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MARVEL
ULTIMATE
ALLIANCE

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EmuMovies

ACTIVISION.
activision.com

MARVEL
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CONTENT RATED BY
ESRB

ACTIVISION.

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.
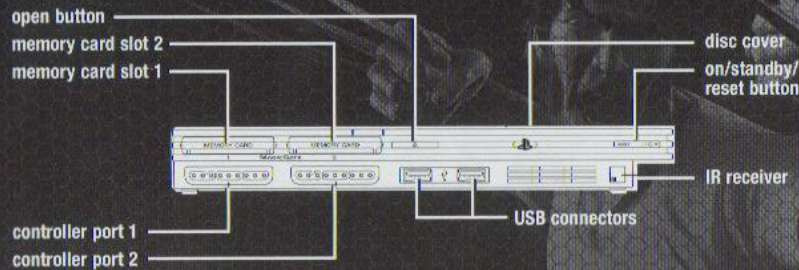
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

TABLE OF CONTENTS

GETTING STARTED

- open button
- memory card slot 2
- memory card slot 1
- disc cover
- on/standby/reset button
- IR receiver
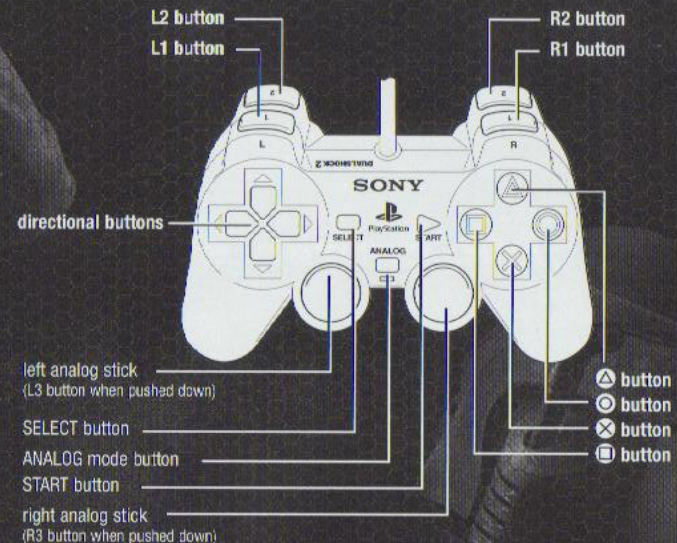- USB connectors
- controller port 1
- controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the RESET button. Press the OPEN button to open the disc cover. Place the *Marvel™ Ultimate Alliance* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

- L2 button
- L1 button
- R2 button
- R1 button
- directional buttons
- left analog stick (L3 button when pushed down)
- SELECT button
- ANALOG mode button
- START button
- right analog stick (R3 button when pushed down)
- △ button
- ◎ button
- ✕ button
- ⊡ button

To select menu options, use the ⬆ and ⬇ directional buttons to navigate. Highlight the desired option and press the ✕ button to accept. To select a menu option, follow the on-screen button prompts and press the ✕ button to accept and the △ button to go back. *Marvel™ Ultimate Alliance* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

INTRODUCTION

With the sinister Dr. Doom and the Masters of Evil on the verge of seizing unimaginable power—power that could destroy the fabric of the known universe—Colonel Nick Fury brings together an unprecedented force of the greatest Super Heroes™ in the world. In *Marvel™ Ultimate Alliance*, you call the shots and command the team that seeks to defeat an overwhelming army of villains. But even with this all-star roster of Marvel Super Heroes, do you have the strength, the speed and the cunning to save the day against the ultimate tide of evil? You must, for you and your Ultimate Alliance are mankind's last hope!

BASIC CONTROLS

left analog stick	Movement Control
right analog stick	Camera Control
⊗ button	Attack
◉ button	Smash
⬤ button	Action
△ button	Jump
L1 button	Block/Dodge
L2 button	Team Commands
R1 button	Scroll Automap
R2 button	Special Powers
↑ directional button	Control Hero 1
→ directional button	Control Hero 2
← directional button	Control Hero 3
↓ directional button	Control Hero 4
SELECT button	Hero Management Menu
START	Pause Menu

MENU NAVIGATION

MAIN MENU

Play—Start a new game, or load a saved game.

Play Online—Join or host a multiplayer game.

Options—Set your sound, camera and controller options and view the controller layout.

Review—View all of the cool stuff you've unlocked.

PAUSE MENU

Objectives—See all of your current objectives and how close you are to completion.

Hero Management—Access the Hero Management Menu, which allows you to see and adjust details of each of your Team members, as well as details of your Team as a whole.

S.H.I.E.L.D. Portal—Opens a portal that can teleport you back to your current Hub Level.

Options—Access the Options Menu.

Players—In an offline game, this assigns which controllers are active. In an online game, it lists which players are controlling which characters.

Load Game—Load a previously saved game.

Quit Game—Quit your current game and return to the Main Menu.

Use the left analog stick or the directional buttons to navigate through all of the menus in the game. Use the ⊗ button to advance a menu, and the △ button to back up a menu. Some menus will have more options, and the buttons for that functionality will be listed on the screen.

SAVING THE GAME

Throughout the game, you'll find S.H.I.E.L.D. Access Points. These will allow you to save your game. You can also add or remove characters from your current Team, and extract your Team to any other S.H.I.E.L.D. Access Point you've already found.

HEADS-UP DISPLAY (HUD)
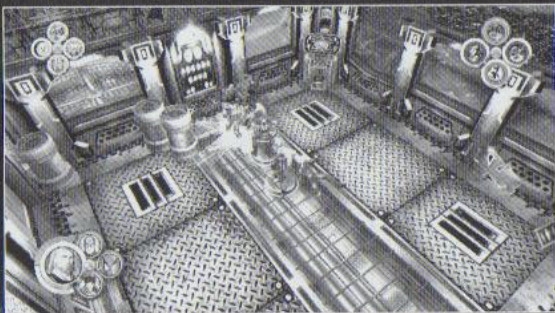
The HUD gives you quick, easy access to all of the information you need to guide your Team of Super Heroes through the game.

Powers—Your Super Heroes have Special Powers. Hold down the R2 button to bring up this menu, and press the ⊗, ⊙, ⊡ or ⊘ button to activate the Power.

Mini-Map—Shows you where you are within the current level. Also shows you objectives, zone exits and S.H.I.E.L.D. Access Points.

Health Meter—Shows how much health your Super Hero has left. Taking damage reduces this.

Energy Meter—Shows how much energy your Super Hero has left. Using Special Powers reduces this.

Team AI—Hold down the L2 button to see the Team AI menu. Change the AI of your Team. See the section Team Commands on page 9 for further details.

Enemy Health Meter—Shows how much health the enemy you're currently targeting has left.

CHANGING CHARACTERS
You'll notice the four portraits in the lower left corner; each one represents one of the Super Heroes currently on your Team. Push the corresponding directional button to take control of that character.

COMBAT BASICS

The action in *Marvel:™ Ultimate Alliance* comes at you fast and furious. Here are the basics to help keep you on your feet:

BLOCKING AND DODGING
Press and hold the L1 button to block incoming attacks, an especially useful tactic when battling a boss or facing a room full of enemies. Press the L1 button while moving to dodge. Stay out of the path of ranged attacks, or use it to quickly flank shielded enemies.

DOUBLE-JUMPING AND FLYING
If you press the ⊘ button to jump, and press it again while in the air, you'll perform a double-jump, allowing you to make it across large gaps and reach otherwise inaccessible areas. If your Super Hero has the ability to fly, pressing the ⊘ button while in the air will make him fly; use the ⊡ button to return him to earth.

Some Super Heroes have special abilities that aren't quite flying but are more than a jump (like Iceman with his Ice Slide). For these Super Heroes, press the ⊘ button to jump, then press and hold the ⊘ button to activate their Powers.

SWIMMING
At points during *Marvel:™ Ultimate Alliance*, you'll find yourself traveling underwater. Press the ⊘ button repeatedly to swim; if you stop pressing the button, your Super Hero will slowly drift back to the ocean floor.

WIELDING WEAPONS
Scattered about different levels are weapons that your Super Heroes can pick up and wield; you'll be able to identify them by the sparkling glow around them. Press the ⊡ button to pick them up, and the ⊗ button to attack with them. These weapons are significantly stronger than your Super Heroes' normal melee attacks, but will break after some use.

MELEE COMBOS
Pressing the different attack buttons in succession will allow you to perform melee combos with additional damage bonuses or special effects. Some examples:

Knockup Attack	⊗, ⊗, ⊙ buttons
Trip	⊗, ⊙, ⊗ buttons
Stun	⊗, ⊙, ⊙ buttons
Flying Smash	While in mid-jump, press and hold the ⊗ or ⊙ button

GRAPPLING COMBOS AND THROWING

When battling, press the ⬜ button to grapple with your enemies. From here, there are several options:

Throw . . . . Move the left analog stick in any direction to throw the enemy in that direction.

Melee Combo . . . . Repeatedly press the ✕ button to attack the enemy while holding them in place.

Smash Combo . . . . . . Press the ⬤ button to perform a special smash attack.

You can also grapple with enemies carrying shields and weapons to rip their gear out of their hands.

HEALTH ORBS, ENERGY ORBS AND S.H.I.E.L.D. CREDITS

As your Team battles against the forces of Dr. Doom, you'll take damage to your health and use up your energy, calling upon your Special Powers. In order to replenish your health and energy, you'll have to collect the Health and Energy orbs (red and blue) that pop out when enemies are defeated. The orbs may also appear when objects in the environment are destroyed, so leave no crate unpunched!

Enemies and objects will also drop S.H.I.E.L.D. credits, which can be used to improve your outfits. (See the Character Outfits section on page 11 for further details.)

Note: The orbs will naturally gravitate toward the Super Hero most in need. If all of your Super Heroes have full health and energy, any orbs collected will be converted into XP.

ADVANCED TACTICS

SPECIAL POWERS

Each of your Super Heroes has Special Powers that define them as a Marvel Super Hero. Some are offensive, some are boosts for your Team, and some are powerful enough to change the tide of the most difficult boss battle.
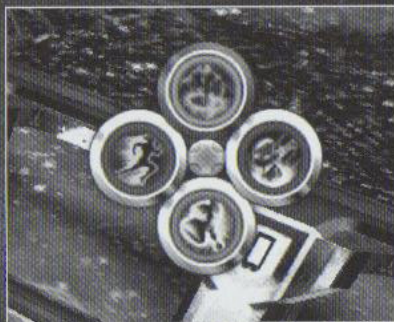
To use your Special Powers in battle, press the R2 button to bring up the menu. There are four icons, each one mapped to the ✕, ⬤, ⬜ or ▲ button. Press the appropriate button to use the specific Power.

Note: You have to have enough energy to use the Power. (See the Character Powers section on page 10 for further details on Special Powers.)
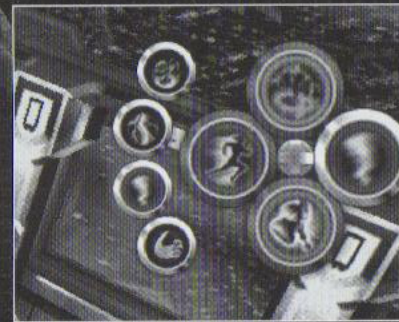
HOT-SWAPPING POWERS

Each of your Super Heroes has more than four Powers...so how do you access the Powers not already assigned to a button? Hot-Swapping gives you access to all of your Powers on-the-fly.

Press the R2 button to bring up the Special Powers icons, and then press the appropriate directional button in the direction of one of the four icons. This brings up another series of icons, which represents the other Powers that can be assigned to that button. Continue to press the directional buttons to cycle through all of the available Powers.

WOLVERINE'S RAGE

He's the best there is at what he does, but what he does best isn't very nice.

You'll notice next to Wolverine's Health and Energy bars a series of dots that gets filled in as he deals out damage to enemies. This is his Rage meter, and when it's full, he enters his Berserker state, and gets a whole new set of Special Powers that deals out extra damage and mayhem.

As a trade-off, Wolverine will only gain a new point to increase his Powers every other level.

COMBOS

The best part of a Super Hero Team is when your heroes work together. When two Special Powers hit the same target at the same time, you'll do bonus damage to the target. You can use the Team Commands to make your Team members attack with a Special Power, and then time your own Powers to take down tough enemies.

TEAM COMMANDS

It's important for everyone on a Team to be battling together, and Team Commands give you control over how your AI Teammates act.

Press the L2 button to bring up the Team Commands icons. While holding down the L2 button:

- Press the ↑ directional button to set your Teammates to Aggressive (immediately attacking the enemy you have targeted).
- Press the ↓ directional button to set your Teammates to Defensive (attacking only when attacked).
- Press the ← or → directional button to set your Teammates to Normal (attacking nearby enemies and defending themselves).

SPECIAL ENEMIES

Many of the enemies you'll encounter in the course of the game have their own Special Powers and equipment; you'll be able to identify many of them by the glowing rings around their feet. Make sure you're aware of them while you're battling, as some of their Special Powers will radiate out, affecting all other enemies in the area.

BOSS BATTLES

As much as some Super Heroes would prefer to just charge in, pound away at the bad guys, and see who's left standing at the end, some foes require more brains than brawn in order to defeat them. When encountering a particularly difficult battle, take a moment to look around your environment for clues. Sometimes, with a little planning and good timing, you can defeat seemingly invulnerable enemies without throwing a single punch.

IMPROVING YOUR CHARACTERS

As you progress through the game, your Super Heroes will gain XP in a variety of different ways: defeating enemies, defeating bosses, completing levels, absorbing extra Health and Energy orbs, and more. When one of your Super Heroes has accumulated enough XP, they will gain a new level of Stats and Powers.

CHARACTER POWERS

To view a Super Hero's Stats and Powers, go to the Hero Management Menu (from the Pause Menu, or press SELECT to go there directly), and then press the ◉ button to access a Super Hero's detailed information.

Increasing Powers

When a Super Hero gains a new level, you'll be able to assign a point to improve one of their Powers. This will increase the damage done, or duration of the boost, but it will also increase the energy cost of the Power.

Assigning Powers

You can also assign specific Powers to buttons in this menu. Use this menu in combination with the Hot-Swapping icons to make sure that all of your Super Heroes' Powers are ready to use.

Character Outfits

Your Super Heroes will all start out with their default outfits, which have bonuses that can be upgraded using the S.H.I.E.L.D. credits you collect. As you progress through the game, you'll be able to unlock new outfits for your characters, with different bonuses that can also be upgraded.

Character Gear

Certain enemies will drop special items that your Super Heroes can equip. Pay close attention to what bonuses the Gear gives, as you can only have one piece of Gear equipped at a time.

Character Stats

This is where you can review your Super Heroes' stats.

Auto-Leveling and Auto-Assigning

The Powers and Gear menus have an option at the bottom which determines whether or not the game will automatically assign points to Powers when you level, and Gear when it's picked up. By default it set to Automatically Assign; press the ◉ button to toggle this feature on and off.

IMPROVING YOUR TEAM

As you progress through the game, not only will your Super Heroes gain levels, so will your Team. When your Team defeats enemies, rescues civilizations and just generally saves the day (as Teams of Super Heroes tend to do), it will increase your Team's Reputation and you'll be given special bonuses.

To access the My Team menu, go to the Hero Management Menu and press the R2 button. Here, you can see the specific bonuses your Team can improve, as well as your Team's name, logo and roster. You can also see how you stack up next to some of the classic Teams in Marvel history.

Note: The bonuses you gain for your Team only apply when all four members of the Team are together. If you swap one character out in favor of a new one, well, that's a whole new Team, and you'll lose 50 reputation points every time you change out a character.

THE S.H.I.E.L.D. SIMULATOR

Throughout the world of *Marvel:* *Ultimate Alliance*, you'll find S.H.I.E.L.D. Simulator discs. These allow you to access the S.H.I.E.L.D. Simulator, and review some of the most iconic moments in the histories of each of the major Super Heroes in the game. And not only will you get to see what happened, you'll be able to play out the entire encounter. When you find a S.H.I.E.L.D. Simulator disc, you'll immediately be given the option to pause your current game and enter the S.H.I.E.L.D. Simulator. Don't worry about your current game: it will be saved, and after the simulation session is over, you'll be returned right where you were when you found the disc. If you don't want to pause in your current game, you can access the S.H.I.E.L.D. Simulator later, either directly from a S.H.I.E.L.D. Simulator console or in any of the game's Hub Zones.

MULTIPLAYER
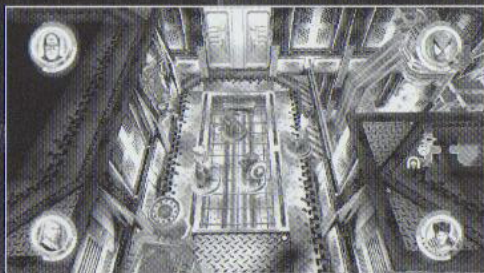
OFFLINE

At any time while playing *Marvel:* *Ultimate Alliance*, a friend can sit down on the couch next to you and join in. Just plug in a second controller (or third, or fourth), and press ▶ᴏᴛᴀʀᴛ.

When ▶ᴏᴛᴀʀᴛ is pressed on the second controller, the HUD divides into four parts, one for each Super Hero available on the Team. You'll still be able to switch to a free Super Hero on your Team, at any time, by pressing the correct directional button. When playing with three other players, you are unable to swap characters. Also, when a new player joins, you are given the option of which Multiplayer mode you would like to play.

COOPERATIVE MODE

In this mode, you and your friends will be able to play through the entire game, battling alongside each other to defeat Dr. Doom.

Note: During a Cooperative Simulator mission with only one Super Hero, the other players will be controlling the enemies that Super Hero is battling. You can switch between free enemies by using the directional buttons, just as you can with the Super Heroes™ in Cooperative Story mode.

ARCADE MODE

In this mode, not only will you and your friends be trying to save the world from Dr. Doom, you'll also be competing against each other. The game will track the damage each Super Hero delivers, the number of knockouts and several other stats, and then let you know at the end of the level which of you is the "Most Valuable Hero." Look for bonuses hidden in levels to boost your competitive stats. Additionally, at the end of a mission, one player will be crowned the Mission Winner.

Note: In Arcade mode, you're unable to change characters during the course of a level. If you change Super Heroes in between levels, all of your accomplishments will be reset to zero for your new Super Hero.

ONLINE PLAY

To play *Marvel:* *Ultimate Alliance* online, you'll need a dedicated broadband connection to the Internet with at least 128kbps upload bandwidth and 128kbps download bandwidth. Sharing your network connection among multiple computers or game consoles may reduce your bandwidth and cause instability when playing online. If you're unsure about the bandwidth of your broadband connection, please check with your service provider. For the best experience, plug your Internet connection from your broadband (DSL or cable) modem directly into your game system. Because of variations in routers, not all routers are supported by this product.

Note: By joining an online session, you must leave the Activision-controlled environment for Marvel:™ Ultimate Alliance. The game's content has been rated for Teen audiences, but the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself. Please read our terms of use for online play at www.marvelultimatealliance.com.

To play online, you must have a network adapter (Ethernet/modem) (for PlayStation®2) connected to your PlayStation2 computer entertainment system. You'll also need to have a network configuration file saved on your memory card (8MB)(for PlayStation®2). Network settings can be created using the

Network adapter Start-Up Disc included with the Network adapter. You can use the Network adapter Start-Up Disk that came with your network adapter (Ethernet/modem) (for PlayStation®2).

Note: America Online is only supported through the Network adapter Start-Up Disc that's included with the Network adapter (for PlayStation®2).

After getting into the online menus, follow the directions to load Cooperative mode or Arcade mode gameplay.

Join Game—Select your preferred game options to view a list of available games to join.

Host Game—Setup a new 2–4 player campaign with level 1 characters.

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Barking Lizards
Beenox
Antfarm
Westfield Comics

Introducing all the new Raven babies born during MUA's development
Allison Marie Crouch
Madeline Danz
Jonah Montgomery Gulisano
Corrine Ann Samson-Samuel
Jackson Vondrak

...and a very special thanks to our spouses, family and friends who have given us their love, patience and support along the way, without which this game could not have been made.
www.ravensoft.com

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