

According to Capcom producer Tomoaki Ayano, despite the game being announced this month at PSX 2016, Marvel vs Capcom: Infinite will not actually hit retailer shelves until late-2017. The reasoning behind that decision is pretty sound because Capcom's preeminent fighting-game IP, Street Fighter, will be celebrating its 30th Anniversary in 2017. As such, there will be a ton of events and contests and new DLC being released for Street Fighter V and Capcom doesn't want Infinite to overshadow the important milestone. So, you should probably expect to add Marvel vs Capcom: Infinite on next year's Holiday shopping list. For more news on Marvel vs Capcom: Infinite, head over to our sister gaming site, GameFragger.com.

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