

MARVEL SUPER HEROES

Marvel have some of the most recognisable, exciting comics characters in the business. Capcom do the best 2D fighting games in the cosmos. Put 'em together and you have one of the best Saturn titles money can buy!

BY	CAPCOM/VIRGIN
PRICE	£TBA
STYLE	2D FIGHTING GAME
RELEASE	OCTOBER



Even Iron Man's throws are technologically based. Awesome.



Blackheart is a veritable monstrosity of a character!

RAM CART ACTIVITY

Buy the special RAM cart from your local importer, stick it in the cartridge slot and load up Marvel Super Heroes. You'll find that the game automatically has a lot more animation per player! To be honest, the differences are only really subtle and the game doesn't lose too much graphical oomph without the cart, but you hardened Capcom aficionados should track the cart down and prepare for a visual overload!



Capcom's most ambitious fighting game ever has arrived for the Saturn... and it's utterly amazing! Marvel Super Heroes makes 2D graphics cool again and boasts so much detail it'll blow your mind. Forever.

The game is super-cool right from the word go. As soon as you take your chosen Marvel character into battle, you're in for a graphical and gameplay feast unlike anything you would have witnessed before. Where do you start? Perhaps with the quality of the characters. We're talking stunning definition and animation. Capcom's artists have created awesome renditions of the eponymous Marvel Super Heroes - in fact, the style they've used is probably superior to the actual comics these days!

The animation is really cool too. All of the fighters move with the kind of style and mannerisms you'd expect from the original characters, from Spider-Man's downright weirdness and high-speed combos through to Wolverine's super-berserker style onslaughts. Honestly, Capcom couldn't have done a better job with Marvel Super Heroes - the characters really do shine.



The quality of Marvel's graphics is frankly unbelievable!



Homage has been paid to the comics in other ways too - right down to Spidey taking pictures of his conquests and Doctor Doom's faithful retainer Boris standing behind his master's throne!

In terms of backgrounds, the Saturn struts its funky 2D stuff as only it can. All of the coin-op's scenery has been replicated nigh-on perfectly, even down to the shadows cast on Spider-Man's stage. There's always something really cool going on (like vultures swooping past on Wolverine's stage), always something to catch your eye. You just can't avoid the fact that Marvel Super Heroes is one of the best-looking Sega Saturn titles money can buy... and there's not one single polygon in evidence whatsoever.

Considering the power of the arcade original, Capcom have handed in an absolutely amazing coin-op conversion! Witness the power!



Spider-Man's Dragon Punch "Spider Sting"...





Capcom's most **awesome arcade conversion yet** pushes the 2D capabilities of the Saturn **right to the limits!** Incredible stuff!

When you get to grips with the gameplay, it's clear that Capcom have once again woven a classic tapestry of arcade excellence. X-Men: Children of the Atom featured the brilliant Create-A-Combo system and this has been heightened still further with Marvel Super Heroes. Beginners will easily be able to "shake out" impressive looking combos, whilst experts will be producing stunning 20+ hit "aerial rave" combinations that look absolutely spectacular.

It's for this reason that Marvel Super Heroes is probably just slightly higher than Street Fighter Alpha 2 in

my estimation. Alpha is a game of technical excellence and only real Capcom masters will get the most from it.

Marvel supplies the kind of thrills that any one can enjoy regardless of skill level (which is just as well judging by the lack of skill I have witnessed in the office).

There are only a couple of criticisms you can level at Marvel Super Heroes and they are: Blackheart and Shuma Gorath. These two characters are super-weird, and to be honest they're hardly the kind of Marvel heroes people really want to play as. Since Doctor Doom is present, why not his arch-nemesis Reed Richards (aka Mr Fantastic) or any of the Fantastic Four for that matter. What about Daredevil, the Punisher, Doctor Strange or even villains like Doctor Octopus or Venom? Don't get me wrong, Capcom have still produced good characters in the form of Blackheart and Shuma Gorath, but they just stick out a bit, that's all.

Our review copy of Marvel Super Heroes is NTSC, and there's bound to be borders and slower action in the PAL version of the game when it appears. The extra turbo speeds available lessen the impact, but to be honest, if you're a hardened Capcom fanatic, you should really be considering a visit to the local importer to get a 60Hz switch added to your Saturn for truly arcade perfect gameplay.

Still, overall, it's really, REALLY difficult to find fault with the epic megagame that is Marvel Super Heroes. We've had to wait ages (and aaaggeess) for it, but now it has arrived, it's just AWESOME! Capcom - the one third party who have never let the Saturn down - have done it again with another game that MUST be added to your collection. Marvel Super Heroes is a dream come true.

RICH LEADBETTER

TAKING THE MICKEY

Marvel Super Heroes really comes into its own as a two-player game. In fact, like all Capcom fighting games, the one-player version is a bit limited. Marvel features some brilliant taunts to wind up your foe. Just press DOWN twice followed by both shoulder buttons to see your player's chosen form of mickey-taking. Additionally, once you've won the match, press both shoulder buttons again and you can beat the living day-lights out of your foe's broken corpse!



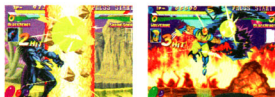
GEM-ERATION X

The addition of the Infinity Gems allows Capcom to add to the Street Fighter formula with what are basically power-ups, designed to increase resilience, speed, power and various forms of energy. Additionally each character gains special powers when using a certain gem - for example, the Power Gem causes another Spidey to appear when used by the web-slinger. Full breakdowns on what gem can be used by each character are found in our showcase coverage (see page 50 and last month's SSM).



Capcom are DEFINITELY the greatest third party Saturn developer - as can be seen by this most spectacular of arcade conversions. The PlayStation could never do this justice - buy Saturn Marvel and FEEL THE POWER!

graphics	95	overall	95%
sound	88		
playability	95		
lastability	95		



Capcom's best yet? It's certainly an ambitious conversion.

