
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SLUS-00793
MARVEL
SUPER HEROES
VS.
STREET FIGHTER
CAPCOM

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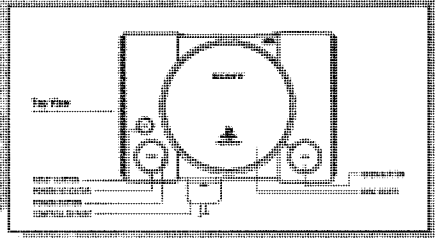
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THE HEROES' CHALLENGE

Once again, the evil mutant Apocalypse is trying to control humankind with his terrible powers. It will take the amazing skills of the legendary Street Fighters and the powers of the mighty Marvel Super Heroes to stop this madman!

Now you choose characters from both the worlds of **STREET FIGHTER** and **MARVEL SUPER HEROES** to face off against Apocalypse and his diabolical scheme!



SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the **MARVEL SUPER HEROES VS STREET FIGHTER** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. See page 7 for more information.

CONTROLS

These are the default button assignments. To change the assignments, use the Key Config option (see page 7).

START BUTTON

- Start game; bypass demo.
- Pause; unpause.
- Join-in for Player 2.

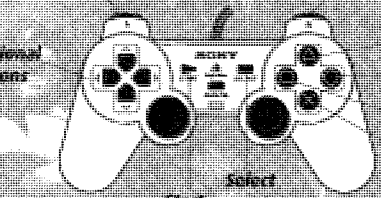
SELECT BUTTON

- Taunt.
- Display menu while pausing.

DIRECTIONAL BUTTONS

Use these controls for characters facing right. Reverse the left/right directions for characters facing left.

- ↑ Vertical jump.
- ↗ Diagonal forward jump.
- → Move forward.
- ↘ Crouch.
- ↓ Crouch.
- ↙ Crouching block.
- ← Move backward; standing block.
- ↖ Diagonal backward jump.





You may have a controller that looks like this. If so, please follow the digital instructions outlined on this page.

PUNCHES	KICKS
■ – Light (LP)	X – Light (LK)
▲ – Medium (MP)	● – Medium (MK)
L1 – Heavy (HP)	R1 – Heavy (HK)
L2 – 3 Punches	R2 – 3 Kicks

OTHER ACTIONS

X – Choose.
▲ – Cancel.

This game is compatible with the Dual Shock™ Analog Controller. Turn vibration on/off in Option mode (see page 7). To play 2 player games, you must insert two controllers into your PlayStation game console.

GAME MODES

At the Title screen, press the **Start** button to display the Game Mode menu. Use the **Directional buttons** to choose a mode, and press the **Start** button or the X button. Player 2 can join in by pressing the **Start** button on controller 2.

Battle – 1 or 2 players. Choose your main character and support character. You can continue as many times as you want, even if you lose.

Versus – 2 player competition. Select characters, then adjust handicaps and select a stage. When VS MODE HANDICAP is set to AUTO in Option mode, handicaps will be adjusted automatically after each match. **You must have two controllers connected to play Versus mode.**

Training – 1 player. Practice your moves and combos. Choose your main character, support character, and an opponent. Press the **Start** button while practicing to display the Training menu.

Hero Battle – Control a Marvel Super Heroes or Street Fighter team to fight a CPU-controlled Street Fighter or Marvel Super Heroes team. If you win a match, you will fight the next opponents. If you lose, choose another two characters from your team. Beat all characters on the opposing team to win. The game ends when you win, or all your characters are defeated.

Cross Over (Special Exclusive Tag-Team Mode) – Allows you to choose your main character while the CPU selects your teammate. Throughout this mode, you fight a true tag-team match against identical CPU opponents. This mode gives you the ability to switch between both characters during battle.

Option – Adjust various game settings (see page 7).

Gallery – Check out artwork from the game, and see the victory endings of characters you've won with in Battle mode.

RULES

Match – The first player to win two out of three rounds wins the match. (You can change the number of winning rounds in Option mode; see page 7.) If time runs out before either player wins, the fighter with the most vitality left is declared the winner.

Win Mark – When you win a round, a Win Mark appears under your fighter's vitality gauge.

Draw Game – A draw game is declared when both players' Vitality gauges drain out at the same time (double K.O.), or both players have the same amount of vitality remaining when time runs out.

GAME SCREEN DISPLAY

Time Counter – Shows the time left. When time reaches 0, the match is decided by the remaining vitality of both teams. You can turn the time counter ON or OFF in Option mode (see page 7).

Score / Wins – Your current score (in 1 player games) or number of wins (in 2 player games).

Vitality Gauge – The color bar decreases as a fighter takes damage. Try not to take damage for a short while, and your character's vitality will gradually recover. If vitality reaches 0, the character is knocked out (K.O.).

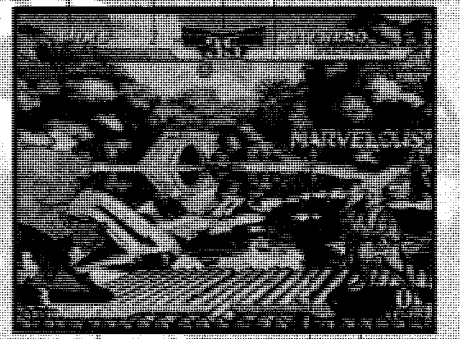
Main Character/Support Character – Names of the main and support characters chosen for the match.

Easy Mark – Displays "EASY" mode and/or "BEGINNER" mode when used (see page 6).

Hyper Combat Gauge – The color in the gauge builds up as you attack. When it is full, your character will be able to use powerful moves (see page 6).

Dizziness Gauge – The color builds up as a character takes damage. When it is full, the character becomes dizzy for a short time.

Bonus Message – Appears when you perform a super move, such as an Aerial Rave.



STARTING THE GAME

After choosing a game mode, you'll see the Character Select screen. Use the **Directional buttons** to choose a main character and support character (see page 9), pressing the X button to accept each choice. Then choose a control mode and a game speed.



CONTROL MODE

Manual – Use the normal controls shown on pages 14-22 for special moves.

Easy – Use the following simple controls for special moves:

- **Combos:** press **LP/LK** rapidly.
- **Special Moves:** press **MP/HP/MK/HK** rapidly.
- **Hyper Combos:** press two punches or kicks rapidly.
- **Aerial Raw:** press **LP** and **LK** simultaneously (see page 17).

Beginner – Use the easiest controls to play. Basic controls are the same as in Easy mode. To perform combos and special moves, press and hold the buttons instead of pressing rapidly.

GAME SPEED

Normal – Standard game speed.

Turbo – Fast game speed.

OPTION MODE

Use Option mode to adjust game settings. Use the **Directional buttons**: press ↑/↓ to choose a setting; press →/← to make adjustments.

Difficulty	Adjust the skill level for Battle Mode: the more stars, the more difficult.
Time Limit	Set the match time counter ON or OFF. When ON, a match ends after 99 seconds if neither opponent is K.O.'ed. When OFF, a match continues until one of the fighters is defeated.
Match	Choose the number of rounds in a match.
Turbo Speed	Set the game speed. The more stars, the faster the game.
Short Cut	Turn ON to shorten loading time.
Vibration	Toggle the vibration feature ON or OFF when using a Dual Shock Analog Controller.
VS Mode Handicap	If AUTO is chosen, handicaps in Versus mode will be automatically adjusted after each match. If MANUAL is chosen, you can adjust the handicaps yourself.
Sound Mode	Choose MONAURAL or STEREO audio.
Sound Test	Sample the game music. After selecting a track, press the X button to play and the ▲ button to stop.
BGM/S.E. Volume	Adjust the background music or sound effects volume. The more stars, the louder the volume.
Key Config	Reassign the button controls for punches and kicks.
Adjust Screen	Use the **Directional buttons** to center the game screen on your monitor.
Memory Card	Save and load game data, using a Memory Card in Memory Card Slot 1 of the PlayStation game console. Do not remove the Memory Card while saving or loading; doing so could damage game data.

HYPER COMBO

A Hyper Combo is a Directional button move plus two punches or kicks simultaneously (see each character's Hyper Combos on pages 14-22). Hyper Combos deliver extreme damage to opponents. A Hyper Combo uses one Hyper Combo gauge.

HYPER COMBO GAUGE

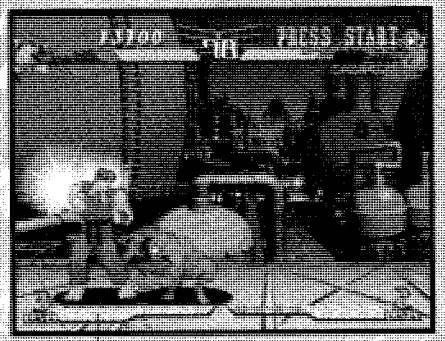
The Hyper Combo gauge builds up power with each regular attack. When it is full, you can perform Hyper Combos and other special moves. You can store the gauge up to level 3.

HYPER COMBO SERIES

When your attack hits an opponent, perform a Hyper Combo quickly to turn it into a successive attack. You can also connect one Hyper Combo to another as a successive move.

VITALITY RECOVERY

When you take damage, your Vitality gauge drains. If you defend yourself and do not take damage for a short while, the Vitality gauge will gradually recover.



Hyper Combo Gauge

VARIABLE HERO BATTLE

Before starting a game, you'll choose two fighters from 17 available characters (eight Marvel Super Heroes and nine Street Fighters). The first hero you choose is your main character, and the second is your support character. During a battle, you can call out your support character by performing the various moves shown on this page.

Note: The controls are for characters facing right. Reverse the left/right controls for characters facing left.

Variable Assist

MP + MK (press simultaneously)
Your support fighter will join in to perform an assist attack.

Variable Counter

←↙↓ + any P or K
Your support fighter will join in to perform a counterattack. This move requires one Hyper Combo gauge.
In Cross Over mode, the command is:
←↙↓ + HP or HK (press simultaneously)

Variable Combination

↓↘→ + P and K of the same strength (press simultaneously)
Your support fighter will join in to perform a super powerful combination Hyper Combo. This move requires two Hyper Combo gauges.
In Cross Over mode, the command is:
↓↘→ + HP or HK (press simultaneously)

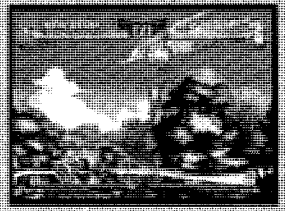
Variable Attack

HP + HK (press simultaneously)
Cross Over mode only. Your support fighter will join in to attack and take a turn. In the meantime, the resting partner's Vitality gauge will gradually recover.

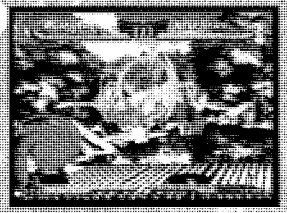
SPECIAL ATTACKS

The following controls are for characters facing right. Reverse the left/right controls for characters facing left.

Dash
→→or ←← rapidly or PPP (press 3 punches simultaneously)
Move faster than a standard walk.



Super Jump
↓↑ rapidly or KKK (press 3 kicks simultaneously)
Jump much higher than a standard jump. During a Super Jump you can move right or left and perform moves many times.



Block, Air Block
→or ← away from opponent

Throw, Grab
→ + MP or HP (close to an opponent)
Throw your opponent. Some characters grab the opponent instead of throwing.

Parrying Throw
When an opponent grabs you, press:
Any Directional button (except ↑) + MP or HP or MK or HK
Escape an opponent's throw or reduce your damage.

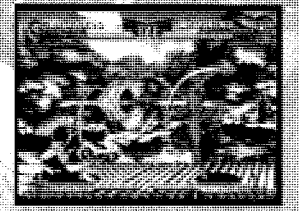


Dodge
When your character falls down, press:
←↙↓ + P or K (before landing)
Roll and quickly stand up to escape your opponent's additional attacks.



Chain Combo
L (P or K) →M (P or K) → H (P or K)
Quickly press the attack buttons in order.

Advancing Guard
PPP (press 3 punches while blocking).
Push your opponent back.



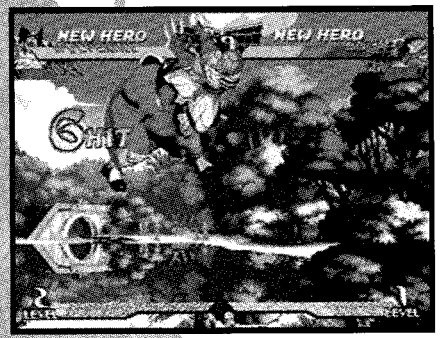
Recovery
Any Directional button + any P and K (rapidly).
Recover from dizziness rapidly or escape grab moves quickly.

AERIAL RAVE

An Aerial Rave is a successive move that knocks an opponent up in the air; your fighter then executes a Super Jump, and performs a combo while airborne.

1. First, hit an opponent with an Aerial Rave Start Move (see pages 14-22). You can also start the move by pressing LP + LK simultaneously.
2. When the opponent is knocked up in the air, perform a Super Jump by pressing ↑.
3. When you catch up with the opponent, perform a chain combo in the air.

Note: If you're playing Easy or Beginner mode, perform an Aerial Rave Beginner move and Super Jump by just pressing LP + LK simultaneously (see page 6).



CHARACTERS

The following pages show the Special Moves, Hyper Combos, and Aerial Raves Beginning Moves for each of the 17 characters you can choose when you start the game.

The controls are for characters facing right. Reverse the left/right controls for characters facing left.

In Easy and Beginner modes, you can perform Special Moves and Hyper Combos simply by pressing the corresponding P or K buttons.

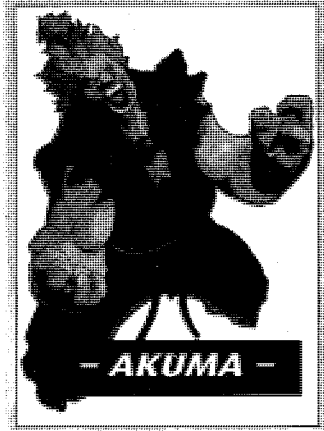
EASY/BEGINNER MODE BUTTON COMMANDS

1 = MP
2 = HP
3 = MK
4 = HK

SAMPLE MOVES CHART

Easy/Beginner Mode Commands

	SPECIAL MOVES		
1	Gou Hadouken	↓↘→ + P	*Special Moves*
2	Gou Shoryuken	→↓↘ + P	
3	Tatsumaki Zankukyaku	↓↙← + K	
	HYPER COMBOS		
1+2	Messatsu Gou Hadou	↓↙← + PP	*Hyper Combos*
3+4	Messatsu Gou Shoryu	↓↘→ + PP	
	Shungokusatsu	LP, LP, →, LK, HP	
	AERIAL RAVE START MOVE		
	Crouching Heavy Punch		



– AKUMA –

A mysterious martial artist with a super power. Is he a god or a devil?

SPECIAL MOVES		
1	Gou Hadouken	↓↘→ + P
2	Gou Shoryuken	→↓↘ + P
3	Tatsumaki Zankukyaku	↓↙← + K
4	Ashura Senku	→↓↘ (or ←↓↙) + PPP (or KKK)
4	Tenma Kujinkyaku	↓↘→ + K (in the air)

HYPER COMBOS		
1+2	Messatsu Gou Hadou	↓↙← + PP
3+4	Messatsu Gou-Shoryu	↓↘→ + PP
	Shun-Goku-Satsu	LP, LP, →, LK, HP

AERIAL RAVE START MOVE	
	Crouching Heavy Punch



– BLACKHEART –

A mysterious demon prince from the Netherworld. He drives his enemies to despair with his black magic.

SPECIAL MOVES		
1	Dark Thunder	←↙↓↘→ + P
2	Inferno	→↘↓↙← + P

HYPER COMBOS		
1+2	Armageddon	↓↘→ + PP
3+4	Judgment Day	↓↙← + PP
	Heart of Darkness	↓↘→ + KK

AERIAL RAVE START MOVE	
	Standing Medium Punch



– CAPTAIN AMERICA –

The living embodiment of America. He is a Super-Soldier whose potential power has been stretched to the max!

SPECIAL MOVES		
1	Shield Slash	↓↘→ + P
2	Stars & Stripes	→↓↘ + P
3, 4	Charging Star	↓↘→ + K

HYPER COMBOS		
1+2	Final Justice	↓↘→ + PP
3+4	Hyper Charging Star	↓↘→ + KK
	Hyper Stars & Stripes	→↓↘ + PP

AERIAL RAVE START MOVE	
	Standing Medium Punch/Crouching Heavy Punch

The leader of the evil organization Shadowloo. What is he attempting this time?

SPECIAL MOVES		
1	Psycho Shot	←↙↓↘→ + P
2	Psycho Field	→↘↓↙← + P
3	Double Knee Press	←↙↓↘→ + K
4	Head Press	↓ (charge) ↑ + K
	Somersault Skull Diver	↓ (charge) ↑ + P or P after Head Press
	Bison Warp	→↓↘ + P (or K)
	Fly	↓↙← + KK

HYPER COMBOS		
1+2	Psycho Crusher	↓↘→ + PP
3+4	Scissors Kick Nightmare	↓↘→ + KK

AERIAL RAVE START MOVE	
	Standing Heavy Punch



– BISON –



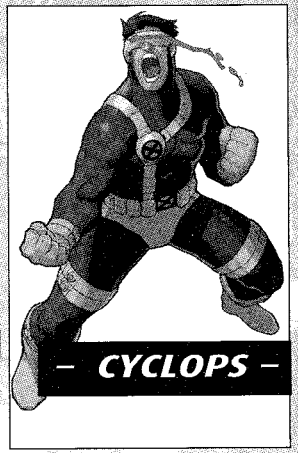
– CHUN-LI –

A Chinese detective investigates this mystery.

SPECIAL MOVES		
1	Kikouken	←↙↓↘→ + P
2	Tenshokyaku	→↓↘ + K
3	Hyakuretsukyaku	K (rapidly)
4	Senensyu	→↘↓↙← + K

HYPER COMBOS		
1+2	Kikoushou	↓↘→ + PP
3+4	Senretsukyaku	↓↘→ + KK
	Hazan Tenshoukyaku	→↓↘ + KK

AERIAL RAVE START MOVE	
	Standing Heavy Kick



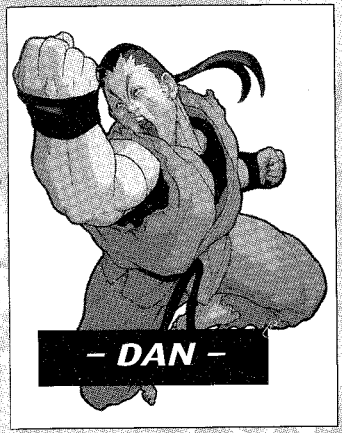
– CYCLOPS –

The leader of the uncanny X-Men. He fires a powerful optic blast from his eyes.

SPECIAL MOVES		
1	Optic Blast	↓↘→ + P
2	Rising Uppercut	→↓↘ + P
3	Cyclone Kick	↓↙← + K
4	Running Stun Drop	← (charge) → + K
	Optic Sweep	→↘↓ + P
	Rapid Punch	← (charge) → + P then P or K (rapidly)

HYPER COMBOS		
1+2	Mega Optic Blast	↓↘→ + PP
3+4	Super Optic Blast	→↘↓ + PP

AERIAL RAVE START MOVE	
	Standing Medium Punch



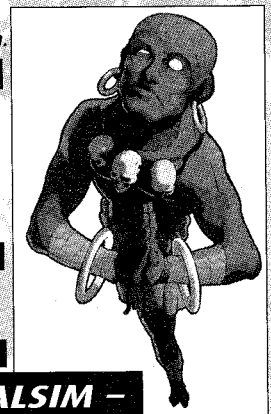
– DAN –

The self-professed strongest martial artist. No one can stop him now!

SPECIAL MOVES		
1	Gadouken	↓↘→ + P
2	Kouryuken	→↓↘ + P
3	Dankukyaku	↓↙← + K
4	Premium Sign	↓↘→ + K

HYPER COMBOS		
1+2	Shinkuu Gadouken	↓↘→ + PP
3+4	Hisshou Buraiken	↓↙← + KK
	Kouryuurekka	↓↘→ + KK
	Otoko Michi	HP, LK, ←, LP, LP (Level 3)

AERIAL RAVE START MOVE	
	Crouching Heavy Punch



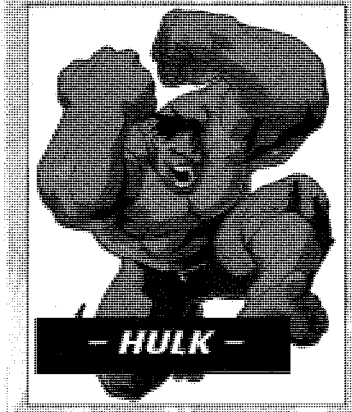
– DHALSIM –

A mysterious Indian, he burns enemies with the flame of Yoga.

SPECIAL MOVES		
1	Yoga Fire	↓↘→ + P
2	Yoga Flame	→↘↓↙← + P
3	Yoga Blast	→↘↓↙← + K
4	Yoga Teleport	→↓↘ (or ←↓↙) + PPP (or KKK)
	Fly	↓↙← + KK

HYPER COMBOS		
1+2	Yoga Inferno	↓↘→ + PP
3+4	Yoga Strike	↓↘→ + KK

AERIAL RAVE START MOVE	
	Standing Medium Punch



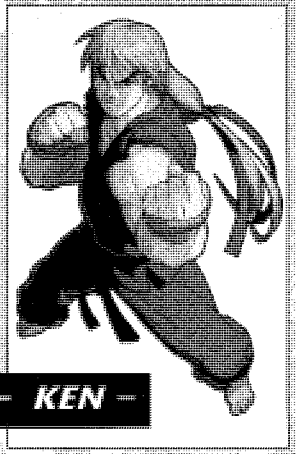
— HULK —

An emerald-colored giant with mountain-crushing strength and a temper to match!

SPECIAL MOVES		
1	Gamma Tornado	→↘↓↙← + P
2	Gamma Slam	↓↘→ + P
3	Gamma Charge	← (charge) → + K
4	Gamma Charge (anti-air)	↓ (charge) ↑ + K

HYPER COMBOS		
1+2	Gamma Wave	↓↘→ + PP
3+4	Gamma Crush	↓↙← + PP

AERIAL RAVE START MOVE
Standing Heavy Kick/Crouching Heavy Punch



— KEN —

Ryu's top rival. His attack is like a furious living fire.

SPECIAL MOVES		
1	Fireball	↓↘→ + P
2	Dragon Punch	→↓↘ + P
3, 4	Hurricane Kick	↓↙← + K

HYPER COMBOS		
1+2	Shippuu Jinrai Kyaku	↓↘→ + PP
3+4	Shinryuu Ken	↓↘→ + KK
	Shouryuu Reppa	↓↙← + KK

AERIAL RAVE START MOVE
Crouching Heavy Punch



— OMEGA RED —

An artificial mutant who sucks enemies' vitality with his carbonadium tendrils.

SPECIAL MOVES		
1, 2	Carbonadium Coil	↓↘→ + P
	Death Factor	P (rapidly) after Carbonadium Coil
	Energy Drain	K (rapidly) after Carbonadium Coil
3, 4	Omega Strike	↓↘→ + K

HYPER COMBOS		
1+2	Omega Destroyer	↓↘→ + PP
3+4	Carbonadium Smasher	↓↘→ + PP (in the air)

AERIAL RAVE START MOVE
Standing Medium Punch

The eternal challenger, Ryu seeks true strength.

SPECIAL MOVES		
1	Fireball	↓↘→ + P
2	Dragon Punch	→↓↘ + P
3, 4	Hurricane Kick	↓↙← + K

HYPER COMBOS		
1+2	Shinkuu Hadouken	↓↘→ + PP
3+4	Shinkuu Tatsumaki Senpuukyaku	↓↙← + KK
	Shin Shoryuuken	→↓↘ + PP

AERIAL RAVE START MOVE
Crouching Heavy Punch



— RYU —



– SAKURA –

A high-school girl joins the Street Fighter battle in spite of her friends' attempts to stop her.

SPECIAL MOVES		
1	Shouryuken	↓↘→ + P
2	Hadouken	→↓↘ + P
3, 4	Shunpukyaku	↓↙← + K

HYPER COMBOS		
1+2	Midare Zakura	↓↘→ + PP
3+4	Shinku Hadouken	↓↙← + PP
	Haru Ichiban	↓↙← + KK

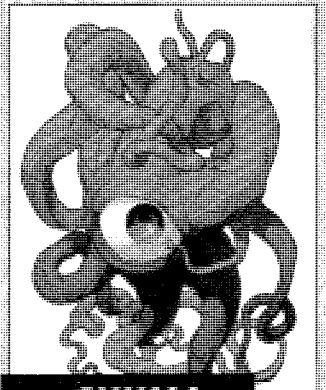
AERIAL RAVE START MOVE	
	Crouching Heavy Punch

The chaos god of destruction arrived from another dimension, prepared to destroy all life on Earth!

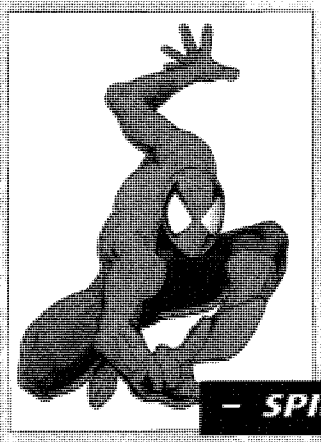
SPECIAL MOVES		
1, 2	Mystic Stare	← (charge) → + P
3	Mystic Smash	← (charge) → + K
4	Devitalization	→↘↓↙← + K near opponent

HYPER COMBOS		
1+2	Chaos Dimension	↓↘→ + PP then MP or HP (level 3)
3+4	Chaos Split	↓↘→ + KK

AERIAL RAVE START MOVE	
	Standing Medium Kick



– SHUMA-GORATH –



– SPIDER-MAN –

A hero with a spider's quickness. He slings webs that can stop any foe!

SPECIAL MOVES		
1	Web Ball	↓↘→ + P
2	Spider Sting	→↓↘ + P
3	Web Swing	↓↙← + K
4	Web Throw	→↘↓↙← + P

HYPER COMBOS		
1+2	Maximum Spider	↓↘→ + PP
3+4	Crawler Assault	↓↘→ + KK

AERIAL RAVE START MOVE	
	Standing Medium Punch

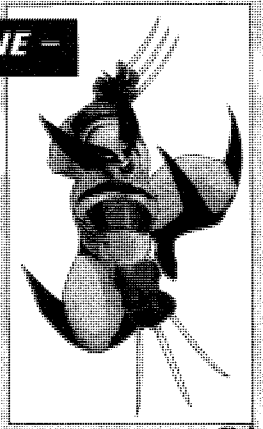
– WOLVERINE –

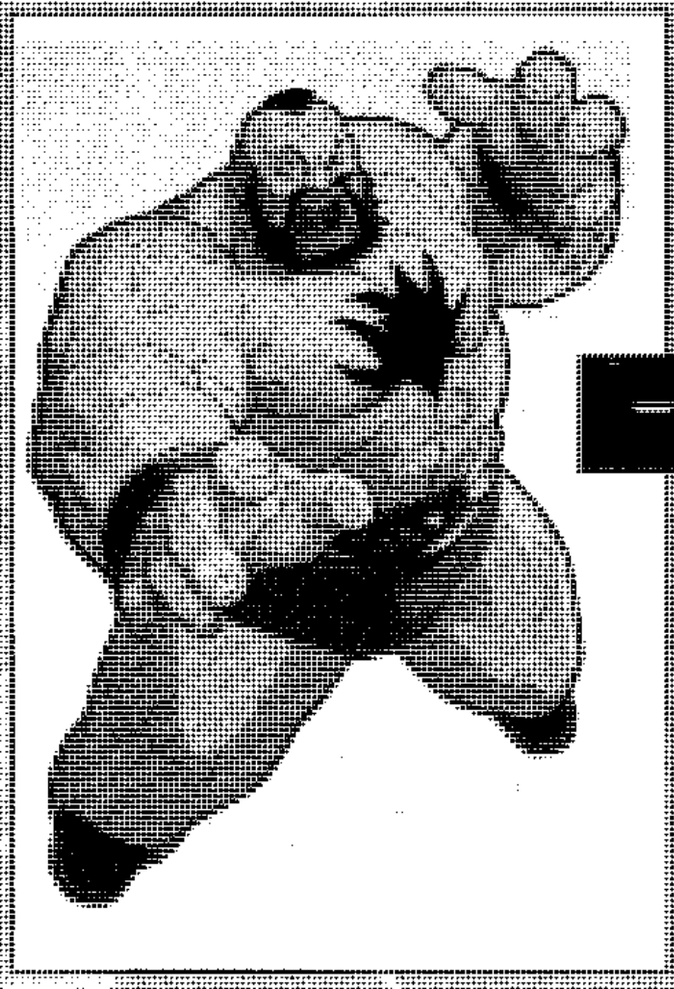
A tough hero who shreds evil with his adamantium claws and animal instincts.

SPECIAL MOVES		
1	Berserker Barrage	↓↘→ + P
2	Tornado Claw	→↓↘ + P
	Drill Claw	Any Directional button + MP + LK

HYPER COMBOS		
1+2	Berserker Barrage X	↓↘→ + PP
3+4	Fatal Claw	→↓↘ + KK
	Weapon X	→↓↘ + PP
	Berserker Charge	↓↙← + PP

AERIAL RAVE START MOVE	
	Standing Heavy Kick





— ZANGIEF —

The Red Cyclone of Russia. Zangief is a pro wrestler with a body of steel!

SPECIAL MOVES

1	Screw Pile Driver	360° turn + P (near opponent)
2	Double Lariat	PPP (or KKK)
3	Flying Power Bomb	←↙↓↘→ + K
4	Banishing Flat	→↓↘ + P
	Aerial Russian Slam	→↓↘ + K

HYPER COMBOS

1~2	Final Atomic Buster	360° turn + PP

AERIAL RAVE START MOVE

	Crouching Medium Punch