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### Best Fighting Game

#### Street Fighter III: 3rd Strike - Fight for the Future (DC)

Publisher: Capcom Entertainment

Developer: Capcom



This Dreamcast conversion of the latest (and possibly final) CPS-3 Street Fighter hit the Sega unit barely three months after the American release of **Street Fighter III: Double Impact**. Featuring a tweaked fighting engine that balanced out most of the existing characters, four new characters (one being an older version of Chun Li with legs that could snap a horse's back), the axing of autoblock, throws that now require two button presses, and adjusted parries -- Street Fighter III: 3rd Strike is the culmination of the series' tweaking through **The Next Generation** and **2nd Impact**. The result is the best fighting game in a year where Double Impact gave us the flawed versions of the III series and **Street Fighter Alpha 3** provided us with an extremely sloppy if not broken fighting engine.

## Runners-Up:

#### Marvel vs. Capcom 2 (DC)

Publisher: Capcom Entertainment

Developer: Capcom

Where a tight, well-designed 2D fighting engine was excellent for hours of competitive play with 3rd Strike, Marvel vs. Capcom 2 provided even more hours of single player engrossment. MvC2 keeps the tradition of the "Vs." series alive with a game engine loaded with tons of infinite combos, buggy tricks and other outlandish tactics. MvC2 had gamers across the Internet banging their controllers vigorously in order to find the newest,

## Readers' Choice:

### Tekken Tag Tournament (PS2)

#### Poll Results

- Capcom vs. SNK: Millennium Fight 2000 (DC) 8%
- Dead or Alive 2 (DC) 14%
- DOA2: Hardcore (PS2) 18%
- Gundam Battle Assault (PS) 1%
- Marvel vs. Capcom 2 (DC) 15%
- Power Stone 2 (DC) 7%
- Street Fighter Alpha 3 (DC) 3%
- Street Fighter III: Third Strike (DC) 4%
- Tekken Tag Tournament (PS2) 23%
- Other: 2%

## Feature Archive

longest, and best looking combos. It didn't matter if any of these combos were practical in competitive matches, just as long as you could bust out something bigger and better. It wasn't long before sites like **Shoryuken** started posting combo exhibition footage of their own, sparking a sort of competitiveness outside of the game that is still ongoing today.

### DOA2: Hardcore (PS2)

**Publisher:** Tecmo

**Developer:** Tecmo

Everyone thought Namco's **Tekken Tag Tournament** was going to continue the series' 3D fighting reign on the PS2, but it came up short this year when we picked up DOA2: Hardcore. The PS2 sequel to the fighting series that has been the product of more tit-related jokes than Dolly Parton features an addictive fighting engine that uses a simple control design with a beautiful visual presentation. Granted, it's no **Soul Calibur**, but it ended up taking a spin in our PS2 units more than any of the other 3D fighters this year.

Next: **Best Puzzle Game**



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