

capcom-unity.com

REGISTER FOR EXCLUSIVE OFFERS & NEWS

REG.CAPCOM.COM



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:

Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PS3™ system 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 PS3™ FORMAT DISC:

• 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 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.

NOTICES:

Video output in HD requires cables and an HD-compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

CONTENTS

GETTING STARTED P.02

COMBAT SCREEN/COMBAT RULES P.04

CHARACTER SELECT P.05

CONTROLS P.06

GAME MODES P.08


MOVES P.20

FIGHTERS P.28

GETTING STARTED

PlayStation®3 System

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the ULTIMATE MARVEL VS. CAPCOM® 3 disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the  button. Refer to this manual for information on using the software.

Quitting a game: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint

To remove a disc, touch the eject button after quitting the game.



Trophies: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

Saved data for PS3™ format software

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

GETTING STARTED

STARTING THE GAME

Press any button at the Title Screen to display the Main Menu.



MAIN MENU

You can select five different menus at the Main Menu.

OFFLINE MODE

Play the game offline. Fight against CPU opponents or use two controllers to fight against other players.

→ P.08

ONLINE MODE

Fight other players online via PlayStation®Network. *Broadband connection required.

→ P.10

GALLERY

View various images and movies used in the game.

→ P.16

OPTIONS

Change various game settings.

→ P.17

HERO LICENSE

View various records and information. You can also edit settings and preset frequently used teams.

Press the **R1** button to display the License Card screen.

→ P.18

AUTOSAVE FEATURE

- ◆ **ULTIMATE MARVEL VS. CAPCOM® 3** uses an autosave feature.
- ◆ Your game will automatically be saved at the end of matches, when you change settings, etc.
- ◆ Do not switch off the power when the HDD access indicator is flashing.
- ◆ 495 KB of free space is required on the PlayStation®3 System Hard Disk Drive (HDD) to save data.

GAME SCREEN

COMBAT SCREEEN!

PARTNER'S VITALITY GAUGE

Some of the damage you receive will be displayed in red. Red areas will gradually recover while the character is waiting off-screen.

VITALITY GAUGE

When your vitality is reduced to zero, the character is knocked out and replaced with a partner. If all your characters have no vitality, the team loses.

TIMER

Remaining round time. If the winner remains undecided when the timer reaches zero, it will be decided via judgment.

INFORMATION

Name and rank of the opposing player during online matches.



MESSAGE

Information such as the number of hits in a combo.

HYPER COMBO GAUGE

Gradually increases when you attack or receive/block an attack. You can accumulate up to five gauge bars. Use this gauge to execute various attacks.

LOCATION



Icon representing your location and the direction you are facing when your character is out of screenshot.

PARTNER'S LOCATION



Location of a partner who has suddenly burst into a match.

CHARACTER SELECT

The following is a description of how to select characters and begin the match.

1



Select your first character. Press the **L1** button or the **R1** button to apply one of the colors to that character.

2



Select the assist type for your character. Your team is complete once you have selected all three characters and their assist types.

ASSIST TYPE

TYPE α **TYPE β** **TYPE γ**

Crossover Assist → P.24 and Crossover Combination → P.25 differ according to each type.

3



Select combat rules. The contents of the menu will vary according to the game mode.

FIGHT!

RANDOM SELECTION

Select "?" to choose a character at random. Select "???" to choose all three characters at random.

RESERVE UNIT

Preset frequently used teams to skip individual character selection. Press the START button to display the Reserve Unit Selection menu. → P.19

COMBAT RULES

Inflict damage to the opponent. When the vitality of all three opposing characters is reduced to zero, the team will be knocked out and you will win the match. If you run out of time, the team with more remaining vitality wins. Draws occur when both teams have the same amount of vitality left when time is up.

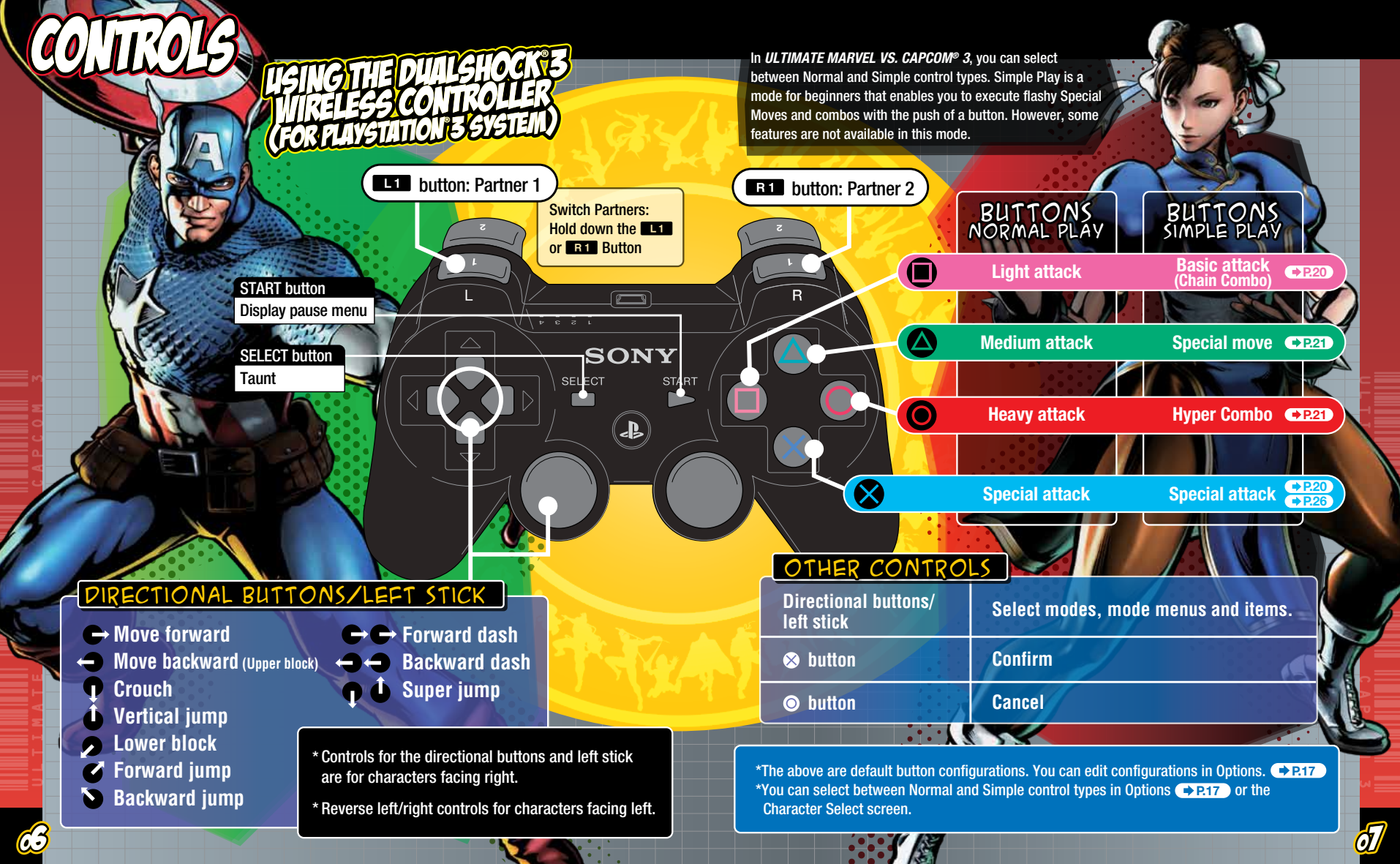
Matches are fought as 3-on-3 tag team battles. You can switch to different partners at any time during a match.

The red area of the Vitality Gauge will gradually recover for fighters who are waiting off-screen.

CONTROLS

USING THE DUALSHOCK³ WIRELESS CONTROLLER (FOR PLAYSTATION³ SYSTEM)

In *ULTIMATE MARVEL VS. CAPCOM³*, you can select between Normal and Simple control types. Simple Play is a mode for beginners that enables you to execute flashy Special Moves and combos with the push of a button. However, some features are not available in this mode.



L1 button: Partner 1

R1 button: Partner 2

Switch Partners:
Hold down the **L1**
or **R1** Button

START button
Display pause menu

SELECT button
Taunt

BUTTONS
NORMAL PLAY

BUTTONS
SIMPLE PLAY

□ Light attack Basic attack (Chain Combo) **↔P20**

△ Medium attack Special move **↔P21**

○ Heavy attack Hyper Combo **↔P21**

× Special attack Special attack **↔P20**
↔P26

DIRECTIONAL BUTTONS/LEFT STICK

- ➔ Move forward
- ➔➔ Forward dash
- ➔ Move backward (Upper block)
- ➔➔ Backward dash
- ⬇️ Crouch
- ⬇️⬆️ Super jump
- ⬆️ Vertical jump
- ↘️ Lower block
- ↘️ Forward jump
- ↙️ Backward jump

* Controls for the directional buttons and left stick are for characters facing right.
* Reverse left/right controls for characters facing left.

OTHER CONTROLS

Directional buttons/ left stick	Select modes, mode menus and items.
× button	Confirm
○ button	Cancel

*The above are default button configurations. You can edit configurations in Options. **↔P17**
*You can select between Normal and Simple control types in Options **↔P17** or the Character Select screen.

ARCADE

Fight in a tournament against CPU opponents. Clear this mode by defeating the final boss. You can edit the following settings before your match.



DIFFICULTY

Adjust CPU strength. Select from among five difficulty levels ranging from VERY EASY to VERY HARD.

TIME

Select time limit (30, 60, 99 or ∞).

DAMAGE

Adjust amount of damage you are able to inflict on the opponent. Select from five levels ranging from LOWEST to HIGHEST.

FIGHT REQUEST

Activate online Fight Requests. Select either Ranked Match or Player Match.

→ P.11



VERSUS

Fight against other players. Before each match, you can select handicaps and stages. After each match, you can choose to have a rematch, change characters, or return to the Main Menu.

HANDICAPS

You can set the vitality of the characters to five different levels. The more ★s, the greater the vitality.

TRAINING

Select a character and polish up your skills before a real battle. Press the START button during a match to display the Pause Menu, where you can adjust your opponent's settings.



You can edit the following settings in Training mode. Press the **L1** / **R1** buttons to switch pages.

PAUSE MENU

Adjust controller settings, check commands for Special Moves, or exit Training.

DUMMY OPTIONS

Adjust your training opponent's settings.

DUMMY SETTINGS

Adjust your training opponent's game settings.

PLAYER SETTINGS

Adjust your game settings.

TRAINING OPTIONS

Adjust your training settings.

MISSION

Take on ten missions specific to each character. Missions cover everything from basic moves to combos. There are five levels of difficulty in all.

MISSION NUMBER

CLEAR STATUS

ASSIGNMENT

SCROLL ICON

MISSION DETAILS

SCROLL CONTROL DISPLAY

SPECIAL CONDITION



Toggle the Scroll Control Display allows you to scroll through missions at will. NOTE: Training and Mission modes can be restarted by pressing the START/SELECT buttons together.

GAME MODES -ONLINE-

ONLINE MODE

FIGHT OTHER PLAYERS ONLINE VIA PLAYSTATION®NETWORK

*Broadband connection required.



ONLINE MODE MENU

RANKED MATCH Fight other players in matches that affect your rank. [▶ P.11](#)

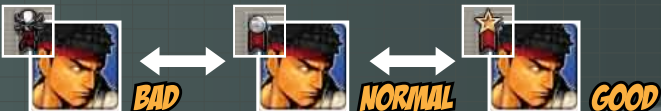
PLAYER MATCH Fight other players in matches that do not affect your rank. [▶ P.11](#)

LOBBY Select SEARCH LOBBY to look for lobbies with online opponents. Or, host your own lobby and let them come to you. [▶ P.12](#)

LEADERBOARDS View Leaderboards for all players online. [▶ P.15](#)

PRECAUTIONS FOR ONLINE

- ◆ You cannot pause during online matches.
- ◆ Restrictions may be applied to your participation of online matches if you repeatedly, deliberately terminate connection to the network.
- ◆ Connection strength will be displayed over your selected icon.



RANKED MATCH

Fight other players online. The outcome of your match will affect your rank and be counted towards your official record. Records will be reflected on various Leaderboards. [▶ P.15](#)



There are three ways to search for opponents in Ranked Match.

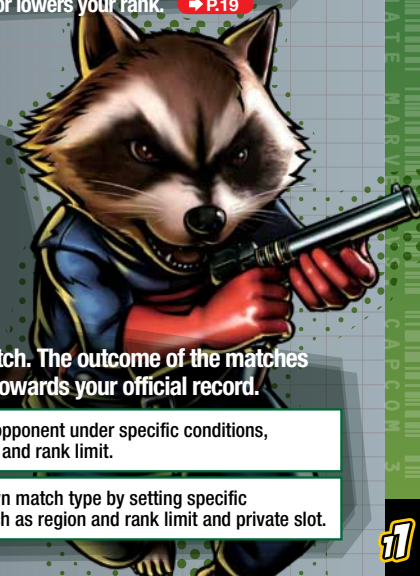
QUICK MATCH Search for an opponent without setting any conditions.

CUSTOM MATCH Search for an opponent under specific conditions, such as region and rank limit.

CREATE MATCH Create your own match type by setting specific conditions, such as region and rank limit.

RANK Your rank is based on the result of online matches. The outcome of each match raises or lowers your rank. [▶ P.19](#)

PLAYER MATCH



Fight other players online, like in Ranked Match. The outcome of the matches do not affect your rank and are not counted towards your official record.

CUSTOM MATCH Search for an opponent under specific conditions, such as region and rank limit.

CREATE MATCH Create your own match type by setting specific conditions, such as region and rank limit and private slot.



LOBBY CREATE LOBBY

Create and host a lobby where players gather online. You can edit four settings when creating a lobby size, region, rank limit and lobby name.

You can edit five settings when creating a lobby.

LOBBY SIZE

Set the maximum number of players for the lobby. (2 to 8 players.)

PRIVATE SLOT

Set the number of private slots for the lobby. (0 to 7 private slots are available.)

REGION

Set the region for the lobby. Selecting a region will restrict participants to players in the same region.

RANK LIMIT

Set the skill level of the players in the lobby. Setting a rank will restrict participants to players who are of the same rank **P.19** as you.

LOBBY NAME

Set the name of the lobby.

SEARCH LOBBY

Search online for a lobby of your choice by selecting lobby size, region, rank limit and lobby name.

Lobbies feature the following:

STATUS ICON

Shows whether the player is in line for battle or spectating.

PLAYER LIST

List of all players in the lobby.

LOBBY INFO

Your chosen lobby name and size.



LOBBY STATS

Lobby stats such as the current longest streak.

MATCH DISPLAY

Shows lobby's current match.

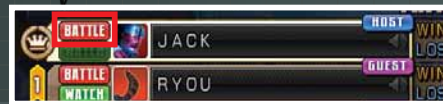
MOST VICTORIES

Most victories on record for this lobby.

LONGEST STREAK

Longest streak on record for this lobby.

Pressing the **△** button in a lobby displays the Battle Icon. You will then be set to Battle Mode to await your turn for battle. Pressing the **△** button again will cause the Battle Icon to disappear, canceling Battle Mode and your place in line.

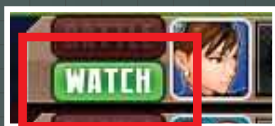


Allows you to spectate matches in lobbies.

WATCH

Pressing the **○** button in a lobby will result in the SPECTATE icon displaying. You will then enter Spectator Mode, allowing you to spectate the lobby's next match.

Pushing the **○** button once more will cause the SPECTATE icon to disappear, taking you out of Spectator Mode.



When spectating, the below message will show, letting you know you are in Spectator Mode.



Pressing the START button in Spectator Mode will bring up a menu that lets you choose whether to return to the lobby or not.



LEADERBOARDS

Check records of players across the globe by viewing Leaderboards for all players online.

You can view four types of Leaderboards.

RANK LEADERBOARDS

Leaderboards based on rank in Ranked Match.



TOTAL WINS LEADERBOARDS

Leaderboards based on win count in Ranked Match.



WIN STREAKS LEADERBOARDS

Leaderboards based on win streaks in Ranked Match.



HIGH SCORE LEADERBOARDS

Leaderboards based on Arcade score in offline mode.



◆ You can view Rank Leaderboards and Total Wins Leaderboards by region. Press the **L1** and **R1** buttons to switch between regions.

GAME MODES -OTHER MODES-

GALLERY



View various movies, 3D models and illustrations used in the game.

There are five Gallery modes.

MOVIES

View movies that are used in-game.

CHARACTER BIOS

Read up on characters.

CHARACTER ENDINGS

View the endings of characters that you have cleared Arcade mode with.

ARTWORK

View illustrations of characters. As you play, more art will be available for viewing.

SOUND

Listen to tracks used in the game, as well as the voices of each character.

OPTIONS



You can adjust seven settings in Options.

CONTROLLER

Set your preferred controller settings.

OPERATION MODE

Switch between Normal and Simple Play. Also switch between ON/OFF for Auto Super-Jump.

HUD POSITION

Adjust the position of items in the game screen, such as the Vitality Gauge.

SOUND

Adjust various sound settings, such as the volume of background music and sound effects.

CHARACTER VOICE

Switch voices for the Capcom characters between English and Japanese.

SYSTEM

Toggle messages received over a network connection and subtitles ON or OFF.

RESET BATTLE RECORDS

Return your online battle records to the default value.

GAME MODES -OTHER MODES-

HERO LICENSE



View various information such as win/loss record, battle data and Leaderboards. You can also edit online player data and preset frequently used teams.

PLAYER DATA Edit information such as your title and icon.

RESERVE UNIT Displays your preset reserve unit.

RANKED MATCH DATA Displays your battle record of the Ranked Match.

HISTORY Displays your recent play history.

PLAYER POINTS Displays the total amount of player points you have earned through playing each game mode. Player points indicate your overall skill.

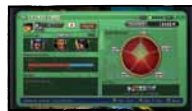
FIGHTING STYLE Displays a graph of your fighting style. The graph is made up of five components including ADVANCED OFFENSE and BASIC OFFENSE.

PLAY STATE Displays the number of Trophies and titles you will soon earn.

The Hero License has five pages in all. Press the **L1** / **R1** buttons to switch between pages.

LICENSE CARD

View general player information.



CHARACTER DATA

View character data and usage rate.



RESERVE UNIT

Edit your preset reserve unit. You can register up to three teams.



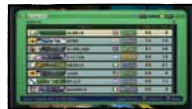
BATTLE DATA

View detailed information of your battles.



FRIENDS

View information on your friends.



RANK Represents your skill level based on your win/loss record in the online Ranked Match. Rank is affected by rank points, which fluctuate depending on your record. For each rank, you will be given one of five rank names depending on your fighting style.

TITLE Obtain titles by fulfilling specific battle conditions for certain characters. You can share your title with online opponents by displaying it in PLAYER DATA.

MOVES - BASIC ATTACKS -

The following are explanations about moves used during matches. Controls are for characters facing right. Reverse left/right controls for characters facing left.

BASIC MOVE

Ar L or **Ar M** or **Ar H**

Press the button to execute a basic move. During battle, characters will be standing, crouching or airborne. The executed move varies depending on the character's position and the button that you press.



CHAIN COMBO

Ar L ► **Ar M** ► **Ar H**

Input commands from weakest to strongest (Light > Medium > Heavy) to execute a combo. The order and type of move that results varies depending on the character.



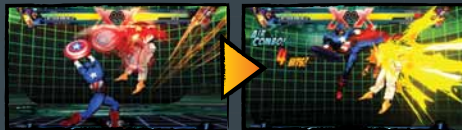
During Simple Play, you can automatically execute a Chain Combo by rapidly pressing the Basic Attack button. ➔ P.07

AIR COMBO

Ar after hitting **Sp** OR hold down **Sp** after hit (if Auto Super-Jump is set to on)

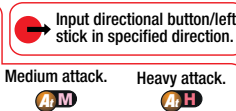
Send your opponent in the air and jump after them to execute an air combo.

Also, if Auto Super-Jump is set to On ➔ P.17 holding down the Special attack button after launching the opponent will cause your character to automatically super jump after the opponent.



During Simple Play, you can automatically send the opponent in the air, perform a super jump and execute an air combo by rapidly pressing the Special attack button. ➔ P.07

The following icons represent the controls used during gameplay. See Controls ➔ P.06-07 for the position of each button.

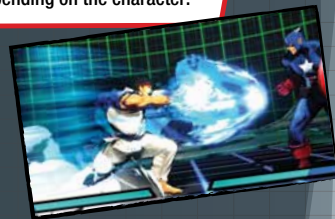


SPECIAL MOVE

Commands vary depending on the character.

Each character has powerful moves that are unique to that character. These moves can inflict greater damage than normal attacks. In addition, Special Moves can still inflict a little damage even if they are guarded by the opponent.

During Simple Play, some Special Moves can be executed by simply pressing the Special Move button. ➔ P.07



HYPER COMBO

Commands vary depending on the character.

USES 1 OR 3 HYPER COMBO GAUGE BARS

Each character can execute Hyper Combos which can inflict major damage on the opponent. Execute a Hyper Combo by using one Hyper Combo Gauge bar (or three bars for level 3 Hyper Combos).

During Simple Play, some Hyper Combos can be executed by simply pressing the Hyper Combo button. ➔ P.07



◆ HYPER COMBO GAUGE

Gradually increases when you attack or receive/guard an attack. Up to 5 gauge bars can be accumulated. Once the gauge is full you can use it to execute various attacks, such as Hyper Combos.



MOVES - OTHER MOVES -

THROW / THROW ESCAPE

or + **Ar H** near opponent

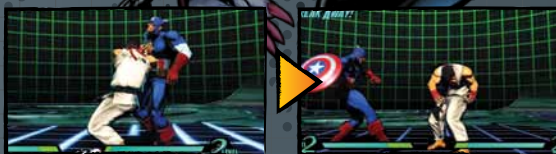
THROW

Simultaneously press the directional button and the Heavy Attack button while near the opponent. The opponent will be thrown in the direction (left or right) that the directional button was pressed.



THROW ESCAPE

Avoid being thrown by inputting a Throw command immediately before the opponent throws you.



TAUNT

SELECT (SELECT)

Your character will taunt the opposing character. Taunts do not have any special effects.

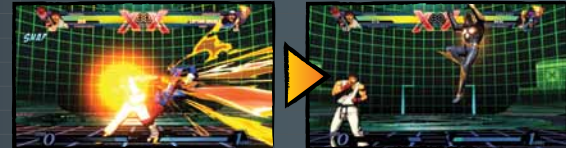


SNAP BACK

+ **Pt1** or **Pt2**

USES 1 HYPER COMBO GAUGE BAR

Replace the current opponent with one of the other characters on your opponent's team.
Press the **LS1** button to switch with Partner 1 of the opposing team.
Press the **RS1** button to switch with Partner 2 of the opposing team.



GUARD

(Standing Guard) (Crouching Guard) in air (Air Guard)

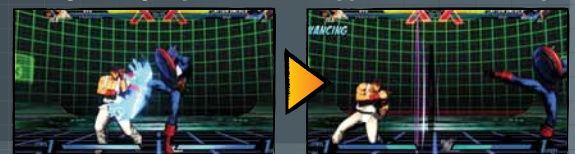
Hold down the directional button in the opposite direction as the opponent to guard yourself from an attack. There are three types of guards; standing, crouching and air. You must be able to use all three, as some attacks can only be guarded by one of the three types.



ADVANCING GUARD

Ar Ar while guarding Press two attack buttons simultaneously

Input the command while guarding to push back the opponent and create space. This move is useful for avoiding potentially deadly combos.

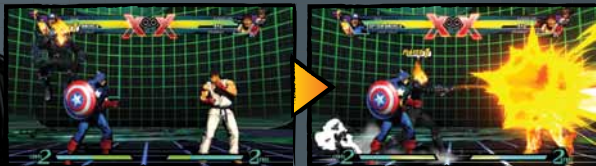


MOVIES - PARTNER MOVES -

CROSSOVER ASSIST

Pt1 or Pt2

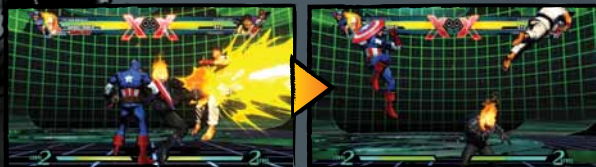
Summon an off-screen partner for an assist attack. Your partner will rush on screen to attack the opponent before leaving the screen again. See **→ P.05** for more info regarding Assist Types.



CROSSOVER ATTACK

Hold down Pt1 or Pt2

Summon an off-screen partner to rush on screen with an attack and switch places with the character you are controlling. Crossover Attacks can be used when a partner is available to assist you.



CROSSOVER COUNTER

← + Pt1 or Pt2 while guarding

USES 1 HYPER COMBO GAUGE BAR

While guarding an opponent's attack, summon an off-screen partner to rush on screen with an assist attack and switch places with the character you are controlling. The character's body will light up if you successfully execute a Crossover Counter.



TEAM HYPER COMBO

Commands vary depending on the character.

USES 2 TO 5 HYPER COMBO GAUGE BARS

While you are executing a Hyper Combo, summon an off-screen partner by inputting the command for another Hyper Combo. Your partner will rush on screen with a Hyper Combo and switch places with the character you are controlling. You can execute Hyper Combos for up to three characters in a row.



CROSSOVER COMBINATION

Pt1 + Pt2

USES 2 TO 3 HYPER COMBO GAUGE BARS

Simultaneously execute a Hyper Combo with an off-screen partner. The amount of damage inflicted on the opponent varies considerably depending on the combination of the Hyper Combos.



MOVES - PARTNER MOVES -

TEAM AERIAL COMBO

↑ or ← or → or ↓ + Sp during an Air Combo hit

Summon off-screen partners to execute three consecutive Air Combos. Team Aerial Combos are effective in instances where you want to inflict major damage to the opponent when you have no bars in your Hyper Combo Gauge. *You cannot use this move if you only have one character.



DIRECTION OF ATTACK

When executing Team Aerial Combos, you can choose the direction (upward, sideways or downward) in which the second and third partners will attack. The resulting attack varies depending on the direction that is chosen.

LIPWARD ↑ + Sp

Send the opponent in the air. Inflicts the most damage out of the three.

SIDeways ← + Sp

Smash the opponent against the edge of the screen. Takes away one bar of your opponent's Hyper Combo Gauge.

DOWNWARD ↓ + Sp

Slam the opponent against the ground. You will accumulate one Hyper Combo Gauge if you successfully land the attack.



TEAM AERIAL COUNTER

↑ or ← or → or ↓ + Sp while receiving Team Aerial Combo



Prevent the opponent from executing a Team Aerial Combo. Input the same command as the opponent when they are switching to the second/third character. If you are successful, the opposing character will go flying.

X-FACTOR

Ar L + Ar M + Ar H + Sp

Temporarily boost strength and mobility to inflict major damage to the opponent. X-Factor can only be used once per match. X-Factor can be activated on the ground or in the air.

*Effects vary depending on the character. Use this move to make a preemptive strike, defeat difficult characters or turn the tables when you are losing a match.



X-FACTOR ACTIVATED!!!

TEMPORARILY BOOST STRENGTH AND MOBILITY
CAN ALSO BE ACTIVATED IN MID-AIR

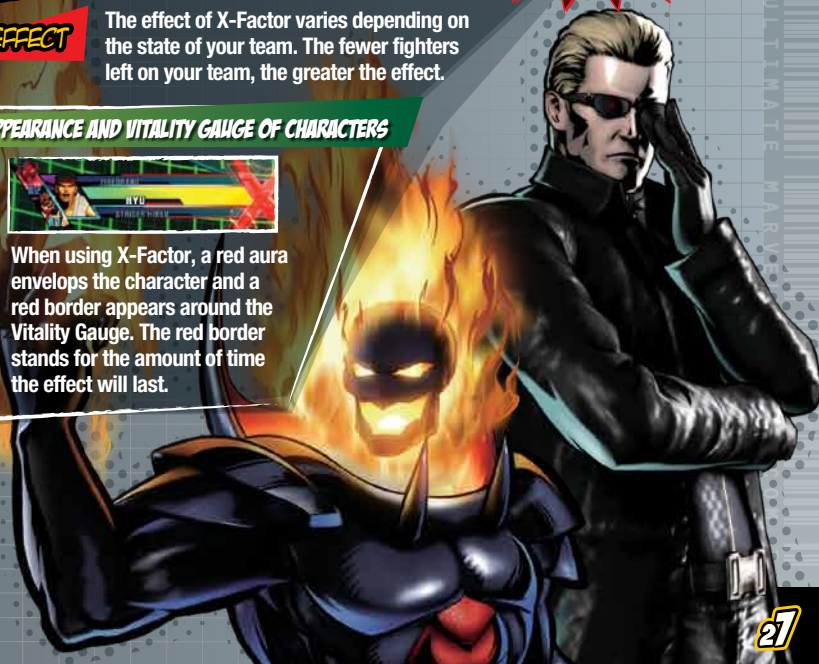
EFFECT

The effect of X-Factor varies depending on the state of your team. The fewer fighters left on your team, the greater the effect.

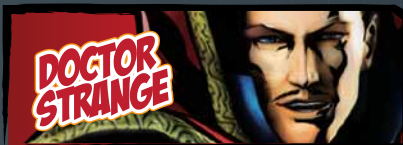
APPEARANCE AND VITALITY GAUGE OF CHARACTERS



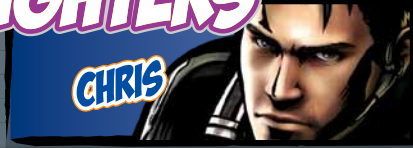
When using X-Factor, a red aura envelops the character and a red border appears around the Vitality Gauge. The red border stands for the amount of time the effect will last.



FIGHTERS



FIGHTERS



CHRIS



DOCTOR DOOM



WESKER



DORMAMMU



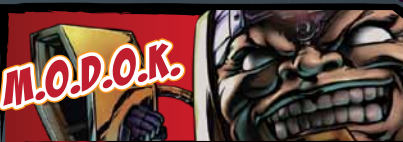
ZERO



SUPER-SKRULL



TRON



M.O.D.O.K.



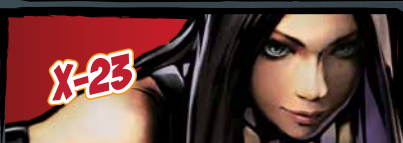
MORRIGAN



PHOENIX



FELICIA



X-23



HAGGAR



HULK



ARTHUR



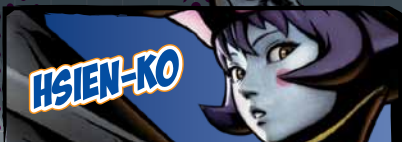
SHE-HULK



AKUMA



TASKMASTER



HSIEN-KO



SENTINEL



WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC.

("CAPCOM") warrants to the original consumer that this game disc 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 game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. 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 disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM ENTERTAINMENT, INC.

Consumer Service Department
800 Concar Drive, Suite 300
San Mateo, CA 94402-2649

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

REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc 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 game disc to CAPCOM freight prepaid at your

own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, 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.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.org.

CAPCOM[®]

CAPCOM ENTERTAINMENT, INC.,
800 Concar Drive Suite 300,
San Mateo CA 94402-2649.

"PlayStation", "DUALSHOCK" and "SIXAXIS" are registered trademarks and "PS3" and the PlayStation Network logo are trademarks of Sony Computer Entertainment Inc.

