By Scott Pachilis

Around the Town Editor

MvC3 is worthy successor to a fan-favorite

A special attack will launch up and play aspect.

Thanks to Ryota Niijima, producer of Marvel vs. Capcom: Ultimate 3, the popular Japanese fighting game which has only achieved cult status in the states, Marvel vs. Capcom: Ultimate 3, one of the Wii's most anticipated fighting game releases way back in 2000, MvC2 is still the game in which your skills as a gamer will be judged.

So the question is how do you follow up a game that's had a shelf life longer than anyone predicted? Not only that, but fans who have played MvC3 religiously for over a decade accept a new entry?

Gameplay mechanics

As with any fighting game, there are a few key things in common. Each character has three special attacks in the form of light, medium and heavy attacks. Each attack has a different level of power, damage and speed.

Story

Marvel vs. Capcom: Ultimate 3, features a great selection of popular characters from various comic book universes. The list of comic book characters is a success. The great thing about this series is its fan service. What I mean by that is despite being a commercial franchise, the developers always appreciate fan feedback and will include characters from comics and video games that may seem obscure to your casual gamer.

Character roster

Not only that but the special moves and taunts of each character are true to each character’s history. For instance, Deadpool, a character from the Marvel universe, is known to have some witty witticism dialogue and breaking the fourth wall. Without speaking out of context, he’ll exclaim “Bang bang bang.”

Another character who stays true to comic book background is Phoenix.

The control scheme has been altered heavily from MvC2. Gone are the two punch, two kick attacks which have been replaced with light, medium and heavy attacks.

As the battles will be won or lost in the air. A character can launch your character into the air to increase the combo.

This is where things get interesting. Since battles are fought in teams of three, an important part of selecting a roster you feel comfortable with is based on characters assist moves.

There are a few stringer together moves by tagging in teammates to assist counter or increase the combo to inflict the most damage influence the outcome heavily. The other change in the game which offers up more strategy is the addition of the X Factor. Each battle grants you one X Factor which can be used in a variety of ways.

You can either string un-linkable attacks or fire off multiple hyper combos. It will also give you a boost in power, speed, and damage restraint.

Its duration is also dependent on the number of characters still alive on your team.

In the game, she possesses telekinetic powers and can transform into Dark Phoenix for a short time after Phoenix’s health bar is depleted. The list of comic book references can go on and on. It is surprising that unlike MvC2, MvC3 only features 36 characters. Granted, this roster is extremely more balanced so no characters are clearly superior.

Additionally, Capcom has declared that DLC characters and alternate costumes are in the works.

Final thoughts

This lack of story is on par with other fighting games but disheartening nonetheless.

Most fighting games lack the complex characters needed for a compelling story but considering developing a fighting game on such a tight timeline is part of a marathon team. This is where things get interesting. Since battles are fought in teams of three, an important part of selecting a roster you feel comfortable with is based on characters assist moves.

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