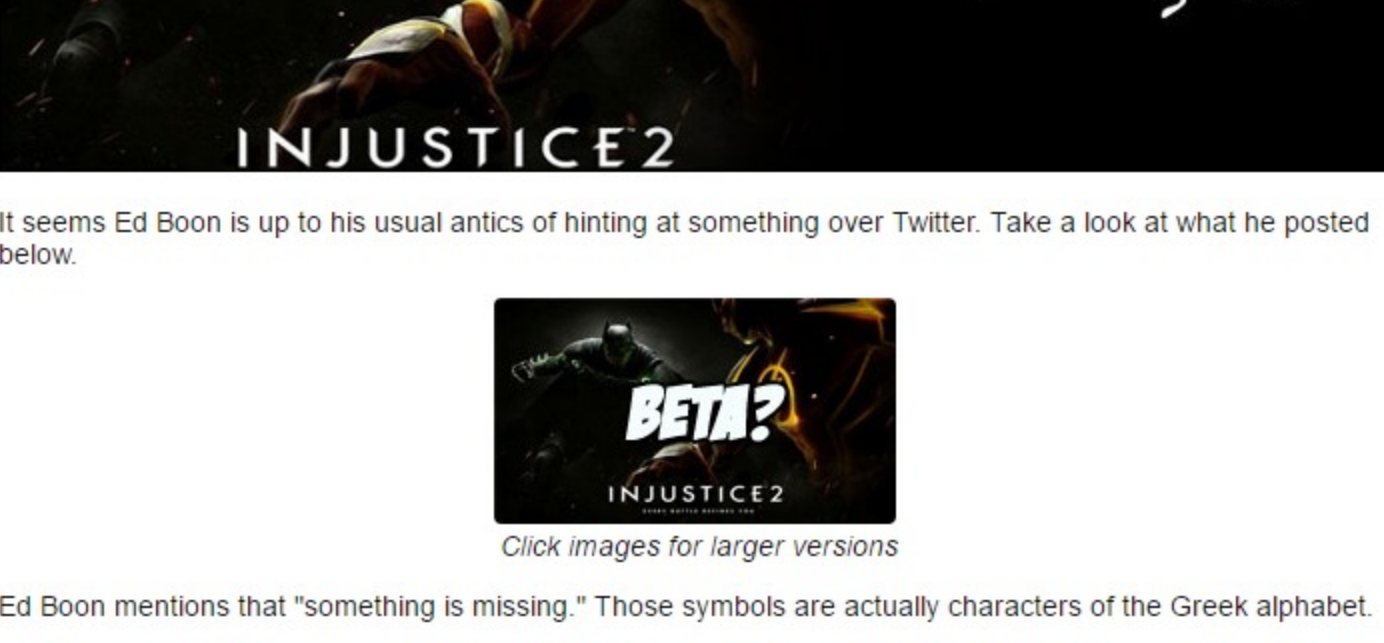


STREET FIGHTER 5 TIERS

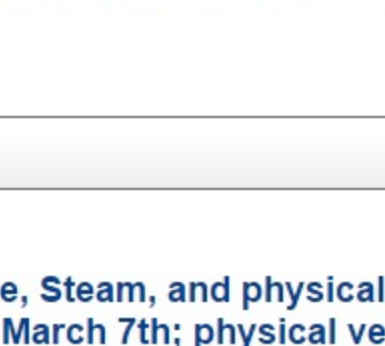
SMASH BROS. 4 TIERS

Is Ed Boon hinting at the Injustice 2 beta over Twitter? He is very clearly referencing the Greek alphabet 'beta'

Posted by Justin "AdaptiveFinger" Gordon — 22 minutes ago



It seems Ed Boon is up to his usual antics of hinting at something over Twitter. Take a look at what he posted below:



Click images for larger versions

Ed Boon mentions that "something is missing." Those symbols are actually characters of the Greek alphabet. As Ed Boon mentions, there is a character that is missing. This character is known as the "beta" character.

Is Ed Boon hinting that Injustice 2 will be getting a beta? Recall that Mortal Kombat X went without getting a beta before its release...

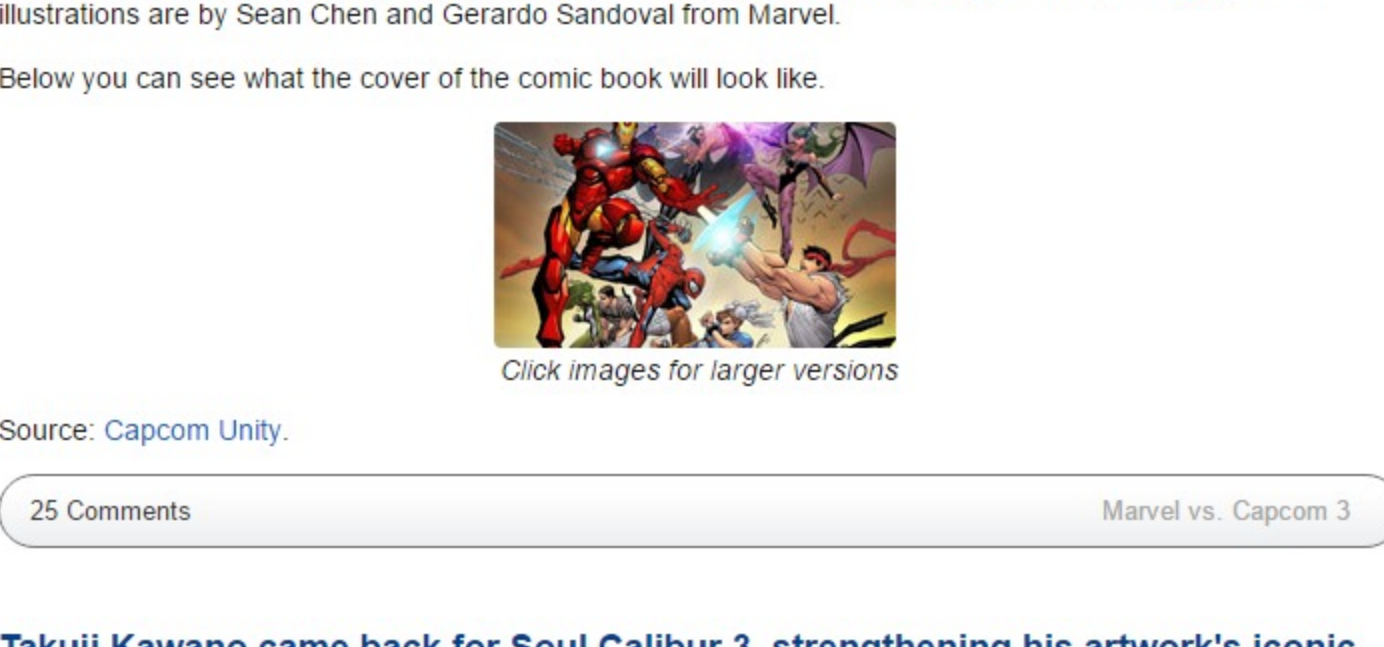
Source: Ed Boon's Twitter.

6 Comments

Injustice: Gods Among Us

Release date for the Xbox One, Steam, and physical versions of Ultimate Marvel vs. Capcom 3 announced for March 7th; physical versions come with comic

Posted by Justin "AdaptiveFinger" Gordon — 1 hour, 13 minutes ago



The release date for Ultimate Marvel vs. Capcom 3's Xbox One and the Steam version of Ultimate Marvel vs. Capcom 3 has been announced by Capcom. The release date is slated for March 7th. Additionally, the physical copies of Ultimate Marvel vs. Capcom 3 for both the Xbox One and PlayStation 4 will also be released on the same day.

It is noted that the physical release will come with an exclusive comic depicting the story in 10 pages. The illustrations are by Sean Chen and Gerardo Sandoval from Marvel.

Below you can see what the cover of the comic book will look like.



Click images for larger versions

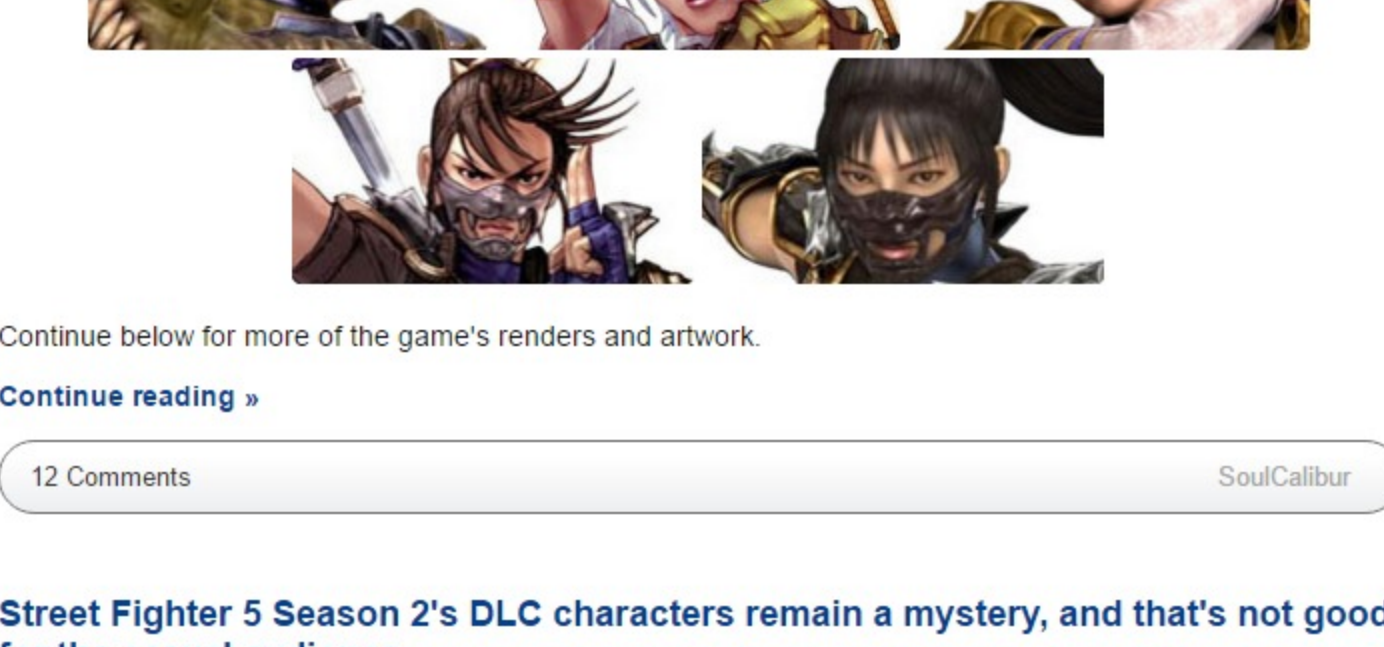
Source: Capcom Unity.

25 Comments

Marvel vs. Capcom 3

Takuji Kawano came back for Soul Calibur 3, strengthening his artwork's iconic bond to the prestigious franchise - Full artwork and render gallery

Posted by Nicholas "MajinTeensieher" Taylor — 1 hour, 58 minutes ago



Soul Calibur 3 ushered in perhaps the franchise's most iconic feature, the create-a-character mode, which people have made great use of throughout the years in both 3 and its sequels to realize many true dream matchups.

Besides that, it also sported a robust single player campaign, a strong selection of characters including a few fresh faces with new, innovative weapons. Check out some of the artwork and renders here.



Continue below for more of the game's renders and artwork.

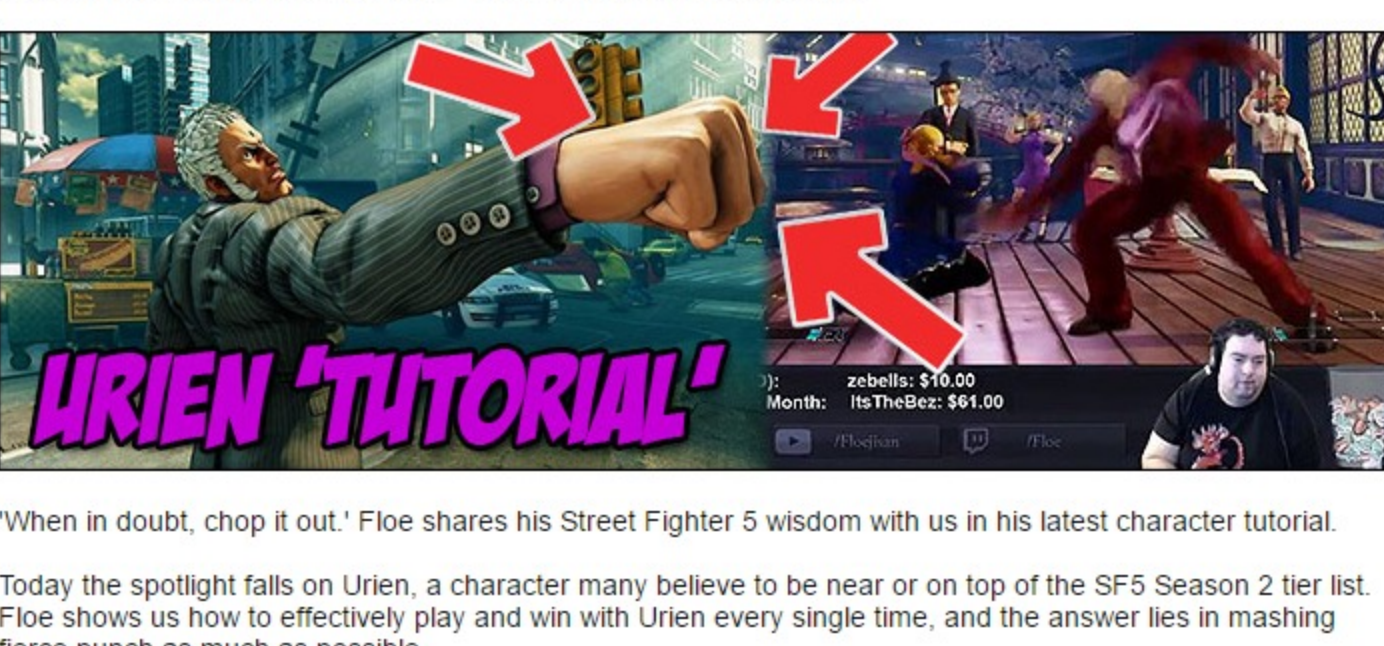
Continue reading »

12 Comments

SoulCalibur

Street Fighter 5 Season 2's DLC characters remain a mystery, and that's not good for the casual audience

Posted by John "Volcicaptor" Guerrero — January 18, 2017 at 7:38 p.m. PST



Since the early days of Street Fighter Capcom has stated and reinforced their initiative to reach a more universal audience with their latest title, specifically making an effort to reach casual audiences along with diehard competitive players.

An early evidence of this was found in developers' decision to down in-game execution so that greener players could jump in and soak out some satisfying damage without having to first spend hours in the training room.

After an initial launch that lacked much content of interest to the casual player, much of the community felt the balance of SF5 appeal tilted heavily towards the competitive end of the spectrum, and thus far in Season 2 it seems the trend is continuing.

Continue reading »

173 Comments

Street Fighter 5

Floe shares the secret of how to be a Urien expert with just one button: fierce punch; this 'tutorial' will have you in tears of laughter

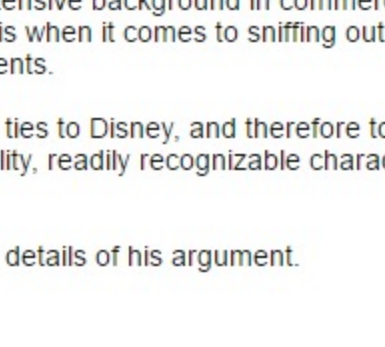
Posted by John "Volcicaptor" Guerrero — January 18, 2017 at 6:44 p.m. PST



"When in doubt, chop it out." Floe shares his Street Fighter 5 wisdom with us in his latest character tutorial.

Today the spotlight falls on Urien, a character many believe to be near or on top of the SF5 Season 2 tier list. Floe shows us how to effectively play and win with Urien every single time, and the answer lies in mastering fierce punch as much as possible.

Here's exhibit A:



Click images for animated versions

That Crush Counter leads to a round-ending Critical Art combo by the way. Floe's commentary is so on point that we've been debating as to whether or not the whole thing is scripted. Check out the video and prepare to be enlightened.

Continue reading »

54 Comments

Street Fighter 5

Why Marvel vs. Capcom: Infinite is poised to become THE game when it comes to fighting game eSports

Posted by John "Volcicaptor" Guerrero — January 18, 2017 at 5:34 p.m. PST



Collector, YouTuber and FGC fortune teller Mark "BonFree" Sheridan is back with a collection of new videos as he's held a question and answer session for his viewers to ask him anything and everything fighting games.

While Sheridan hits plenty of interesting topics throughout the Q&A playlist, we wanted to share one in particular that really grabbed our attention: his commentary on the upcoming Marvel vs. Capcom: Infinite, and specifically how it's poised to become the most integral title when it comes to FGC eSports.

For those unaware Sheridan has an extensive background in commercial advertising, which no doubt contributes to that impressive noise of his when it comes to sniffing out upcoming company moves, announcements and content developments.

Without giving too much away, Marvel's ties to Disney, and therefore to ESPN could be major nudgers in its journey towards center stage. Watchability, readily recognizable characters and accessibility are all factors MVCi has going for it as well.

Check out BonFree's video to hear the details of his argument.

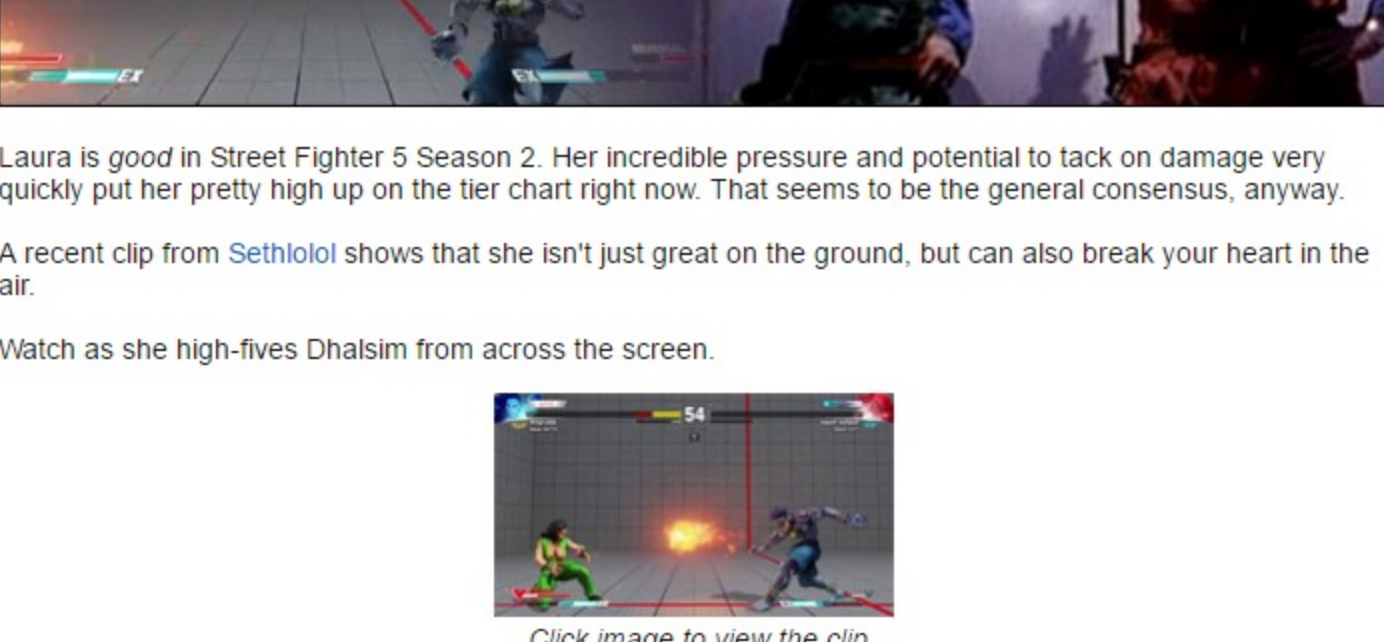
Continue reading »

52 Comments

Marvel vs. Capcom: Infinite

'Even though Karin got damage nerfs, I still feel like she overall received buffs' - Smug talks Season 2 Balrog, Akuma being too strong, and more

Posted by Steven "DreamingP3" Chavez — January 18, 2017 at 4:13 p.m. PST



With Street Fighter 5 Season 2 in full effect, we have been reaching out to top players in the community to get their thoughts on the balance changes, the current state of things, and more. Today, we have an interview with Bryant "PieSmug" Huggins.

Smug shared his thoughts on Season 2 Balrog, told us that he has completely dropped Karin, and why he has so many online accounts.

Below is a quick snippet to get you started.

DreamKing: What do you think of Balrog so far this season? What are some of Balrog's most significant changes?

Smug: In Season 2, I feel like Balrog is more enjoyable to play.

Smug: He has two significant changes: number one, low forward now hits low. The opponents can no longer just walk out of Balrog's pressure for free. Number two, Ex Screw Upper is now a sign of the Flash since then...until now.

Smug: He has two significant changes: number one, low forward now hits low. The opponents can no longer just walk out of Balrog's pressure for free. Number two, Ex Screw Upper is now a sign of the Flash since then...until now. This makes it a lot easier to anti-air people that abuse jump-ins.

Continue reading »

34 Comments

Street Fighter 5

Laura isn't THAT good in Street Fighter 5 Season 2 — oh, wait...

Posted by Steven "DreamingP3" Chavez — January 18, 2017 at 3:35 p.m. PST



Laura is good in Street Fighter 5 Season 2. Her incredible pressure and potential to tack on damage very quickly put her pretty high up in the tier chart right now. That seems to be the general consensus, anyway.

A recent clip from *Seibei* shows that she isn't just great on the ground, but can also break your heart in the air.

Watch as she high-fives Dalsim from across the screen.



Click image to view the clip

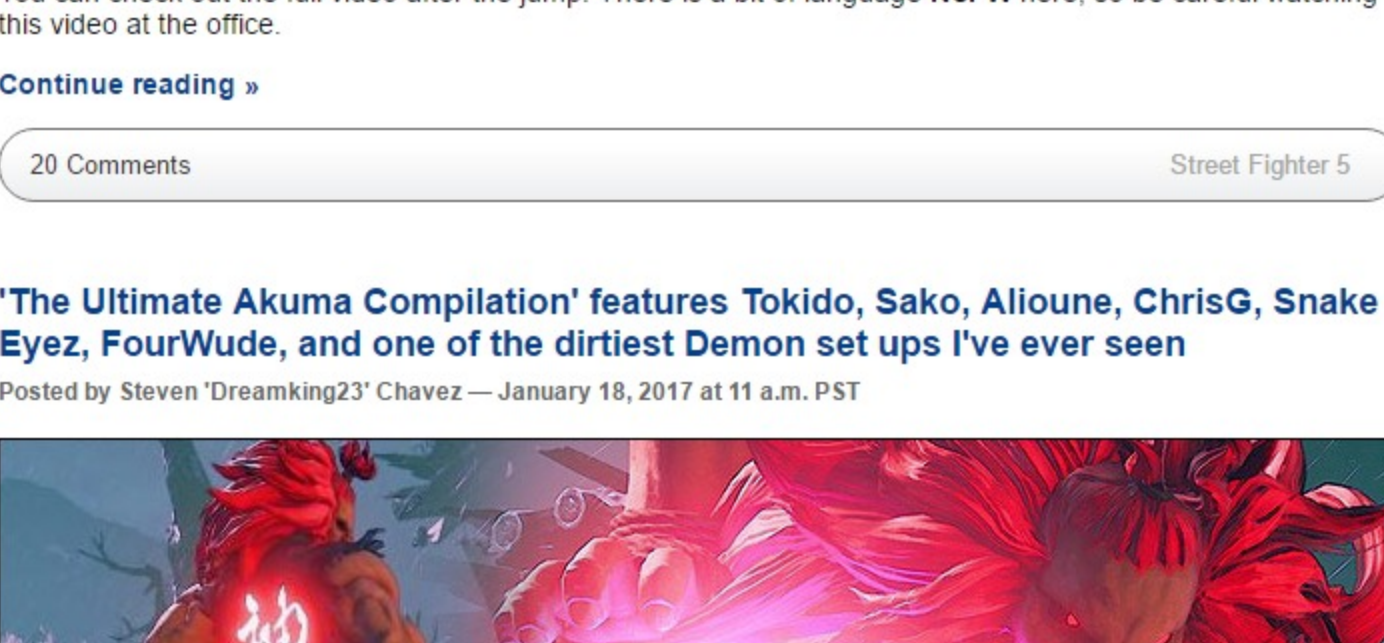
Continue reading »

51 Comments

Street Fighter 5

Final details for 2017 Capcom Pro Tour released, Final Round to be first Premier Event

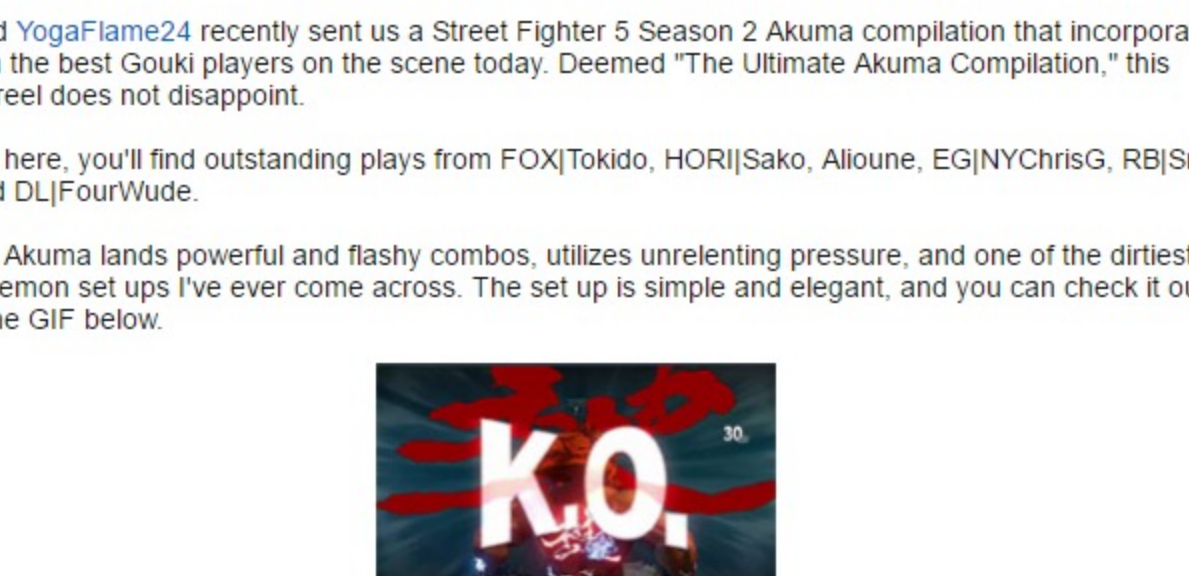
Posted by John "Volcicaptor" Guerrero — January 18, 2017 at 1:03 p.m. PST



Capcom just broke the silence on the 2017 Capcom Pro Tour, promising a full detailing at the end of February.

We've also received confirmation that Final Round, (March 10-12) will be the first Premier Event on the tour, though not necessarily the first event overall. As seen in the tweets, Capcom will be releasing information on early Premier Events over the course of the next few weeks.

Here are the tweets from Capcom Fighters:



Click images for larger versions

Thus far, we do know that Premier Events will no longer grant auto-qualification, but we're looking forward to seeing what other tweaks and changes Capcom has for this year's Tour.

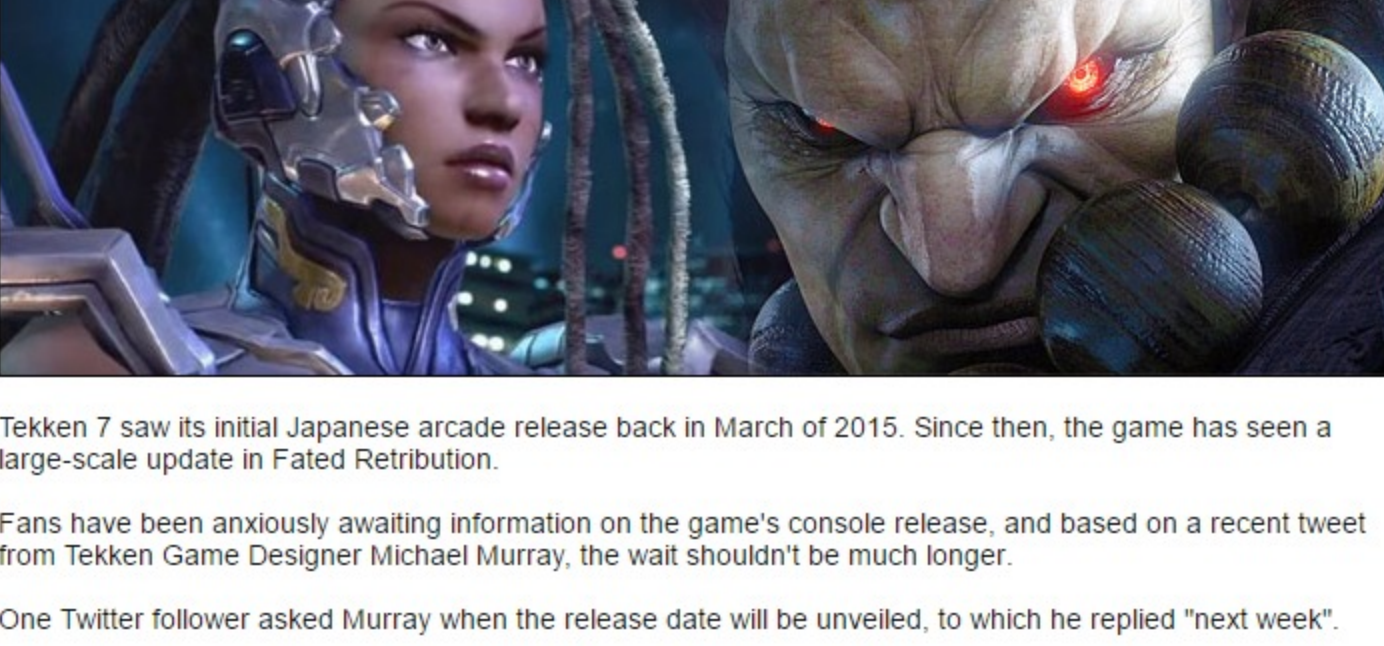
Continue reading »

31 Comments

Street Fighter 5

Illuminati cut Balrog's hair, made Laura's bikini, and have been right under our noses the entire time - Ernesto Lopez exposes the 'truth'

Posted by Steven "DreamingP3" Chavez — January 18, 2017 at 12:08 p.m. PST



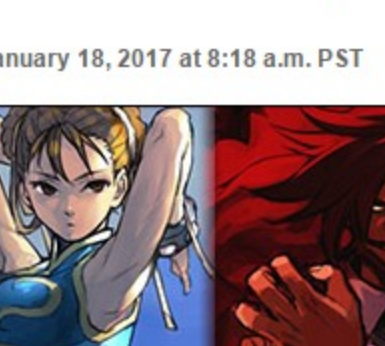
Ernesto Lopez Jr. is back with another one of his awesome fighting game comedy videos. Today's target: Illuminati in Street Fighter 5.

Illuminati — the organization ran by Gill and Urien — has had their hand in more things than we initially realized. The signs have been there, right under our noses the entire time.

Ernesto's latest video exposes the "truth" about the group, showing us that Street Fighter 5 is actually littered with their insignia. Balrog's hair cut? Illuminati confirmed. The Ultimate Akuma Compilation, the highlight reel does not disappoint.

Featured here - you'll find outstanding plays from FOX(Tokido), HORI(Sako), Aloune, EG(NYChrisG, RB)Shake Eyez, and GU(FourWude).

Watch as Akuma takes powerful and flashy combos, utilizes unrelenting pressure, and one of the dirtiest Raging Demon set ups I've ever come across. The set up is simple and elegant, and you can check it out by clicking the GIF below.



Click image for animated version

For the full video, be sure to hit the jump.

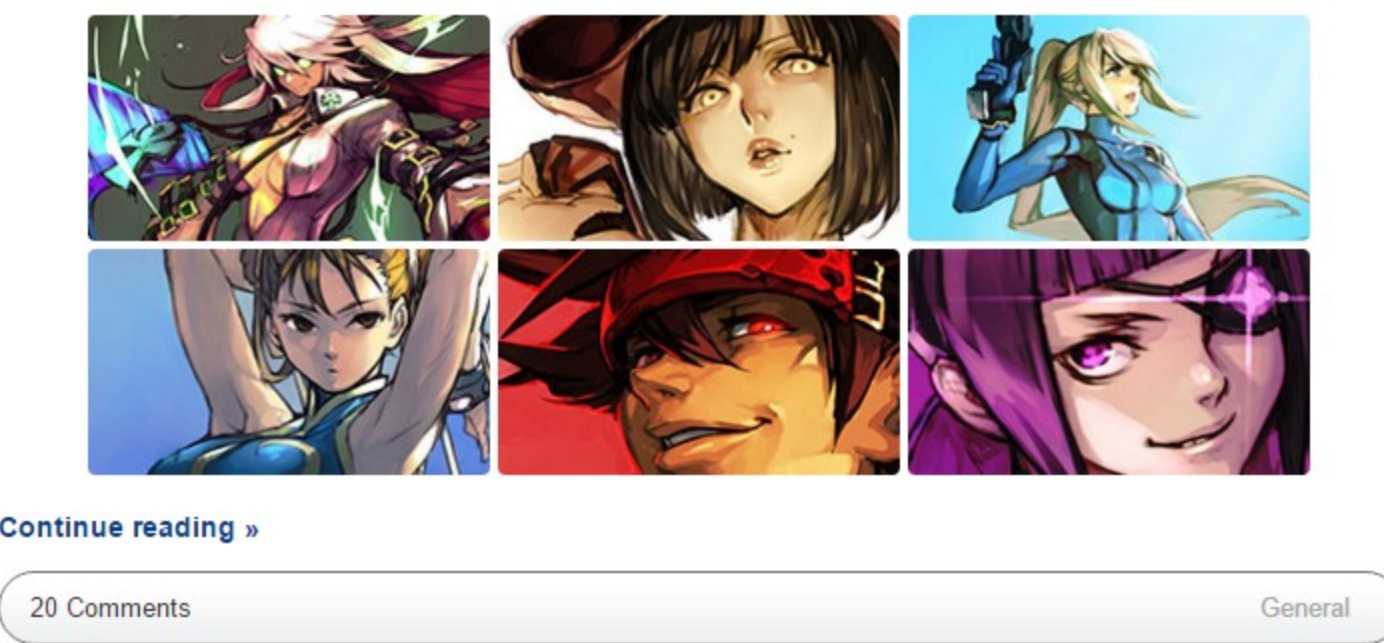
Continue reading »

20 Comments

Street Fighter 5

Tekken 7: Fated Rebirth console release date coming next week

Posted by Steven "DreamingP3" Chavez — January 18, 2017 at 9:30 a.m. PST



Tekken 7 saw its initial Japanese arcade release back in March of 2015. Since then, the game has seen a large-scale update in Fated Rebirth.

Fans have been anxiously awaiting information on the game's console release, and based on a recent tweet from Tekken Game Designer Michael Murray, the wait shouldn't be much longer.

One Twitter follower asked Murray when the release date will be unveiled, to which he replied "next week".



Click images for larger versions

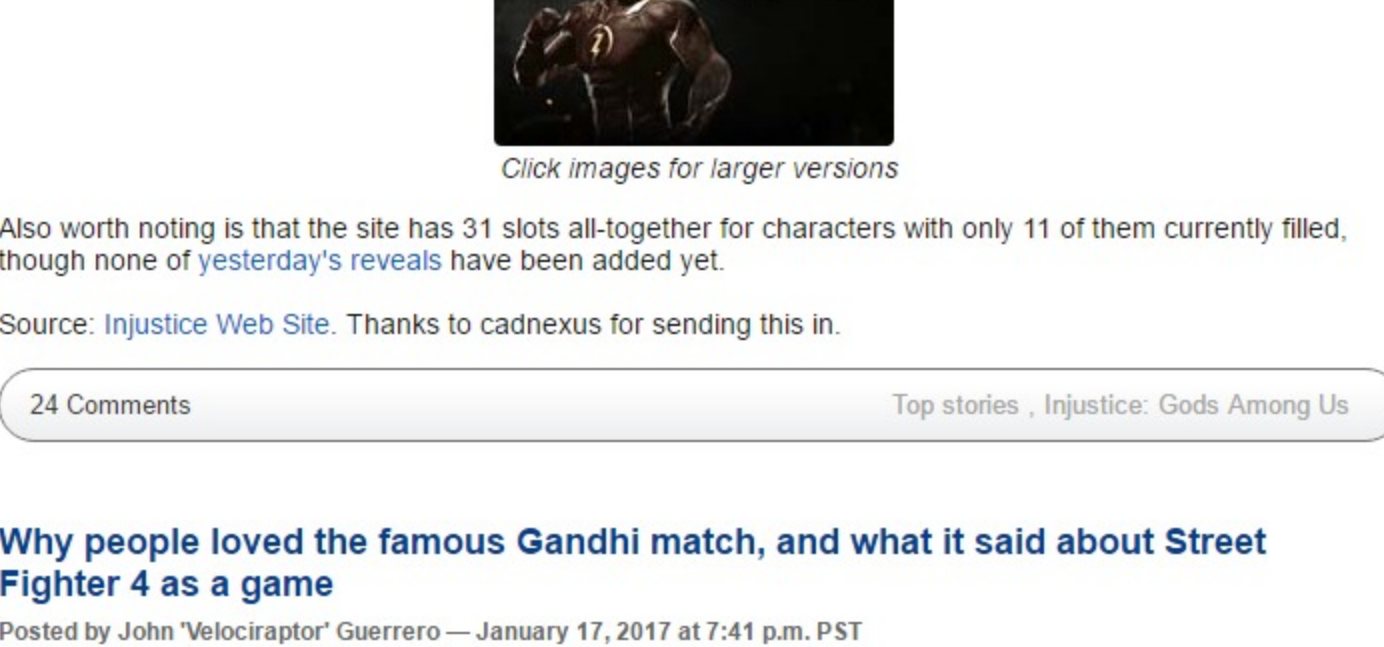
Continue reading »

75 Comments

Tekken

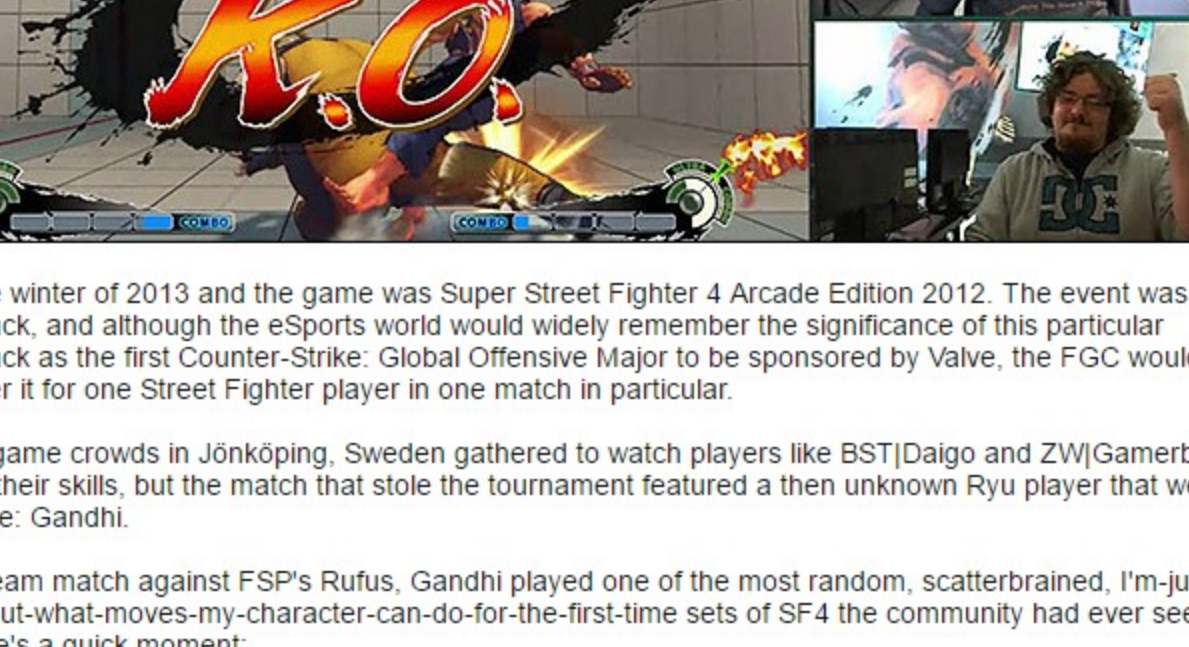
Guilty Gear and Street Fighter characters look especially good when Click Burgundy draws them

Posted by John "Volcicaptor" Guerrero — January 18, 2017 at 8:18 a.m. PST



We just can't get enough of Click Burgundy's fighting game artwork, and so we've rounded up another gallery of fighters to share with you.

Today's line up includes Guilty Gear and Street Fighter characters primarily, with a few King of Fighters figures peppered in. We get both close ups and full body frames, showing off Burgundy's ability to detail from near or far.



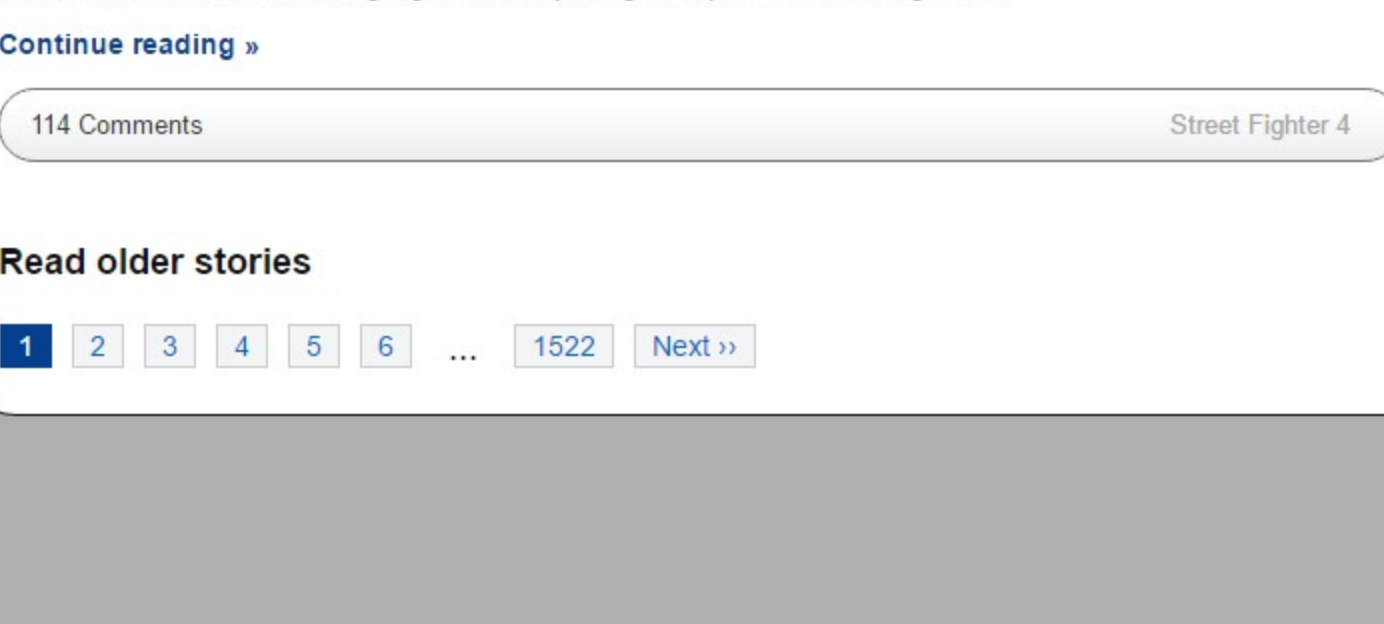
Continue reading »

20 Comments

General

The Flash shown for Injustice 2 on official web page, with brief bio about his motivations in the game's story

Posted by Nicholas "MajinTeensieher" Taylor — January 18, 2017 at 6:23 a.m. PST



Although he'd already been shown briefly in the cinematic reveal trailer for the game, we have yet to see any show off their skills, but the match that stole the tournament featured a then unknown Ryu player that went by the handle, Gandhi.

In his stream match against FSP's Ruffus, Gandhi played one of the most random, scatterbrained, I'm-just-figuring-out-whats-moves-my-character-can-do-for-the-first-time sets of SF4 the community had ever seen, and won. Here's a quick moment:

Click to view clip

As ridiculous as this was, it highlighted a very integral aspect of Street Fighter 4.

Continue reading »

114 Comments

Street Fighter 4

Read older stories