkeye , Iron Fist , Nova , and Rocket Raccoon . The six new Capcom characters consist of Firebrand from Ghosts ' n Goblins , Frank West from Dead Rising , Nemesis T @-@ Type from Resident Evil , Phoenix Wright from Ace Attorney , Strider Hiryu from Strider , and Vergil from Devil May Cry . Jill Valentine and Shuma @-@ Gorath , the two characters released as downloadable content (DLC) for the previous game , remained available for download up until all DLC content for the game was removed from online stores in December 2013 .

= = Development = =

On July 20 , 2011 , at the San Diego Comic @-@ Con International , Capcom announced that an updated version of Marvel vs. Capcom 3 : Fate of Two Worlds was under development . The update , titled Ultimate Marvel vs. Capcom 3 , would add new characters , stages , modes , and other enhancements to improve the game 's balance and online functionality . According to Capcom , many new features and refinements , such as the addition of a spectator mode and tweaks to X @-@ Factor , were the results of fan feedback . At the 2011 Tokyo Game Show , Capcom video game producer , Yoshinori Ono , would later announce that the game would also be released as a launch title for the PlayStation Vita . The handheld edition promised to contain the same content as the console versions , in addition to touchscreen control support .

After the release of Marvel vs. Capcom 3 : Fate of Two Worlds , the game 's development team had plans to release more downloadable content . However , after the 2011 T?hoku earthquake and tsunami , in addition to staff health issues , delayed the development schedule , producer Ryota Niitsuma and his team decided to release the proposed DLC , along with rebalanced gameplay and other additions , as a separate installment . As a result , the makeup of Ultimate Marvel vs. Capcom 3 is split " about half and half " between DLC meant for Fate of Two Worlds and brand new content .

Character selection was a collaborative process between Capcom and Marvel . According to Seth Killian , a former community manager for Capcom , Marvel presented a list of their own characters that they were interested in seeing in Ultimate Marvel vs. Capcom 3 . Capcom then provided input regarding moveset possibilities in order to reach a consensus . Each company also had their own set of interests and priorities . Marvel characters , such as Rocket Raccoon and Nova , were chosen to cross @-@ promote upcoming products . On the other hand , Capcom sought to bring more diversity into the cast . For example , Capcom wanted a monster @-@ like character that could fight while in the air , leading to the inclusion of Firebrand .

= = Release = =

Ultimate Marvel vs. Capcom 3 was released for the PlayStation 3 and Xbox 360 on November 15 ,

2011 in North America , November 17 in Japan , and November 18 in Europe . The PlayStation Vita version was released on December 17 , 2011 in Japan , and February 22 , 2012 in North America and Europe . People who ordered the PlayStation Vita " First Edition " bundle in North America were able to receive an early copy of Ultimate Marvel vs. Capcom 3 on February 15 , 2012 , one week ahead of the console 's official launch date .

To promote Ultimate Marvel vs. Capcom 3 , special retailer @-@ exclusive costume packs were available as pre @-@ order bonuses . If the game was pre @-@ ordered from GameStop , the players received the Femme Fatale Pack (Chun @-@ Li , Morrigan , Storm , X @-@ 23) . Amazon offered the New Age of Heroes Costume Pack (Akuma , Doctor Doom , Sentinel , Strider Hiryu) , while Best Buy gave access to the Villains Costume Pack (C. Viper , M.O.D.O.K. , Super @-@ Skrull , Wesker) . After the game 's launch , several other costume packs became available for purchase on specific dates through the Xbox Live Marketplace and PlayStation Network . The Ancient Warriors Costume Pack , consisting of Arthur , Firebrand , Hulk , and Magneto , was originally planned to be released in December 20 , 2011 . However , on December 19 , 2011 , Capcom announced that the pack would be delayed until March 6 , 2012 , due to existing controversy with Magneto 's alternate costume . The costume in question , which was based on Magneto 's appearance in Marvel 's House of M series , bore similarities to the attire of the King of Spain , Juan Carlos I , and was later removed from the pack .

Prior to the release of Ultimate Marvel vs. Capcom 3 , both Capcom and Marvel announced that the game would include reversible packaging . The front cover art featured the work of Capcom illustrator Shinkiro , while the reverse side featured the art of Marvel Comics ' Mark Brooks . Brook 's alternate cover featured all twelve of the game 's new characters in his own comic book style . Both pieces of art were printed on a single reversible cover for the entire first run of Ultimate Marvel vs. Capcom 3 in North America .

On December 13 , 2013 , Capcom announced that digital versions of Ultimate Marvel vs. Capcom 3 and its DLC would be removed from online platforms 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 on December 26 .

= = Reception = =

Ultimate Marvel vs. Capcom 3 was released to generally favorable reviews , garnering scores of 80 / 100 and 79 / 100 from Metacritic for the PlayStation 3 and Xbox 360 versions , respectively , and aggregate scores of 81 % from GameRankings for both systems . The PlayStation Vita version received a score of 80 / 100 from Metacritic and 82 % from GameRankings .

The game received praise for addressing several gameplay issues prevalent in Marvel vs. Capcom 3 : Fate of Two Worlds and refining the online experience . Daniel Maniago of G4 praised the game for its " simple , yet deep gameplay " , character roster , and improved online features . 1UP.com 's Neidel Crisan cited the game as a major improvement over the original . GameSpot 's Maxwell McGee stated that Ultimate Marvel vs. Capcom 3 was unquestionably the superior version , highlighting the series ' " unique blend of structured insanity " .

A common criticism amongst reviewers for Ultimate Marvel vs. Capcom 3 was the lack of additional on @-@ disc content beyond the expanded character roster and gameplay tweaks . While IGN 's Steven Hopper praised the inclusion of new characters , he criticized the lack of new features and modes . As a result , he stated that the game 's US $ 40 price tag was " a little hard to swallow " . Tim Turi of Game Informer stated that while hardcore fans would appreciate Capcom 's balancing tweaks , casual fans who already played Fate of Two Worlds and were only interested in new characters would " likely be left wanting " .

Reviewers praised the PlayStation Vita version for its technical performance , despite hardware constraints , and for providing the full console version experience on a portable system . Hopper complimented the graphics , stating that the Vita port matched the visual fidelity of the console versions . Martin Robinson of Eurogamer claimed Ultimate Marvel vs. Capcom 3 was one of the Vita

's " finer @-@ looking launch games , " praising its detail and faithfulness to the original . However , he criticized the addition of touchscreen controls , stating its implementation fell short of the mark laid down by Super Street Fighter IV : 3D Edition .

 Ultimate Marvel vs. Capcom 3 sold approximately 600 @,@ 000 units worldwide for the PlayStation 3 and Xbox 360 during the first two months of its release . As of March 2015 , the game sold 1 @.@ 2 million units across its various platforms .