



FIGHTING GAME

BY CAPCOM

NOV RELEASE

1-2 PLAYERS

• PRICE £44.99  
• ARCADE VERSION  
AVAILABLE  
• NO OTHER VERSION  
PLANNED  
• STORAGE 1 CD  
• RELEASED BY VIRGIN  
TEL 0171 368 2255

Take *Street Fighter*, add some of the greatest comics characters of all-time, introduce awesome 2D visuals and preposterous combos. What do you have? *Marvel Super Heroes*!

**T**hey said it couldn't be done. *Marvel Super Heroes* is Capcom's most advanced 2D fighter to date. The original arcade game features the best animated characters and most packed backgrounds ever featured in a coin-op. In spite of this, Capcom have prevailed with a stunning conversion.

The basic premise is *Street Fighter 2*, with outrageous extras. The game features the same wear-down-the-energy-bar gameplay but with a highly advanced, yet easy to get into combination system along with Infinity Gems – power-ups that can tip the balance of power in any given situation. But the premise of this game – just the thought of pitting Spider-Man against Wolverine or Iron Man against Doctor Doom – is what provides unparalleled appeal! Excelsior!

MARVEL  
COMICS

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# MARVEL SUPER HEROES



↑ Hulk's double uppercut can be used repeatedly on stupid people!

I CAN DO ANYTHING A SPIDER CAN! OH NO, THAT'S NOT ME...



SATURN

VS

PLAYSTATION

*Marvel Super Heroes* isn't a totally perfect conversion on either Saturn or PlayStation. Both versions are missing some animation

(the PlayStation game in particular loses lots) and there is some slowdown too. Here are the pros and cons of each version:

SATURN

## PROS

- More animation than the PlayStation version.
- Overall it's a fair bit faster too.
- Compatibility with the 1MB RAM cart for near arcade perfect animation.

## CONS

- The computer players in the one-player mode are very easy to defeat
- There is some slowdown when certain characters are played on certain backgrounds.



PLAYSTATION

## PROS

- The fact it's there at all after the cancellation of *X-Men: Children of the Atom*!
- More intelligent computer controlled fighters in one-player mode.
- It's the only 2D fighting game in its class worth buying.

## CONS

- The amount of slowdown with the big characters is a lot more intrusive on this version.
- You can't really use the basic Sony pads with a combo system this intricate.
- There is a lot of player animation missing.



↑ What defence does a slimy purple squid have against Dr Doom's immense power? None.

**"RICHARDS! CURSE YOU RICHARDS!"**

There's no doubt that *Marvel Super Heroes* is a finely tuned gameplay experience, with some of the greatest of Marvel's heroes (and indeed villains). But one question haunts the CVG Hive Brain: where are the Fantastic Four? What on Earth are Blackheart and Shuma Gorath (nobodies from the Marvel Universe) doing here when Mr Fantastic, the Thing, the Invisible Woman, and the Human Torch would be so much better! After all, having Doctor Doom without Reed Richards just isn't... right.



## AERIAL RAVE!

Aside from speed, the one thing which sets MSH's gameplay apart from the *Street Fighter* series is the Create-a-Combo system. This allows for some of the most incredible multiple-hit attacks ever seen! *X-Men: Children of the Atom* was cool, but MSH really scores with its

Aerial Rave system. Certain moves power your opponent up into the air... and you can follow them up and continue the combination carnage! Ten hit Aerial Raves are commonplace, but some characters (such as Wolverine) take the system to the limit!



Expect a fight between Blackheart and Thanos to make your console creak under the pressure! Nyaaaaaah!

## "NEED? DOOM... NEEDS... NO-ONE!"

If the ten standard characters aren't good enough for you, *Marvel Super Heroes* also features two boss characters to get to grips with (and you can play as them if you know the code!) along with a further secret fighter! So what's the deal? Read on...

### DOCTOR DOOM

The greatest super villain in the history of comicdom – Doctor Doom is a frankly stunning character. Capcom have modelled all of his moves on technology the character has used in his many battles against the likes of the Avengers, Spider-Man, and the Fantastic Four. In human hands this ruthless dictator is unstoppable!



### THANOS

The main villain in *Marvel Super Heroes*, Thanos intends to wipe out all life in the universe. And why not? He's got a huge range of special moves (some activated just by using normal button presses), but the real power behind Thanos is that he has a devastating array of supers – one per Infinity Gem!



### ANITA

Donovan's friend from *Night Warriors* also makes an appearance in *Marvel Super Heroes*. Considering how tiny she is, she really looks out of place in the huge sprite festival that is MSH. She readily summons demons to do her bidding, including Gouki (Akuma) from the *Street Fighter* series. And she has a 98 hit super!



ME HULK. MY OWN GAME MUCH BETTER THAN THIS ONE. HONEST.



Spider-Man is one of the best characters for speedy chain combos like this.



Psylocke can play tricks on her opponent's mind.



Mid-air combos like this are known as Aerial Raves.



## 2ND OPINION

*Marvel Super Heroes* initially seems like a basic fighting game, simply because it's so easy to get into. But play it a lot and you'll find that it's one of the most intricate around, as well as one of the most fun. The graphics are astounding, especially on the Saturn with the RAM cartridge, though I was surprised how brilliantly the final PlayStation version turned out. Awesome game.

ED LOMAS

## CVG OPINION

I love *Marvel Super Heroes* (it's easily my favourite fighting game) and these conversions are frankly fantastic. Senses shattering, even. Capcom have done a marvellous job in bringing the coin-op's stunning visuals to the home machines and the gameplay survives 100% intact. There are some problems with both versions of the game – look at the Saturn vs PlayStation box for the full monty – but you can't fault the overall experience. In fact, having played the coin-op recently, it's a wonder that ANY translation of this standard-setting game was possible at all! While the *Street Fighter Alpha* games are brilliant, I prefer *Marvel Super Heroes* over-the-top approach. These iconic characters, combined with Capcom's beat 'em up know-how, are the basis for what is undoubtedly one of the greatest 2D fighting games EVER! To be frank, it's an affront to your console if you don't buy this ace game.

RICH LEADBETTER

### RATING



Capcom achieve the impossible in bringing this brilliant coin-op to the consoles. The Saturn version is better overall, and stands besides SFA2 as the best 2D fighter.

### RATING



Still a monumental achievement. Whereas the Saturn version is a match for SFA2, the slowdown and lack of animation makes Sony MSH second best to Alpha.