

Marvel Nemesis: Rise of the Imperfects FAQ/Walkthrough

by CheezyFrog

Updated to v1.5 on Jun 15, 2006

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|           F I G H T I N G  --  A C T I O N           |
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|~~~~~|
|_|_|      ~Possible Plot Spoilers Read At Own Risk~    |_|_|
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*** In order to navigate this guide I have implemented the Ctrl+F system, which means you press Ctrl+F in your browser or word processor to bring up the Search Menu, then enter the letters in brackets on the right of the section that you're looking for. Easy As PIE Right!?

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O=====O
| Starting Off ((000A1)|
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To start off I'd like to say that I think Marvel Nemesis: ROTI is an underrated PSP game and is constantly over-looked. I'd also like to state the fact that Marvel Nemesis: ROTI is Rated T for Teen, it's 1-2 Players, it takes 160 KB of space to save, and is Wi-Fi Compatible 'Via' Ad Hoc.

O=====O
| Main Menu ((000B2))|
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QUICKPLAY

--Select a character to play as and an opponent to fight against and then head straight into a single player match.

MULTIPLAYER

--Enter into a Super Hero brawl with a friend via a wireless connection.

CAMPAIGN

--Complete a series of battles in order to prove your Super Hero superiority. Along the way, unlock collectible cards that make you even more devastating in battle.

CARD BOOK

--Browse through the selection of cards you've earned and equip them to your character.

MY PROFILE

--Create or remove your profile.

OPTIONS

--Adjust audio and saving options or change your controller configuration.

EA EXTRAS

--Access the Battle Lessons, view the game credits, or peruse the FAQs.

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| Game Screen ((000C3))|
O=====O

HEALTH METER ((Top Left Corner))

--When you take damage, the color changes from green to yellow to red. When the meter is empty, you are defeated.

POWER METER ((Below the Health Meter))

--Performing your special moves depletes the power meter. When the power meter is empty, you cannot perform your special moves.

TIMER ((Top Middle))

--Indicates how long you have been in battle.

RAGE METER ((To the Left of the Health Meter))

--Each successful attack adds points to your rage meter. When the rage meter

is full, you have unlimited super powers for a limited time.

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|                               Controls           ((000D4))|
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CONFIGURATION A

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Move-----Analog Stick
Use card(s)-----D-button
Attack-----X-button
Pick up/Throw-----Square button
Jump-----Circle button
Block-----Triangle button
Mobility move-----L button
Super Power-----R button
Pause meno-----START button
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CONFIGURATION B

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Move-----Analog stick
Use card(s)-----D-button
Attack-----Square button
Pick up/Throw-----Circle button
Jump-----X button
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O=====O
|                               Characters          ((000E5))|
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THE MARVEL HEROES

Wolverine

--Little is known of Wolverine's past, save that it was fraught with pain and loss. This much is known: his real name is James Howlett, but he prefers to be called Logan. Long ago, he trained as a samurai in Japan. Later, he became Weapon X, an operative for the Canadian government. Today, Logan is an X-Man, using his animal-keen senses, healing factor, and razor-sharp claws to help protect a world that fears and hates mutants. He is also an active member of the New Avengers.

Storm

--Orphaned as child, Ororo Munroe developed the power to command forces of nature-and was once worshipped as a goddess in Africa for that very reason. As a member of the X-Men, she wields her unique genetic gifts to protect a world that hates and fears mutants.

Spider-Man

--Although Spider-man is today a fierce opponent and active member of the new Avengers, he wasn't always so renowned. The bite of an irradiated spider granted high-school student Peter Parker incredible, arachnid-like abilities. When a burglar killed his beloved Uncle Ben, grief-stricken Peter vowed to use his amazing abilities to protect his fellow man. he has learned an invaluable lesson: with great power comes great responsibility.

Iron Man

--Gravely injured by an act of industrial sabotage, billionaire genius Tony Stark saved his own life by designing a life-sustaining shell the

hi-tech armor that makes him the invincible Iron Man. Today, the world thinks Iron Man is an employee-Stark's personal bodyguard. In this dual role he faces corporate intrigues and super-powered menaces. Iron Man is a modern-day knight in shining armor. He is the co-leader of the New Avengers.

Captain America

--The pinnacle of human physical perfection and American invention, Captain America is the product of a government experiment to develop the ultimate soldier. His main weapon is his Vibranium-Adamantium shield he uses in his fight for freedom.

Dr. Doom

--Doctor Doom, the enigmatic arch rival of the Fantastic Four, is a genius who is motivated by both his ego and the belief that he deserves to rule the world. Although Dr. Doom places little value in the lives of others, he nonetheless adheres to a strict code of honor.

The Thing

--Once a skilled fighter-pilot, Ben Grimm is now The Thing, a member of the world-famous Fantastic Four. Bathed in cosmic radiation during a fateful trip into space with his three friends, Ben was transformed into a hideous creature of craggy, orange stone with superhuman strength. Many find him unsightly, but Ben has maintained his sense of humor and honor. Under that rocky exterior lies a heart of gold.

Magneto

--Once a close friend of mutant mentor Charles Xavier, the genetic-terrorist known as Magneto is now his deadliest foe. The self-anointed Master of Magnetism has dedicated his life to the advancement of Homo Superior, even if he must bring about humanity's downfall to ensure the ascendance of mutantkind. Magneto believes that mutants represent the next step in human evolution.

Elektra

--Driven by tragedy and honed by training, the femme fatale known as Elektra kills for hire, loves for thrills... and leaves destruction in her wake.

Venom

--Never has Spider-Man faced a more vicious foe than the super-brute known as Venom, a man whose intense hatred for the wall-crawler is matched only by the power of the alien symbiote to which he's bonded!

THE IMPERFECTS

Van Roekel

--The brilliant scientist Niles Van Roekel is obsessed with enticing the most powerful being on Earth to join him, though motivations for doing so remain a mystery. In his day-to-day business Van Roekel wears the simple white lab coat of a human scientist. However, under the cover of darkness, some believe he is using superhuman stock to serve as prototype in his search for a perfect warrior.

Johnny Ohm

--An outlaw and criminal at heart, Johnny Ohm was the toughest criminal around. Although sentenced to death, he managed to survive electrocution twice before being saved by Van Roekel.

Johnny was later augmented to harness his powers and, ultimately become a human lighting rod.

The Wink

--The Wink's mutant power gives her control over every molecule in her body, and with the technological augmentation by Van Roekel, she is also capable of teleporting short distances. Though graceful, talented, and blessed with superhuman powers. The Wink is a cruel and murderous women anguished over her lost beauty. She cloaks herself in swirling shadows to hide her true self from the world, eager to scar those around her who remind her of what she once was.

Fault Zone

--With the grace and agility of a ballerina combined with seismic arms that allow her to cause tremors, Mario Petrova's appearance belies her awesome power. The loss of her ability to walk in a tragic accident meant the loss of her career in the Bolshoi theatre. With the purpose of her life gone, she was easily recruited by Van Roekel to bolster the ranks of The Imperfects.

Solara

--Sole survivor of her murdered Yakuza family, Solara's amazing ability to control fire has been corrupted by her thirst for revenge. In order to augment her abilities, Van Roekel inserted superheated alien crystal's directly into Solara's body, allowing her to blast her enemies with searing heat waves. In combat Solara blends the lethal martial art of Kyokushinkai Karate with her ability to incinerate her opponents.

Brigade

--A behemoth of a man, Brigade was created by Van Roekel from the bodies of one hundred soldiers. Though he was given unparalleled strength and endurance, it came at a cost. Brigade's mind struggled with memories of the hundred men and his psyche ultimately became unstable and violent. In the middle of battle he's been known to become possessed by the voices inside his head.

Paragon

--With a blend of the technological genius of Van Roekel and the genetic perfection of her birth, Paragon is one of the deadliest beings ever to walk the Earth. Strong enough to batter down buildings and armed with monofilament blades that can cut through titanium, Paragon is a virtually flawless fighting machine. She is the most perfect of The Imperfects.

Hazmat

--Once Hazmat was a brilliant scientist known as Dr. Keith Kilham, one of the foremost minds in the field of toxins and biological weaponry. A horrendous accident crippled his body and unhinged his mind, turning him into a living virus. Hazmat is as dangerous as he is grotesque. His body oozes corrosive slime which allows him to fire corrosive blasts. His liquid bones allow him to contort his body into virtually any shape. Genetic manipulation by Van Roekel has increased his strength and reflexes to superhuman levels making Hazmat one of the most lethal of The Imperfects.

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UNLOCKABLES

HOW TO UNLOCK

The Thing-----Starter Hero
 Johnny Ohm-----Starter Imperfect
 Brigade-----Beat story mode with the Thing
 Iron Man-----Beat story mode with Johnny Ohm
 Spider-Man-----Beat story mode with Venom
 The Wink-----Beat The Game With Magneto
 Venom-----Beat story mode with Iron Man
 Captain America-----Beat story mode with Fault Zone
 Magneto-----Beat story mode with Solara

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| Unlockable Arenas ((000G7))|
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- *Bridge
- *Doom's Lair
- *Grand Central
- *Roekel's Lab
- *Power Plant
- *Daily Bugle
- *Avaneger's Mansion

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| Character Battles ((000H8))|
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[~~||~~U N D E R C O N S T R U C T I O N~~||~~]

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| Hints & Tips ((000I9))|
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*During a battle, both your health and stamina are affected. When your health is depleted, it is permanent, and does not regenerate over time (unless your Wolverine). But your Stamina regenerates slowly.

*Your power meter regenerates at a slow rate. However, doing a power stand (press the R button) helps you regenerate power much, much faster.

*A medallion below the timer indicates what rewards are available based on the length of the match.

*The timing of an attack and where exactly you are located in the arena can affect the desired results.

*Successfully blocking an opponent's attack can add power to your power meter, but be warned: some attacks are too strong to be blocked.

*Super blocks can defend against anything but also consume a lot of power. Use them wisely.

*Learn the art of dodging blows. A good way to avoid ranged attacks is to simply step out of their path.

*Many different objects in the arena can be used to help you defeat your

enemies. These objects can assist you when you are low on power. be careful, though, not all characters can use each prop.

*Pressing block (the Triangle button) at any time points your character in the direction of your opponent. This is known as auto-facing. Be aware, sometimes auto-facing is delayed if your opponent is dodging. An elusive target can be hard to track.

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|                               Version History           (000X1) |
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Version 1.00 - (November 28th, 2005) - Began the walkthrough
Version 1.50 - (June 15th, 2005) - Completed the walkthrough

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|                               Legal Shtuff             (000X2) |
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Jesse Wind (CheezyFrog), the author.

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Websites I've Specifically Forbidden To Use My Guide:

-CheatCC.com
--AUSPSP.com
---NeoSeeker.com

I do by the way, encourage people to send email, feedback is always appreciated in any form, it's always nice to know you've helped someone.

This is my first FAQ // Guide on GameFaq.com // GameSpot.com or anywhere else. This will soon be followed up by a Review, the link will be added upon acceptance.

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O=====O
|                               Credits                 (000X3) |
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GameFAQS & GameSpot because they pwn!

All Marvel fans and everyone reading this guide.

The EA team that developed Marvel Nemesis.

Uber props to Stan Lee because without him none of this would be possible.

Hope you enjoyed the Guide because you've officially reached the end!!!

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