
PlayStation
NTSC U/C
PlayStation
MARVEL
VS.
CAPCOM
CLASH OF SUPER HEROES
TM
TEEN
T
CONTENT RATED BY
ESRB
SLUS-01059
CAPCOM

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

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- Do not leave it in direct sunlight or near a radiator or other source of heat.
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- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CAPCOM

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MARVEL VS. CAPCOM for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.
475 Oakmead Parkway, Sunnyvale, CA 94086

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Must be 18 years or older, or have parental permission. Game Counselors available Monday-Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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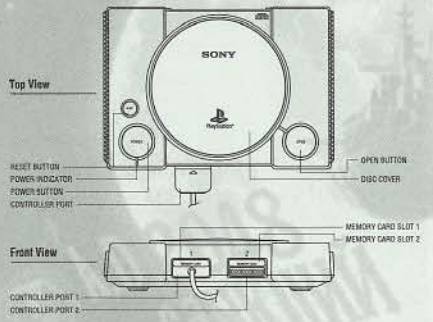
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SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **MARVEL VS. CAPCOM** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



Note: Watch the game demos before starting play for game hints.

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. (If you don't have a Memory Card, the game will allow you to play without saving game settings and results.)

MARVEL VS. CAPCOM is a one-to-two player game. Before turning the PlayStation game console on, connect two controllers to play with two players.

THE ULTIMATE CHALLENGE!

After Earth falls under attack by a mysterious force, we learn the dangerous foe behind the chaos is named "Onslaught." The most powerful enemy in history puts humankind's very existence to the test. All human hopes and dreams are at risk! Now the legendary Super Heroes arrive to save the planet from Onslaught and his apocalyptic scheme. The battle for glory begins!

STARTING A GAME

1. Press the Start button at the title screen, and then choose a game mode. Highlight choices with the Directional button and confirm with the ✕ button.
2. Choose your main fighter and then choose your support character (see pages 12-13 for support character special moves):
   Partner Heroes - Perform Variable Counter, Variable Combination, Variable Cross
   Special Heroes - Perform Special Fighter, Special Counter, Special Hyper Combo
3. Choose a play mode and speed:
   Play modes: **Manual** - Normal control
   Easy - Easily perform special moves and Hyper Combos
   Beginner - Play this first to learn the moves and fighters
   Speed: **Normal** - Normal speed
   Turbo - High performance

CONTROLS (default)



L2 Button
- KKK (LK + MK + HK simultaneously)

L1 Button
- PPP (LP + MP + HP simultaneously)

R2 Button
- Heavy Kick (HK)

R1 Button
- Heavy Punch (HP)

Directional Button

On a selection screen or menu, highlight a character, stage, mode or option

During play, move your character*:
- ↑ Vertical jump
- ↖ Diagonal backward jump
- ← Move backward/upper block
- ↙ Crouch/lower block
- ↓ Crouch
- ↘ Crouch
- → Move forward
- ↗ Diagonal forward jump

* When your character is facing right. If your character is facing left, reverse the left/right controls.

△ - Cancel selection
- Medium Punch (MP)

○ - Medium Kick (MK)

□ - Light Punch (LP)

✕ - Confirm selection
- Light Kick (LK)

Start Button
- Start game/Bypass demo
- Pause/Unpause
- Join-in for Player 2

Select Button
- Taunt opponent
- Display Options menu while paused



The controls on this page are also used for digital controllers.

Notes:
- These are the default button controls. Change them using Key Config from the Option menu (see pages 6-7).
- You can also turn the vibration function on/off in Option Mode (DUALSHOCK™ analog controller only).
- The Left and Right Analog Sticks are not used in this game.

GAME MODES

BATTLE *1 OR 2 PLAYER(S)*

Fight against successive CPU opponents. Defeat all opponents to win the game. You can continue after losing by pressing the ✕ button during the countdown. If another player joins in, a 2 Player match will start.

VERSUS *2 PLAYERS*

Challenge a buddy! Choose your fighters, handicap and stage before each match. You must connect two controllers to play this mode.

CROSS OVER *1 OR 2 PLAYER(S)*

Fight a tag-team battle from the arcade version of MARVEL VS. CAPCOM. A second player can join in. Each player can choose only one character.

TRAINING *1 PLAYER*

Practice your moves. Choose your character and sparring partner. During training, press Start to open the Training Menu and adjust these options:

CPU Action – Opponent's stance: Stand, Crouch, Jump or S(uper)-Jump.
Guard Mode – Whether or not your opponent can guard your attacks.
Damage Display – Toggle your fighter's damage display ON/OFF.
Cockpit Display – Toggle screen indicators ON/OFF.
Input Display – Toggle display of controller button presses ON/OFF.
Character Change – Change your fighter.

GALLERY

View artwork and ending movies for characters who have completed the game.

OPTION MODE

Use Option Mode to adjust various game settings. Choose an item with the Directional buttons ↑/↓, and adjust with ←/→.



Difficulty – Add stars to make your opponent tougher to beat.

Time Limit – Set the time limit: When ON, a round lasts for 99 counts. When OFF, a round continues until one fighter K.O.'s the other.

Match – Choose the number of rounds in a match: 1, 3 or 5.

Turbo Speed – Add stars to increase the game speed.

Dynamic Mode – When ON, your fighter will zoom in when you perform an Aerial Rave or throw.

Auto Handicap – When ON, handicaps in Versus Mode will be automatically adjusted after each match.

Sound Mode – Choose STEREO or MONAURAL depending on your speakers.

Sound Test – Sample the game music. Directional button ←/→ changes selection; ✕ button plays; △ button stops.

BGM/S.E. Volume – Add stars to increase the volume of background music or sound effects.

Vibration – Toggle ON/OFF (DUALSHOCK™ analog controller only).

Key Config – Reset the button controls.

- Press the ✕ button to display the menu.
- Select the control you want to change and press a button for that move. The old and new button assignments will switch.

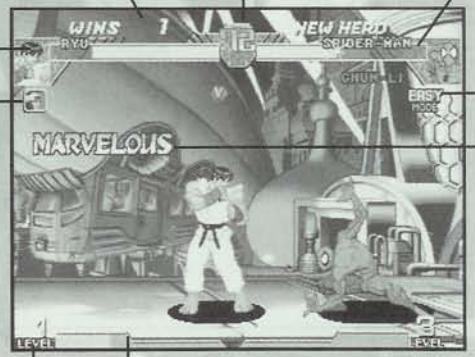
You can also reach this menu by pausing during a match, pressing the Select button and then selecting KEY CONFIG.



Adjust Screen – Use the Directional buttons to center the game screen on your TV.

Memory Card – Save or 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.

GAME SCREEN



Score / Wins	1 Player game - your current score. 2 Player games - character's number of wins.
Time	Round time countdown; at zero, the round ends.
Main Fighter	Your main fighter's name and picture.
Special Partner	Your Special Partner's picture (Special Partner Mode only).
Fighter's Vitality Gauge	Color bar decreases as character is attacked. At zero, the character is K.O.'d. The red bar gradually recovers while a character is not taking damage from an opponent.
Easy/Beginner Mark	Lets you know when you're in Easy or Beginner Mode.
Bonus Message	Displays when you perform a super move.
Hyper Combo Level	The power level available for performing Hyper Combos.
Hyper Combo Gauge	Color bar builds up as you attack. When it's full, you can perform Hyper Combos and other powerful moves.

GAME RULES

MATCH LENGTH

Each round lasts for 99 seconds (default) or until one fighter completely loses vitality. A match is three rounds (default).

You can turn match time ON/OFF, and/or change the number of rounds per match in Option Mode (see page 6).

WINNING

The first character to win two out of three rounds (default) wins the match. If time runs out, the character with more vitality remaining is the winner. With time limit OFF, the match lasts until one fighter wins (by draining the opponent's vitality).

DRAW GAME

A draw game occurs when both fighters run out of vitality at the same time (double K.O.) or when both fighters have the same amount of vitality left when time's up.

SPECIAL ATTACKS

The Directional button controls in this section are for fighters facing right. Reverse the left/right controls for fighters facing left.

PUNCHES	CONTROLLER
Light Punch (LP)	□ button
Medium Punch (MP)	△ button
Heavy Punch (HP)	R1 button
KICKS	
Light Kick (LK)	✕ button
Medium Kick (MK)	○ button
Heavy Kick (HP)	R2 button

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
Foil opponent's attacks on the ground and in the air.

Throw, Grab
→ or ← + MP or MK or HP or HK (near an opponent)
Throw your opponent. Some characters grab the opponent instead of throwing.

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

Dodge
When your character falls or is knocked down, press:
↓↘→ + P or K (before landing)
Roll and quickly stand up to escape your opponent's pursuit attacks.

Chain Combo
L, M, H (P or K)
Press the attack buttons in order quickly to rapid-hit opponent.

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

Taunt
Select Button
Hassle your opponent verbally.

Pursuit
Perform an additional attack while your opponent is on the ground or knocked up in the air.

PARTNER/SPECIAL HEROES BATTLE

Before starting a game, you'll choose a fighter from 15 available characters. The first character you choose is your main fighter. You can then choose a Partner Hero or Special Hero. During a battle, you can call out your teammate by performing the various moves shown on this page and page 13.

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

PARTNER HEROES MODE

Variable Counter
While blocking, ↓↘→ + P + K (simultaneously)
Your support character joins in to perform a counterattack. This move requires a Level 1 Hyper Combo Gauge.

Variable Combination
↓↘→ + P + K of the same strength (simultaneously)
Your support character joins in to perform a super powerful combination Hyper Combo. This move requires a Level 2 Hyper Combo Gauge.

Variable Cross
↓↙← + P + K of the same strength (simultaneously)
A support fighter joins in to assist you. You can control two characters simultaneously for a short while. You can use unlimited Hyper Combos during Variable Cross. This move requires a Level 2 Hyper Combo Gauge. (You cannot perform Variable Cross against Onslaught.)

SPECIAL HEROES MODE

Special Fighter
MP + MK (simultaneously)
Your Special Hero joins in to perform an assist attack.

Special Counter
↓↘→ + P + K
Your Special Hero joins in to perform a counterattack. This move requires a Level 1 Hyper Combo Gauge.

Special Hyper Combo
↓↙← + P + K of the same strength (simultaneously)
Your Special Hero joins in to perform assist attacks several times. You can also perform unlimited Hyper Combos during this move. This move requires a Level 2 Hyper Combo Gauge. (You cannot perform Special Hyper Combo against Onslaught.)

CROSS OVER MODE

Variable Attack
HP + HK (simultaneously)
Your Partner Hero joins in to take a turn attacking the opponent. In the meantime, your main fighter's vitality gauge will gradually recover.

Special Fighter
MP + MK (simultaneously)
You can use this move only limited times.

Variable Counter
While blocking, ↓↘→ + P + K (simultaneously)

Variable Combination
↓↘→ + P + K of the same strength (simultaneously)

Variable Cross
↓↙← + P + K of the same strength (simultaneously)

HYPER COMBO (HC)

A Hyper Combo is a Directional button move plus two punches or kicks simultaneously (see pages 16-23). Hyper Combos deliver extreme damage to opponents. A Hyper Combo uses a Level 1 Hyper Combo gauge.



Hyper Combo Gauge

Hyper Combo Level

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.

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

Note: You cannot perform Hyper Cancel in Cross Over Mode.

AERIAL RAVE

An Aerial Rave is a successive move that knocks an opponent up in the air, catches up with a Super Jump, and performs a combo while airborne.

1. First, hit an opponent with an Aerial Rave Start Move by pressing LP + LK simultaneously.
2. When the opponent is knocked up in the air, perform a Super Jump by pressing the Directional button ↑.
3. When you catch up with the opponent, perform a chain combo in the air.

Note: If you're playing in Easy or Beginner Mode, perform an Aerial Rave Start Move and Super Jump by just pressing LP + LK simultaneously.

CHARACTERS

The following pages show the Special Moves and Hyper Combos for the 15 fighters selectable 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 easily by pressing the corresponding Punch (P) or Kick (K) button rapidly (see the chart at right).

EASY/BEGINNER MODE BUTTON COMMANDS

1 = Medium Punch (MP)
2 = Heavy Punch (HP)
3 = Medium Kick (MK)
4 = Heavy Kick (HK)

SAMPLE MOVES CHART*

Easy Mode Commands	SPECIAL MOVES		*Special Moves*
1	Shield Slash	↓↘→ + P	
2	Stars & Stripes	→↓↘ + P	
3, 4	Charging Star	↓↘→ + K	
	HYPER COMBOS		
1+2	Final Justice	↓↘→ + PP	*Hyper Combos*
3+4	Hyper Charging Star	↓↘→ + KK	
—	Hyper Stars & Stripes	→↓↘ + PP	

* These sample moves are used for Captain America only. See each character's page for specific character moves.



CAPTAIN AMERICA

The legendary star-spangled Avenger fights for American ideals!

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

RYU

The legendary street fighter seeks the true way of the warrior. Can he ultimately master the Fireball?

SPECIAL MOVES		
1	Fireball	↓↘→ + P
2	Dragon Punch	→↓↘ + P
3, 4	Hurricane Kick	↓↙← + K
HYPER COMBOS		
1+2	Shinku Hadoken	↓↘→ + PP
3+4	Shinku Tastumaki Senpukyaku	↓↙← + KK
——	Mode Change	→↘↓↙← + P



SPIDER-MAN

Gifted with a spider's strength and speed, Spider-Man is a web-slinging, wall-crawling crime fighter.

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
——	Ultimate Web Throw	↓↙← + PP





CAPTAIN COMMANDO

The supreme hero of the CAPCOM world, he's the peacekeeper of the Solar System along with his three buddies.

SPECIAL MOVES		
1	Captain Fire	↓↘→ + P
2	Captain Corridor	↓↙← + P
3	Captain Kick	↓↙← + K
——	Commando Strike	↓↘→ + K
HYPER COMBOS		
1+2	Captain Sword	↓↘→ + PP
3+4	Captain Storm	↓↘→ + KK



HULK

A rampaging man-monster with incredible strength, Hulk will smash all who oppose him.

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
—	Gamma Quake	↓↘→ + KK

ZANGIEF

The King of Russian wrestling. Pure power with a body of steel!

SPECIAL MOVES		
1	Screw Pile Driver	360 turn + P (near foe)
2	Double Lariat	PPP or KKK
3	Flying Power Bomb	←↙↓↘→ + K
4	Banishing Flat	→↓↘ + P
HYPER COMBOS		
1+2	Final Atomic Buster	360 turn + PP
—	Iron Body	↓←↙ + K



CHUN-LI

An Interpol investigator whose martial arts are nothing less than spectacular!

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
—	Shichisei Senkukyaku	↓↘→ + KK (in air)





WOLVERINE

A hero with animal instinct and samurai spirit! He shreds evil with his Adamantium claws.

SPECIAL MOVES		
1	Berserker Barrage	↓↘→ + P
2	Tornado Claw	→↓↘ + P
3, 4	Berserker Slash	↓↙← + P
—	Drill Claw	Any D-button + MP + LK
HYPER COMBOS		
1+2	Weapon X	→↓↘ + PP
3+4	Fatal Claw	→↓↘ + KK
—	Berserker Barrage X	↓↘→ + PP



GAMBIT

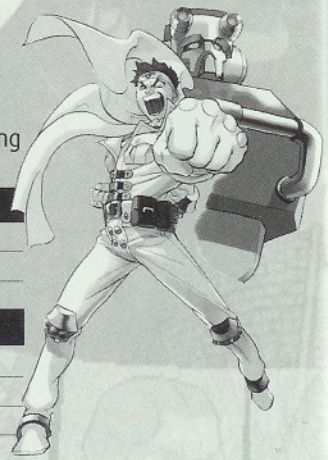
A mysterious card-throwing mutant, Gambit energizes whatever he touches, with explosive results!

SPECIAL MOVES		
1	Kinetic Card	↓↘→ + P
2	Trick Card	↓↙← + P
3	Cajun Slash	→↓↘ + P
4	Cajun Strike	↓ (charge) ↑ + P or K
HYPER COMBOS		
1+2	Royal Flash	↓↘→ + PP
3+4	Cajun Explosion	↓↘→ or ↓↙← + KK

JIN

His weapon of choice is the humanoid Blodia. He journeys through the ocean of space, following in his father's footsteps.

SPECIAL MOVES		
1	Saotome Typhoon	← (charge) → + P
2	Saotome Dynamite	↓ (charge) ↑ + P
3	Saotome Crash	→↘↓↙← + K
HYPER COMBOS		
1+2	Blodia Punch	↓↘→ + PP
3+4	Blodia Vulcan	↓↙← + PP
—	Saotome Cyclone	↓↘→ + KK





WAR MACHINE

A warrior outfitted in hi-tech armor, War Machine defeats his opponents with a powerful array of weapons.

SPECIAL MOVES		
1, 2	Shoulder Cannon	↓↘→ + P
3	Repulser Blast	→↘↓↙← + P
4	Smart Bomb	MP + LK
HYPER COMBOS		
1+2	Proton Cannon	↓↘→ + PP
3+4	War Destroyer	↓↘→ + KK

MEGAMAN

Dr. Light's creation is the Robot of Justice. He summons his support robots to fight evil!

SPECIAL MOVES		
1	Mega Uppercut	→↓↘ + P
2	Mega Buster	HP (chargeable)
3, 4	Item Attack	↓↘→ + P
3, 4	Item Change	↓↙← + K
HYPER COMBOS		
1+2	Hyper Megaman	↓↘→ + PP
3+4	Rush Drill	↓↘→ + KK
—	Beat Plane	↓↙← + KK + any button





VENOM

An alien symbiote inhabiting the body of a man, Venom is a sinister double threat.

SPECIAL MOVES		
1	Venom Fang	↓↘→ + P
2	Web Throw	→↘↓↙← + P
3, 4	Venom Rush	↓↘→ + K
HYPER COMBOS		
1+2	Venom Web	↓↘→ + PP
3+4	Death Bite	↓↘→ + KK

MORRIGAN

A Succubus living in eternity, Morrigan yearns to become "Queen of the Night" to rule the Dark World.

SPECIAL MOVES		
1	Soul Fist	← (charge) → + P
2	Shadow Blade	↓ (charge) ↑ + P
—	Vector Drain	→↘↓↙← + K
—	Shell Pierce	↓ + HK (while jumping)
HYPER COMBOS		
1+2	Soul Eraser	↓↘→ + PP
3+4	Silhouette Blade	→↓↘ + PP
—	Darkness Illusion	↓↘→ + KK





STRIDER HIRYU

The strongest of the ninja Striders, his sword Sipher cuts off darkness!

SPECIAL MOVES		
1	Ame No Murakumo	↓↘→ + P
2	Gram	→↓↘ + P or K
3	Vajla	↓↙← + K
4	Formation A	↓↘→ + P
HYPER COMBOS		
1+2	Ragnalok	→↓↘ + PP
3+4	Legion	↓↘→ + KK
—	Ouroboros	↓↘→ + PP



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