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## **Marvel Vs Capcom: Round 2 Virgin and Capcom return with the ultimate fighting experience...**

Virgin Interactive and Capcom are set to continue their successful European relationship as they combine to unleash the ultimate fighting game for Dreamcast this June. ***Marvel Vs Capcom 2*** showcases the Japanese publisher's unrivalled skill within the fighting genre as characters are amassed from the Marvel universe and pitted against a host of familiar faces from Capcom's many successful franchises.

Based on Capcom's legendary arcade machine, the Dreamcast conversion of ***Marvel Vs Capcom 2*** delivers a perfect transition boasting every element of the stunning coin-op. ***Marvel Vs Capcom 2*** also sets a new benchmark for Capcom's series of 2D fighting games, with an incredible 50 characters lining up for the three-round bouts.

Gathered from the world of Marvel comics are X-Men heroes Cyclops, Wolverine and Rogue, who stand proud against other Marvel luminaries such as Spider-Man, the Incredible Hulk and Captain America. The dark side of the Marvel universe is also represented with the villainous Dr Doom and Venom making their debuts in a Capcom game.

Capcom's stable of popular game characters is similarly well represented, with heroes from past and present releases ready to take on all comers. *Resident Evil's* Jill Valentine takes a break from fighting zombies to enter the fray, while Guile, Ryu and Zangief represent *Street Fighter's* World Warriors. Also on hand to lend a hand are recognisable heroes from Capcom's past including Strider, Son Son and Rubyheart.

In addition to the largest cast of characters ever to grace a Capcom game, ***Marvel Vs Capcom 2*** delivers a wealth of new features. Simultaneous fights between teams of three characters shows off the impressive processing power of the Dreamcast and also allows players to experiment with the newly implemented 'Team Hyper Combo' attacks – specially devised for the team battles. This new system marks a new chapter in the history of Capcom fighting games and allows players to link together each fighter's special Super Combos with those of team mates to unleash devastating attacks. The team mode also gives total freedom within each bout, with moves that allow users to switch characters during a fight, rescue a stricken fighter or assist a colleague with a special attack!

**Marvel Vs Capcom 2** is set to be a landmark title for the Dreamcast. Capcom has made full use of the Sega console's impressive capabilities to devise a game that will grow with the player. 24 characters are initially available, but constant play rewards the player with the gradual unveiling of new, familiar faces – with the VM unit used to store the newly-freed fighters for later use.

**Marvel vs. Capcom 2** offers the following enhancements and the return of popular modes of play including:

- Real 3-on-3 battle!
- More than 50 playable characters
- Team Hyper Combo – Allows three characters to perform Super Combos successively.
- Snap Back – Forces opponents to change characters
- Assist Type Select– Players choose their favorite assist attack
- Crossover Attack – Players can change characters in the thick of battle
- Crossover Assist – Waiting character rushes on screen to assist your playing character
- Crossover Counter – Waiting character performs lifesaving counterattacks
- Crossover Combination – Three characters perform a Super Combo simultaneously
- Advancing Guard – Allows players to push back their opponent
- VMU compatible – The more time played the more characters that can be unlocked on the Virtual Memory Unit

Virgin Interactive and Capcom have enjoyed a long and fruitful relationship, bringing the very best of the Japanese publisher's titles to Europe. **Marvel Vs Capcom 2** marks a new chapter in the partnership between the two firms and is certain to knock Dreamcast owners for six when it is released in Summer 2000.