



NTSC U/C

MARVEL
COMICS

MARVEL SUPER HEROES

PlayStation™



INSTANT
WIN
SWEEPSTAKES
(SEE INSIDE
FOR DETAILS)

TEEN
TM
T
AGES 13+
CONTENT RATED BY
ESRB

SLUS-00257

CAPCOM®

WARNING: READ BEFORE USING YOUR PLAYSTATION™ CONSOLE.

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™ 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- 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.

A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting MARVEL SUPER HEROES, CAPCOM's hit arcade game for the PlayStation™ console. CAPCOM ENTERTAINMENT is proud to bring you this thrilling new addition to your video game library.

CAPCOM HINT LINE

Hints are available:

1-900-680-CLUE (1-900-680-2583)

\$.99 per minute for 24-hr. pre-recorded information.
\$1.25 per minute for live Game Counselor assistance.
From Canada: 1-900-677-2272 (\$1.25 per minute).

Must be 18 years or older, or have parental permission.
Game Counselors available Monday-Friday 8:00 a.m. - 5:00 p.m. Pacific Standard 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.

CAPCOM ON-LINE

<http://www.capcom.com>

CompuServe users, select Go. . .then type: capcom

Visit our website to see all the great new CAPCOM products or to play certain games on-line! Or just e-mail us for help or to find out what's new at CAPCOM!

CAPCOM®

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

MARVEL
COMICS

MARVEL

SUPER HEROES™

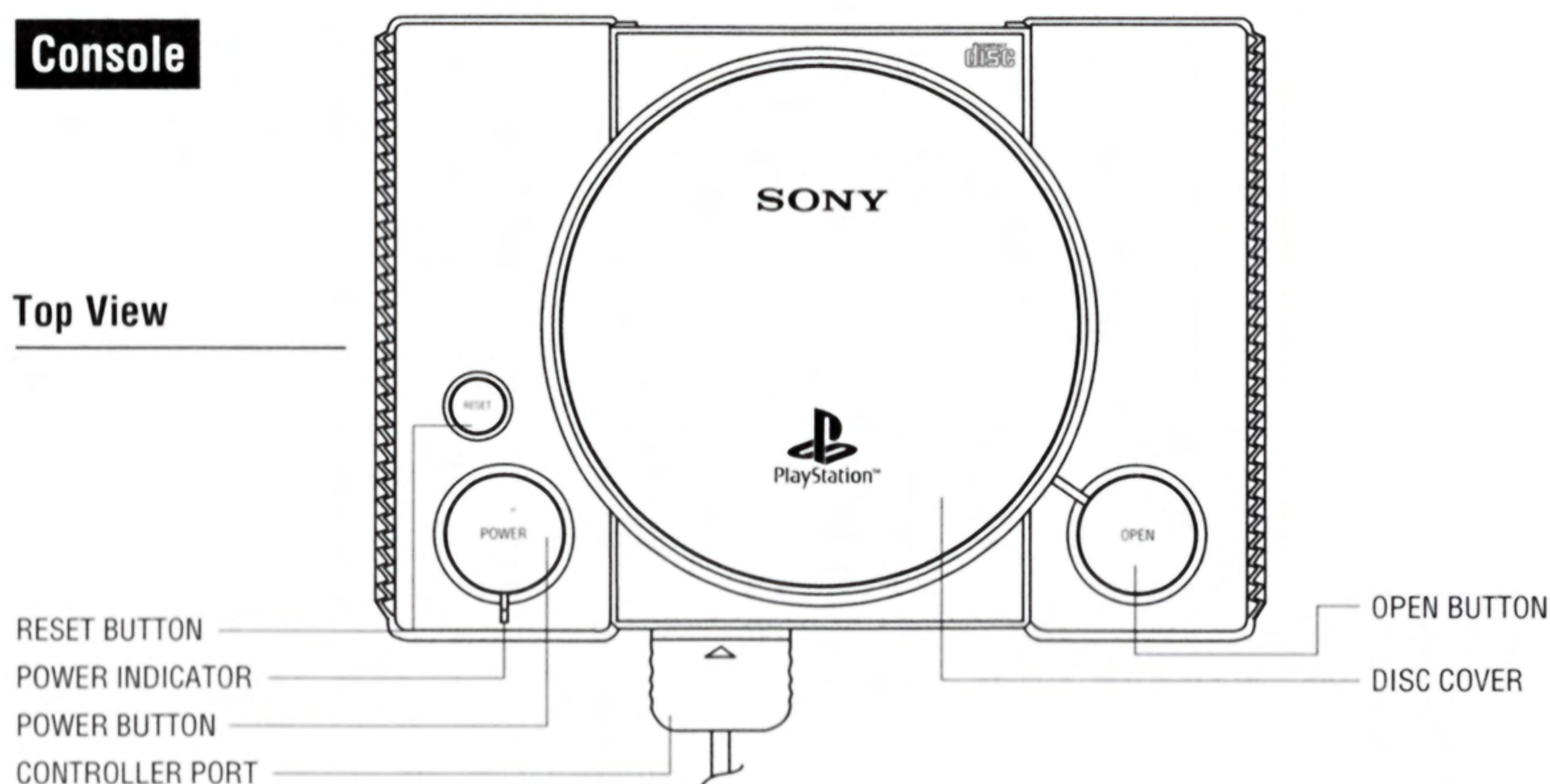
- CONTENTS -

<i>Table of Contents</i>	1
<i>Game Set Up (SYSTEM DIAGRAM)</i>	2
<i>Basic Controls (CONTROLLER DIAGRAM)</i>	3
<i>Game Modes</i>	6
<i>Option Mode</i>	7
<i>Backup Data</i>	8
<i>The Infinity Gems</i>	9
<i>Marvel Super Heroes</i>	10
<i>Merchandise</i>	20
<i>Warranty</i>	21

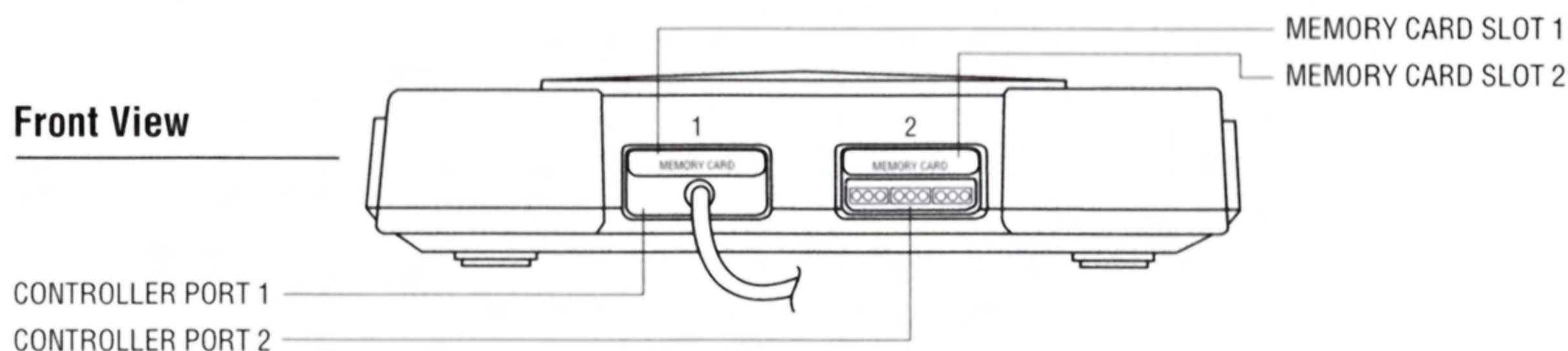
Set up your PlayStation™ console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the MARVEL SUPER HEROES disc and close the disc cover. Insert the game controllers and turn on the PlayStation™ console. Follow the on-screen instructions to start a game.

Console

Top View



Front View



BASIC CONTROLS

BUTTON

START BUTTON

SELECT BUTTON

DIRECTIONAL BUTTON

X BUTTON

O BUTTON

L1, L2, R1, R2, **START & SELECT**
simultaneously

FUNCTION

STARTS GAME

PAUSES GAME

JOINS IN FOR
SECOND PLAYER

OPENS OPTION
SCREEN DURING PAUSE

SELECTS GEM
See INFINITY GEMS

SELECTS GAME MODE
(See Title Screen)

CHANGES SETTINGS
(See Option Mode)

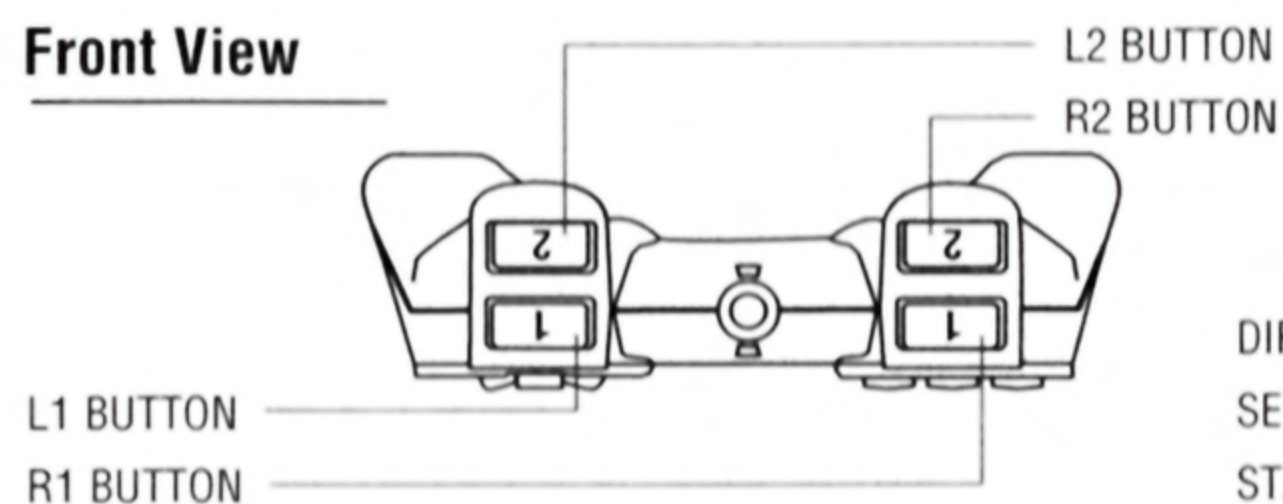
MOVES CHARACTER

SELECT MENU ITEM

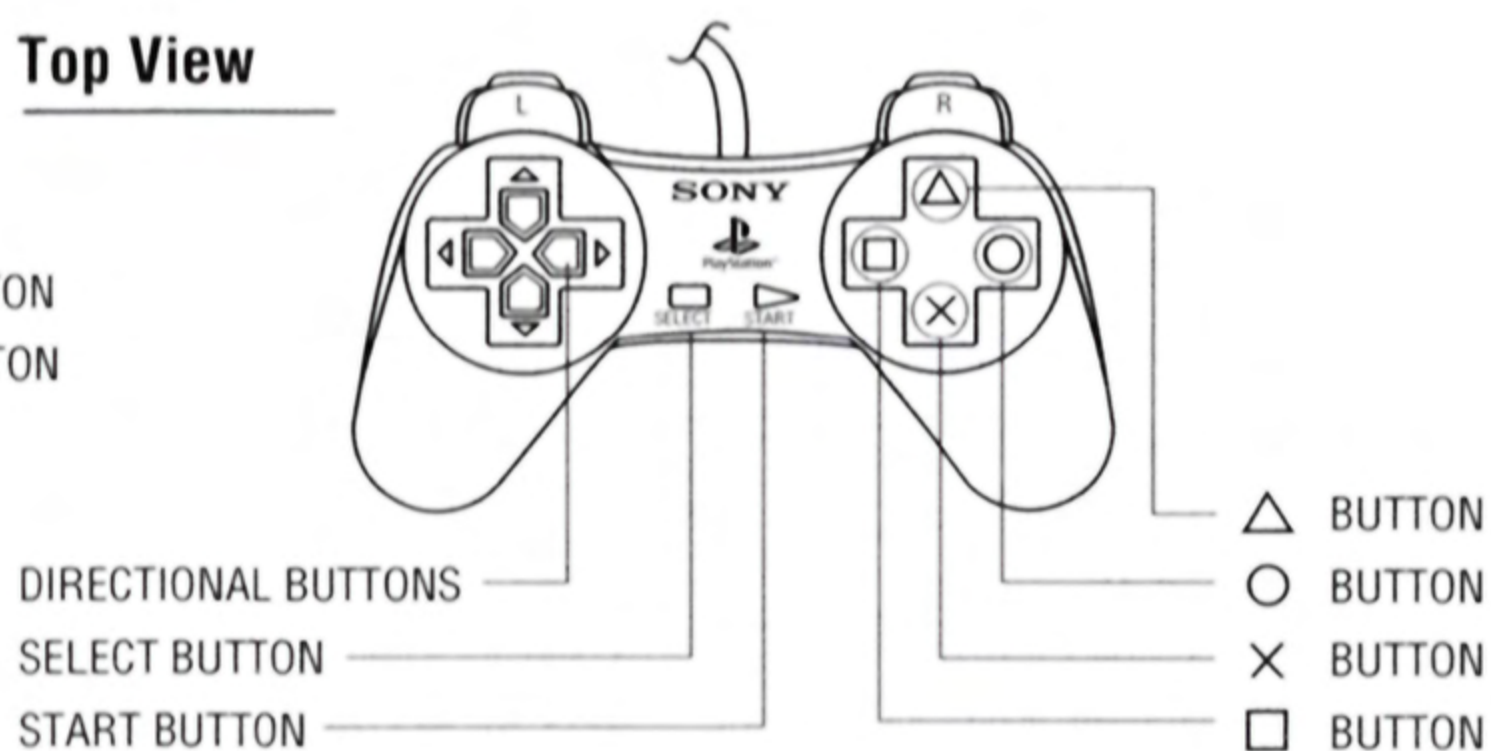
CANCELS SELECTION

RESET GAME




Front View



Top View



MARVEL SUPER HEROES CONTROLS

 BUTTON	LIGHT PUNCH (JAB)
 BUTTON	MEDIUM PUNCH
L1 BUTTON	HARD PUNCH (FIERCE)
X BUTTON	LIGHT KICK (SHORT)
 BUTTON	MEDIUM KICK
R1 BUTTON	HARD KICK (ROUNDHOUSE)
L2 BUTTON	3 PUNCH BUTTONS SIMULTANEOUSLY (See Infinity Specials)
R2 BUTTON	3 KICK BUTTONS SIMULTANEOUSLY (See Infinity Specials)

GENERAL MOVES

HIGH JUMP: Press Directional Button ↓ then ↑ quickly.

BLOCK/AIR BLOCK: Press Directional Button away from opponent. You can even block in mid-air.

GRAB/THROW: Press Directional Button toward opponent, then press either Medium Punch, Medium Kick, Hard Punch or Hard Kick button. Some characters may be able to execute a grab or throw move automatically.

BACKWARD ROLL: ↓ ↘ → + P

INFINITY COUNTER: When you block your opponent's attack, press the Directional Buttons ← ↙ ↓ in a smooth motion, then press a Punch or Kick button. This will perform an Infinity Counter attack, which is a quick counter move against your vulnerable opponent. Infinity Counters consume 1 level on your Infinity Combo gauge.

RECOVERY/ESCAPE: You can recover from dizziness more quickly by pressing back and forth on the control pad and by pressing the attack buttons rapidly. You can escape grab moves in this manner as well.

TAUNT: You can taunt your opponent by pressing the Directional Button ↓ ↓ then press **SELECT**.

GAME MODES

MODE SELECT There are 2 modes of play and 2 set up modes for MARVEL SUPER HEROES. See the following sections for descriptions of these modes.

To adjust your button configuration during gameplay, press the **START** button to pause the game. Then press the **SELECT** button. Select KEY CONFIG from the menu to adjust your buttons, then EXIT when you are finished. When configuring your buttons, use the Directional Button to highlight the function, then press the button you want to perform that function.

(Note: Turning SHORTCUT to "on" in the OPTION MODE bypasses the MODE SELECT screen. See page 7 for more)

ARCADE MODE Select a Marvel character and fight your way through 8 other computer-controlled characters. This is a one-player game, but a second player can join in at any time. Press the **START** button on the opposite controller to join in. The character select screen will appear.

From the title screen, press **START** to see the MODE SELECT menu. Use the Directional Button to highlight this mode, then press the **START** button to select it. You will then see the character select screen. Use the Directional Button to highlight a character, then press **START** to select it. Then use the Directional Button to highlight either NORMAL or TURBO speed mode, then press **START** to select it and begin the match.

V.S. MODE is the classic 2-player contest. Use the Directional Button to highlight this from the MODE SELECT screen and press **START** to select it. You will then be presented with the character select screen. Select a character and game in the same manner as the ARCADE mode.

OPTION MODE

To adjust the options in your game, from the MARVEL SUPER HEROES title screen, use the Directional Button to highlight **OPTION** and press the **START** button. Highlight one of the following by pressing the Directional Button **↑** or **↓** then change the option by pressing the Directional Button **←** or **→** :

DIFFICULTY There are 8 levels of difficulty available for ARCADE MODE. Adjust the number of stars for the difficulty from 1-8 (Low to High).

TIME LIMIT You can set the time limit to ON or OFF.

ROUNDS You can adjust the number of rounds per match.

TURBO SPEED You can adjust the game speed.
There are 2 levels of TURBO speed.

SHORTCUT Set this to "on" and you can bypass the MODE SELECT screen in ARCADE MODE and jump right to the character select screen.

SOUND Adjust the sound on your game for stereo or monaural sound, depending on the capabilities of your sound system.

KEY CONFIGURATION

You can choose any button for your punch/kick functions.

PANEL

You can turn your character's on-screen face panel on or off.

When finished, return to the MODE SELECT screen by highlighting **EXIT** and press the **START** or **X** button (or simply press the **△** button).

BACKUP DATA

SAVE DATA

This allows you to save your game data to a Memory Card. MARVEL SUPER HEROES uses 1 BLOCK on your Memory Card. HIGH SCORE and OPTION MODE settings will be saved.

To save your game, make sure your Memory Card is plugged into Memory Card Slot 1. Now select BACKUP from the MODE SELECT screen, press **START** then highlight SAVE DATA. Press X to select SAVE. Your game will automatically save your settings. Follow the on-screen instructions to return to the OPTION MODE.

If you attempt to save, and the message "Too Many Files" appears, you will not be able to save the current data on that Memory Card. You must use a different Memory Card with enough free memory or create space on the current Memory Card. To ensure your Memory Card has enough space available to save, follow the instructions outlined in the manual packaged with your PlayStation™ console.

LOAD DATA

After saving to a Memory Card, you can LOAD your settings and play with those settings intact. Make sure that the Memory Card with the saved data is plugged into Memory Card Slot 1, then select BACKUP from the MODE SELECT screen. Highlight LOAD and press X to select it. Your saved data will automatically load. Follow the on-screen instructions to return to the MODE SELECT screen.

THE INFINITY GEMS

Draw on the power of the Infinity Gems and battle Thanos to the end! Depending on how successful your attacks are, you can grab gems from your opponent and add them to your arsenal. The gems you possess will appear below your character. Use the **SELECT** Button to change the gem you want to use, then activate the gem:

Press the Directional Button    then press **3P**

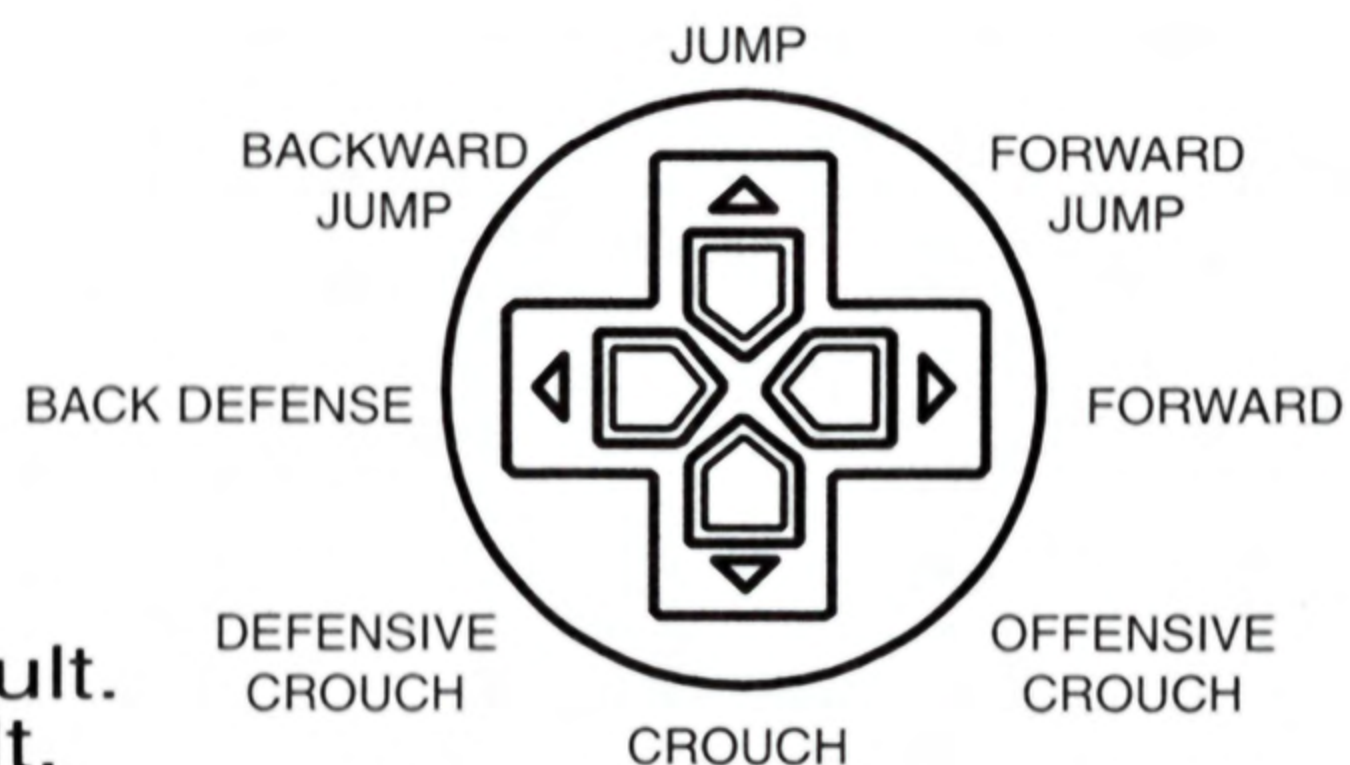
The gem power will last for only a short time.

- Power** - Increase the strength of your attack
- Time** - Increases your character's speed
- Space** - Increases defensive power
- Mind** - Recovers energy for the Infinity Combo Gauge
- Soul** - Recovers energy for your Health Gauge
- Reality** - Enhances your character with fantastic new powers

The following pages describe each Marvel Hero and Villain as well as a short description of their special moves beyond the basic punches and kicks. The moves are described in this manner:

The directions you need to press the Directional Button to perform the move are described first (moves must be done in a smooth, quick motion). Following the move is the list of Punch or Kick buttons you must press to perform the move.

- Key =**
- AP** - Any Punch button
 - AK** - Any Kick button
 - LP** - Light Punch button
 - MP** - Medium Punch button
 - HP** - Hard Punch button
 - LK** - Light Kick button
 - MK** - Medium Kick button
 - HK** - Hard Kick button
 - 2P** - Any 2 Punch buttons simult.
 - 3P** - All 3 Punch buttons simult.
 - 2K** - Any 2 Kick buttons simult.
 - 3K** - All 3 Kick buttons simult.



Note: The diagrams show the Directional Button motions for a character facing right. The controls are reversed when facing left.

BLACKHEART

THE SON OF MEPHISTO, **BLACKHEART** ONCE OPPOSED HIS FATHER, AND AS A RESULT HAD HIS SANITY TAKEN AWAY AND WAS BANISHED FROM THE UNDERWORLD. NOW HE CONSPIRES TO TAKE OVER HADES BY ANY MEANS POSSIBLE.

SPECIAL MOVES

DARK THUNDER ← ↙ ↓ ↘ → + AP

INFERNO → ↘ ↓ ↙ ← + AP

AIR THROW JUMP, THEN HOLD ↑
+ MP OR FP

INFINITY SPECIAL

ARMAGEDDON ↓ ↘ → + AP

DURING WORLD WAR II, A SECRET GOVERNMENT EXPERIMENT WAS CONDUCTED KNOWN AS **PROJECT: SUPER SOLDIER**. **STEVE ROGERS** TOOK THE SUPER SOLDIER SERUM AND BECAME **CAPTAIN AMERICA**. HE HAS SINCE REALIZED HIS FULL HUMAN POTENTIAL WITH THE SUPER SOLDIER SERUM. ARMED WITH AN INDESTRUCTIBLE VIBRANIUM-ADAMANTIUM ALLOY SHIELD, **CAPTAIN AMERICA** FIGHTS THE EVIL AND INJUSTICE THAT THREATENS FREEDOM AND LIBERTY.

SPECIAL MOVES

SHIELD SLASH ↓ ↘ → + AP

STARS AND STRIPES → ↓ ↘ + AP

CHARGING STAR ← ↙ ↓ ↘ → + AK

INFINITY SPECIAL

FINAL JUSTICE ↓ ↘ → + 3P

CAPTAIN AMERICA



THE INCREDIBLE HULK

SPECIAL MOVES

GAMMA CHARGE HOLD ← FOR 2 SEC. THEN → + AK

GAMMA THROW → ↘ ↓ ↙ ← + AP

GAMMA SLAM ← ↙ ↓ ↘ → + AP

INFINITY SPECIAL

GAMMA CRUSH ↓ ↘ → + AP

DR. ROBERT BRUCE BANNER WAS IN CHARGE OF A GAMMA RADIATION EXPERIMENT. A TEENAGER WANDERED INTO THE TEST AREA AS THE GAMMA BOMB WAS ABOUT TO EXPLODE. BANNER JUMPED IN AND SAVED THE BOY, BUT WAS FLOODED WITH RADIATION HIMSELF. NOW BANNER HAS THE ABILITY TO CHANGE INTO THE INCREDIBLY STRONG JADE GIANT KNOWN AS - THE INCREDIBLE HULK.

SPECIAL MOVES

UNI-BEAM ← ↙ ↓ ↘ → + AP

REPLUSOR BLAST → ↘ ↓ ↙ ← + AP

SMART BOMB (LP + LK), (MP + MK) OR
(HP + HK)

INFINITY SPECIAL

PROTON CANNON ↓ ↘ → + 3P



IRON MAN

WHILE TESTING A SECRET WEAPON IN SOUTHEAST ASIA, INDUSTRIAL GENIUS **TONY STARK** WAS INJURED AND SUBSEQUENTLY CAPTURED. IN EXCHANGE FOR HIS WEAPON TECHNOLOGY, HIS CAPTORS OFFERED TO NURSE HIM BACK TO HEALTH. STARK RELUCTANTLY AGREED, BUT HE SECRETLY HAD A PLAN. HE BUILT **LIFE-SUSTAINING ARMOR** AND EQUIPPED HIMSELF IN IT. IT ALLOWED HIM TO ESCAPE HIS CAPTORS AND RETURN HOME. STARK HAS MODIFIED THE ORIGINAL ARMOR DESIGN, EXPANDING IT'S DEFENSIVE AND OFFENSIVE CAPABILITIES AND NOW HE USES HIS POWER TO BATTLE ANY FORCE THAT THREATENS THE SECURITY OF AMERICA OR THE WORLD.

JUGGERNAUT



WHEN *CAIN MARKO* ENTERED THE SECRET TEMPLE OF CYTTORAK, HE HAD NO IDEA HE WOULD EMERGE AS AN **UNSTOPPABLE FORCE OF EVIL!** GRABBING THE RUBY OF CYTTORAK, MARKO WAS TRANSFORMED INTO THE *JUGGERNAUT*, ARCHFOE OF THE X-MEN!

SPECIAL MOVES

EARTHQUAKE PUNCH → ↘ ↓ + AP

JUGGERNAUT PUNCH ← ↙ ↓ ↘ → + AP

JUGGERNAUT
BODY PRESS → ↘ ↓ ↙ ← + AK

INFINITY SPECIAL

JUGGERNAUT
HEAD CRUSH ↓ ↘ → + 3P

THE MASTER OF MAGNETISM, ERIK MAGNUS LEHNSHERR WILL STOP AT NOTHING TO SEE HIS DREAM OF MUTANT DOMINATION OVER THE WORLD REALIZED! AT ONE TIME A CLOSE FRIEND OF PROFESSOR X, LEHNSHERR NOW HIDES HIS FEATURES BEHIND THE FEARSOME HELMET OF **MAGNETO**. THE MASTER OF MAGNETISM IS THE ENEMY OF THE **X-MEN**, AND IS ONE OF THE MOST FEARED VILLAINS IN THE MARVEL UNIVERSE.

MAGNETO

SPECIAL MOVES

E-M DISRUPTOR ← ↙ ↓ ↘ → + AP

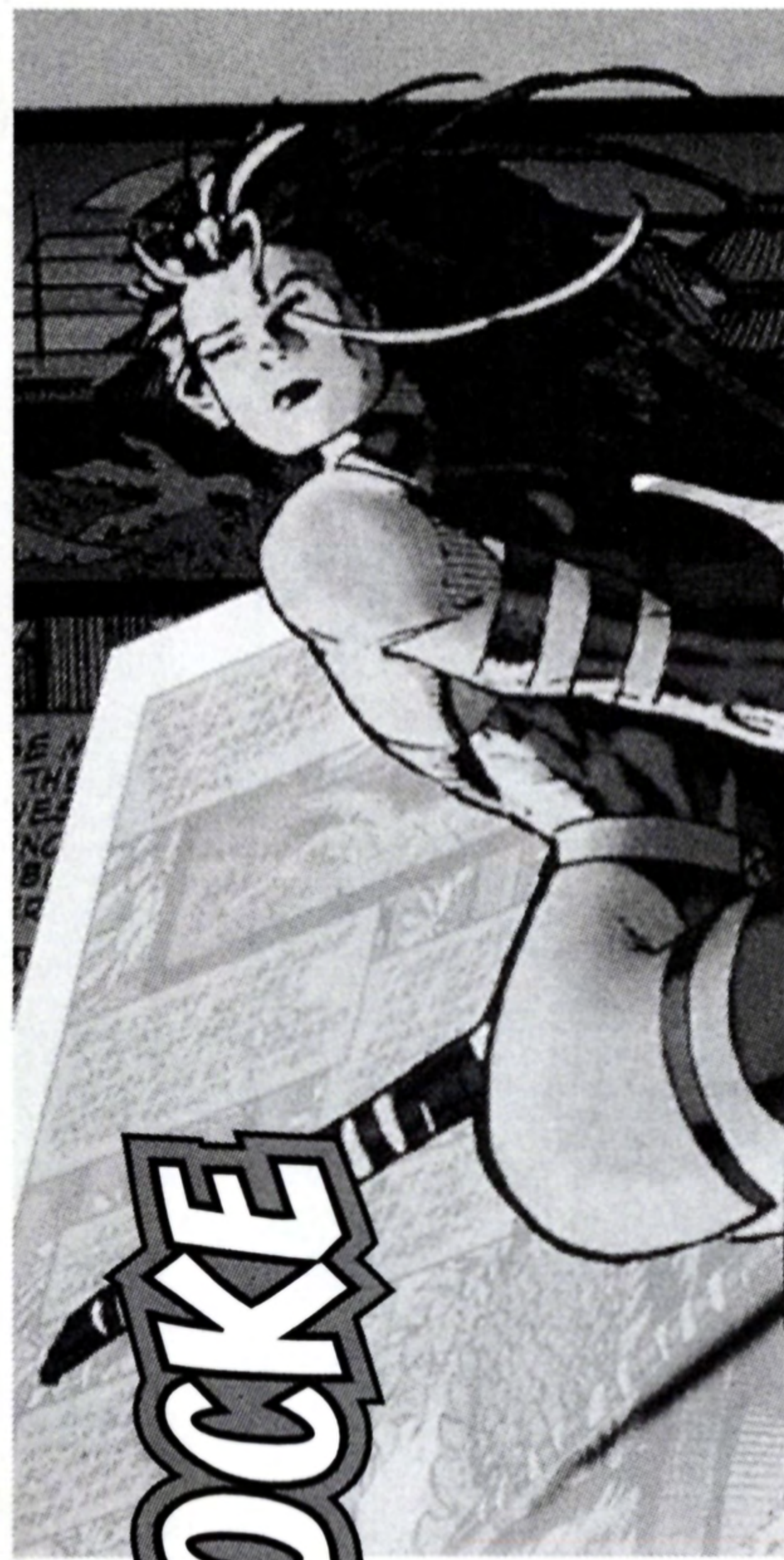
HYPER GRAVITATION → ↘ ↓ ↙ ← + AK

MAGNETIC BLAST WHEN IN AIR,
↑ ↗ → + AP

INFINITY SPECIAL

MAGNETIC SHOCKWAVE ↓ ↘ → + 3P





PSYLOCKE

SPECIAL MOVES

PSI-BLAST ↓ ↘ → + AP

PSI-BLADE SPIN ↓ ↘ → + AK

NINJITSU → ↘ ↓ ↙ ← + (LP+LK)
(MP+MK) OR (HP+HK)

INFINITY SPECIAL

PSI-MAELSTROM ↓ ↘ → + 3K

ELIZABETH BRADDOCK USES HER MARTIAL ARTS SKILLS AND *MUTANT TELEPATHIC POWERS* AS A MEMBER OF THE *X-MEN!* HER "*PSYCHIC KNIFE,*" MANIFESTED AS A GLOWING BLADE OF ENERGY FROM HER HAND CAN STOP ANY FOE IN THEIR TRACKS!

SPECIAL MOVES

MYSTIC STARE HOLD ← FOR 2
SEC. THEN → + AP

MYSTIC SMASH HOLD ← FOR 2
SEC. THEN → + AK

DEVITALIZATION → ↘ ↓ ↙ ← + AK

INFINITY SPECIAL

CHAOS DIMENSION ↓ ↘ → + 3P

SHUMA-GORATH IS THE MANIFESTATION OF THE ANCIENT ONE'S DARKSIDE. IT POSSESSES ALL OF THE ANCIENT ONE'S ABILITIES AND IS THE LIVING EMBODIMENT OF EVIL. NOT MUCH ELSE IS KNOWN ABOUT THIS CREATURE EXCEPT THAT IT STRIVES TO DESTROY ALL LIVING THINGS IN THE UNIVERSE. WHEN FACED WITH ANOTHER CREATURE, IT WILL CHANGE FORM TO APPEAR AS THAT BEING'S WORST NIGHTMARE.



SPIDER-MAN

PETER PARKER BECAME **SPIDER-MAN** WHEN HE WAS BIT BY A RADIOACTIVE SPIDER. HE OBTAINED STRANGE ABILITIES THAT ALLOWED HIM TO STICK TO AND CLIMB WALLS. HE ORIGINALLY AIMED TO ENTER SHOW BUSINESS WITH HIS NEW ABILITIES USING A SPIDER COSTUME AND WEB-SHOOTERS HE CREATED. WHEN HIS UNCLE BEN WAS KILLED BY A BURGLAR HE DECIDED TO BECOME A **SUPER HERO**, REALIZING THAT WITH GREAT POWER COMES GREAT RESPONSIBILITY.

SPECIAL MOVES

- | | |
|--------------|------------|
| WEB BALL | ↓ ↘ → + AP |
| SPIDER STING | → ↓ ↘ + AP |
| WEB SWING | ↓ ↙ ← + K |

INFINITY SPECIAL

- | | |
|----------------|------------|
| MAXIMUM SPIDER | ↓ ↘ → + 3P |
|----------------|------------|

MEANWHILE, WOMAN WHO BEHIND ST... FIGURE, EVE...

THE MAN KNOWN ONLY AS **LOGAN** HAD HIS SKELETON FORCIBLY AUGMENTED WITH ADAMANTIUM, A NEARLY-INDESTRUCTIBLE METAL. HE HAS A **SUPER-HEALING** ABILITY THAT MAKES HIM INCREDIBLY RESISTANT TO PHYSICAL HARM, CHEMICALS AND POISONOUS GASSES. **WOLVERINE** ONCE WORKED AS A SECRET AGENT FOR THE CANADIAN GOVERNMENT BUT WOULD NOT FOLLOW THEIR PROTOCOL. HE SEVERED HIS TIES WITH THE CANADIAN GOVERNMENT AND JOINED PROFESSOR CHARLES XAVIER'S MUTANT GROUP - **THE X-MEN**.

WOLVERINE

SPECIAL MOVES

DRILL CLAW PRESS D-BUTTON ANY DIRECTION, THEN PRESS SAME STRENGTH AP+AK SIMULTANEOUSLY (LP+LK) (MP+MK) (HP+HK)

TORNADO CLAW → ↓ ↘ + AP

BERZERKER BARRAGE ↓ ↘ → + AP

INFINITY SPECIAL

BERZERKER BARRAGE X ↓ ↘ → + 3P



VISIT OUR WEBSITE FOR MORE MERCHANDISE OR
TO ORDER

HTTP://WWW.CAPCOM.COM

CALL (408)774-0400 FOR QUESTIONS OR
TO ORDER BY CREDIT CARD OR CALL OUR NEW 900#
LINE TO ORDER AND CHARGE IT TO YOUR PHONE BILL.
CALL (900)680-2583 FOR MORE INFO.

CALL (408)774-0400
TO PRE-ORDER NEW RELEASES

T-SHIRTS (All T-shirt Sizes XL)

- | | |
|--|---------|
| <input type="checkbox"/> Resident Evil | \$15.95 |
| <input type="checkbox"/> Resident Evil 2 | \$15.95 |
| <input type="checkbox"/> Mega Man X4 | \$14.95 |
| <input type="checkbox"/> Street Fighter Alpha 2 | \$14.95 |
| <input type="checkbox"/> Super Puzzle Fighter II | \$14.95 |

STRATEGY GUIDES

- | | |
|---|---------|
| <input type="checkbox"/> Street Fighter Alpha 2 | \$15.95 |
| <input type="checkbox"/> Darkstalkers | \$13.95 |
| <input type="checkbox"/> Star Gladiator | \$ 9.95 |
| <input type="checkbox"/> Street Fighter Alpha | \$15.95 |
| <input type="checkbox"/> Street Fighter EX PLUS | \$15.95 |
| <input type="checkbox"/> Resident Evil | \$15.95 |
| <input type="checkbox"/> Resident Evil Director's Cut | \$15.95 |
| <input type="checkbox"/> Marvel Super Heroes | \$15.95 |
| <input type="checkbox"/> Street Fighter 3 (Arcade) | \$15.95 |
| <input type="checkbox"/> Vampire Savior (Arcade) | \$15.95 |

AND MORE...

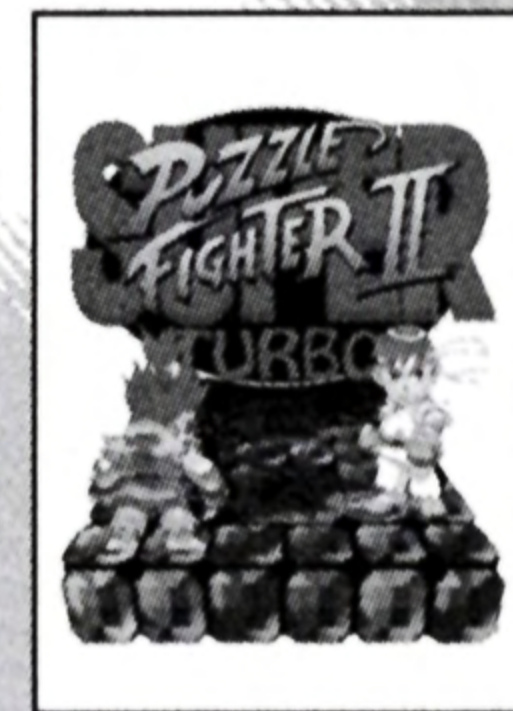
- | | |
|--|---------|
| <input type="checkbox"/> Star Gladiator Poster | \$7.50 |
| <input type="checkbox"/> Leather Backpack
(capcom logo on flap) | \$60.00 |



Mega Man X4
Back of T



Street Fighter
Alpha 2 back of T



Super Puzzle Fighter II
Back of T



Resident Evil
Back of T



Resident Evil 2
Back of T



Star Gladiator
Poster

FIRST NAME

LAST NAME

ADDRESS

APT. #

CITY

STATE

ZIP CODE

DAY PHONE:

EVENING PHONE:

METHOD OF PAYMENT: CHECK MONEY ORDER MASTERCARD VISA

CREDIT CARD ACCOUNT NUMBER

EXP. DATE

CARDHOLDER SIGNATURE (REQUIRED TO PROCESS ORDER)

SEND CHECK OR MONEY ORDER TO: CAPCOM ENTERTAINMENT, INC. 475 OAKMEAD PARKWAY SUNNYVALE, CA 94086

*Prices Include Shipping/Handling. U.S. Funds Only. CA residents add 7.75% sales tax. (For delivery to Canada add \$1.00) Allow 4-6 Weeks For Delivery. While supplies last.



90-Day Limited Warranty

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this PlayStation CD-ROM ("CD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the CD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game to CAPCOM. Simply return the entire CD-ROM freight prepaid at your own risk of damage or delivery. We recommend sending your CD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the CD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the CD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective CD-ROM freight prepaid at your own risk of damage or delivery to CAPCOM, enclosing a check or money order for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your CD-ROM, subject to the conditions above. If replacement CD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state or province to province.

MARVEL, MARVEL SUPER HEROES and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. Copyright © 1997 Marvel Characters, Inc. This video game is produced under license from Marvel Characters, Inc. All Rights Reserved. © CAPCOM CO., LTD. 1997 © CAPCOM U.S.A., INC. ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD.

Manual Text-Corey Tresidder; Translation-Robert Johnson, Hanako Watanabe; Creative Services-Corey Tresidder; Product Marketing Manager-Todd Thorson; Package and Manual Design-Michi Morita; Special Thanks to Marvel Characters, Inc., Lisa Leatherman, Dana Moreshead, Tom Shiraiwa, Elisa Mathez, Jill Uebel, Tina Kowalewski, Scott Hunter & Nate McIlvain Williams



MARVEL SUPER
HEROES-PSX

MARVEL
COMICS

MARVEL SUPER HEROES™

MARVEL SUPER HEROES™

**The Official Strategy Guide by
GAMEFAN BOOKS**

For ordering information see page 20.

CAPCOM Entertainment, Inc. 475 Oakmead Parkway, Sunnyvale, CA 94086

MARVEL, MARVEL SUPER HEROES and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 1997 Marvel Characters, Inc. This video game is produced under license from Marvel Characters, Inc. All Rights Reserved. © CAPCOM CO., LTD. 1997 © CAPCOM U.S.A., INC. 1997 ALL RIGHTS RESERVED. CAPCOM is a registered trademark of CAPCOM CO., LTD. QSound Technology is protected by U.S. Patent Nos. 5,105,462 and 5,208,860 and numerous foreign patents. QSound, Virtual Audio and the QSound logos are trademarks of QSound Labs.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



CAPCOM
www.capcom.com