

"More than a sequel, it's a bold new chapter"

—Game Informer

# X-MEN LEGENDS II

RISE OF APOCALYPSE II

Face the Apocalypse  
Fall 2005

EmuMovies

ACTIVISION

activision.com

MARVEL

www.marvel.com



X-men-Legends2.com

MARVEL, X-Men and all Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2005 Marvel Characters, Inc. All rights reserved. www.marvel.com. Game published by Activision Publishing, Inc. Game © 2005 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners. 80577.227US  
Printed in USA  
Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067

# X-MEN LEGENDS



ACTIVISION

INSTRUCTION BOOKLET



Visit [www.esrb.org](http://www.esrb.org)  
for updated rating  
information.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS GAME PLAY WITH ONE PLAYER AND CONTROLLER.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.**

**IMPORTANT LEGAL INFORMATION**

*Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.*

*This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.*

*The contents of this notice do not interfere with your statutory rights.*

*This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.*



LICENSED BY

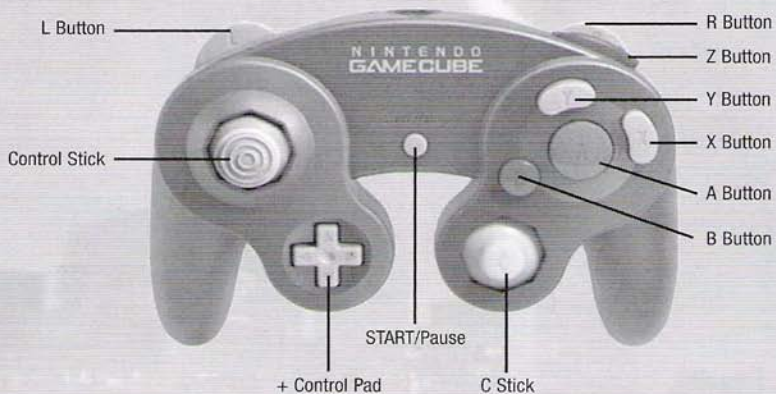


NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

# Contents

Gameplay Controls .....	4
Prologue .....	5
Main Menu .....	6
<i>X-Men™ Legends</i> .....	7
Teaming Up .....	7
Heads Up Display (HUD) .....	8
Xtraction Points .....	10
Attributes & Skills .....	10
Xtreme Powers .....	13
Items & Equipment .....	13
The Mansion .....	15
Multiplayer .....	17
Options .....	18
Credits .....	20
Customer Support .....	25
Software License Agreement .....	29

# Gameplay Controls



## Button

## Action

	Press/Move	Holding R Button
A Button	Punch	Mutant Power 1
B Button	Smash, Knockback	Mutant Power 2
X Button	Use/Pickup/Throw <sup>1</sup>	Mutant Power 3
Y Button	Jump, Special <sup>2</sup>	Xtreme Power
R Button	Superpower Selector	
L Button	Call Allies	
+ Control Pad: up, down, left, right	Change Hero	
Z Button	Use Health Pack	
Z + X Button	Use Energy Pack	
Control Stick	Move Character	
C Stick	Camera Control <sup>3</sup>	
START/Pause	Character Selection	

<sup>1</sup> Use in combination with any Control Stick direction to throw enemies.

<sup>2</sup> Double-tap activates Ice Tracks, Magma Tracks, Double-Jump, Colossus Charge and Flight.

<sup>3</sup> Up and down changes the zoom setting.

## Combat Basics

Triple Hit	A A A Button
Knockback	B B Button
Pop-up	A A B Buttons
Trip	A B A Buttons
Stun	B A B B Buttons

## Prologue

The first flakes of winter fluttered down on a biting breeze. Betsy Braddock™ stepped out onto her balcony and stared up at the charcoal New York City skyline in wonderment. Where had all the stars gone? There was no moonlight glow casting long shadows along the rooftops this night. There were, however, enough falling stars to answer the wishes of every child in midtown Manhattan. She had been awakened by a terrible nightmare that the city had gone mad. Screams of terror lingered and seemed to echo in her head. *No!* Those weren't *echoes* in her head at all...those screams were *real!* Fires burned, down on 34th Street. Somewhere nearby, a car screeched and slammed into the side of a building. A female voice cried out in the darkness, mingling with cries of glee and screams of anguish...

...And in the next moment, like the last rays of moonlight, Betsy, the woman now known as Psylocke™, was gone, lost among the embers and city lights below. This was not how anyone thought it would be. Least of all, the X-Men. Just then, Betsy's apartment shook as a large shadow the length of five cars passed two stories beneath, through the darkness of night. What was already a dark sky was darkened further by dozens of mechanized beasts flying above, the mutant hunting Sentinel swarm, circling about like vultures waiting to feast in the streets below.

...Several blocks away, a car exploded, rocking the street and sending bodies flailing to the ground like dominoes. The joints of a 50-foot steel behemoth creaked as it rose above the city lights and awnings in the middle of the six-lane street. A small girl hunched over a doll crouched behind a car, screaming for her mother. "Mutant DNA identified...prime objective, terminate," a pair of

inhuman eyes the size of street lamps glared from above and glowed with white hot fury. Just then, a large gloved hand grabbed the child like a doll and lifted her onto the massive shoulders of a mighty, metallic-skinned mutant. Out of the shadows of the X-Jet, a ruby-quartz visor burned fiery hot, and almost instantly six razor-sharp adamantium claws extended, reflecting the monster's yellowish gaze.

"Not tonight, bub..."

## Main Menu

Welcome to the Xavier Institute™. From the Cerebro™ Room, you can access the Danger Room™, modify your options, view unlocked cinematics or begin a fresh game with a new stable of mutants. The choice is yours!

**Begin Story**—Start a new game.

**Load Game**—Continue an existing saved game from your last save point.

**Danger Room**—Access a variety of multiplayer modes and training missions.

**Options**—Set your sound, camera and Nintendo GameCube Rumble options. You can also view the Controller layout.

**Review**—View unlocked cinematics, comics and artwork.

**Credits**—View the game credits.



## X-Men™ Legends

The X-Men are brought to life in a high-action role-playing game that takes you and your favorite heroes through their most dangerous adventure yet. Get ready to take control of a team of X-Men, travel to exotic locations and embark on daring missions in a quest to save the world from a new face of evil. *X-Men Legends* allows you to live the adventure as an entire team of heroes. Choose the most suitable heroes for the mission, customize your heroes and launch them into a story of epic scope. It's up to you to decide the fate of the world!



"Jean, I want a bubble around everyone on the team! Storm, take out the Acolytes!"  
—Cyclops™

## Teaming Up

*X-Men Legends* is all about building your very own team of Super Heroes™. The first mission puts you in control of Wolverine™—simply put, the best at what he does. As you unlock more heroes, you'll be able to choose a team to take on each mission. You'll also be able to change your team composition at Xtraction Points, but these blue X icons don't appear around every corner, so pick your team wisely.

Once in the game, your allies will follow you; use their powers and pick out targets to attack. If at any time you want to bring your allies to your side,



simply press the **Call Allies** button. During combat, press the **Call Allies** button to command your allies to attack your currently targeted enemy with their selected power.

### Unique Power Combos

There are many unique power combinations, which earn extra damage as well as bonus experience. Practice various combinations using the **Call Allies** button to call for specific ally attacks!

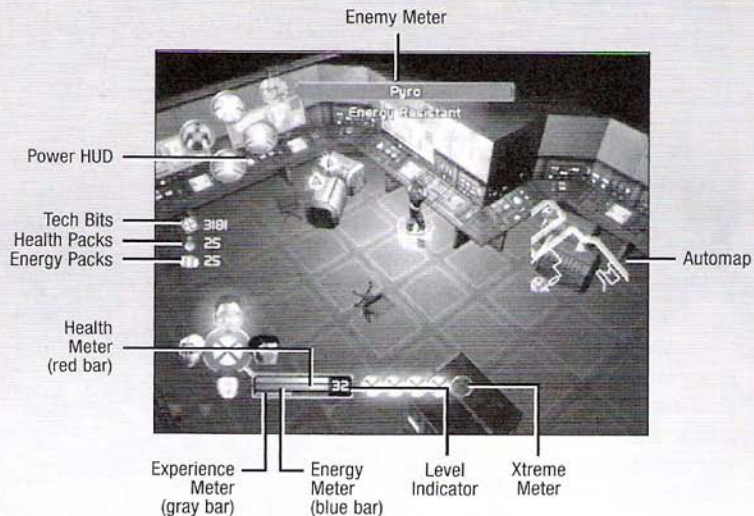
#### For Example:

**Icy Beam**                      Optic Beam + Freeze Blast

**Electric Scream**            Lightning + Psychic Shout

## Heads Up Display (HUD)

The HUD is optimized to allow control over your entire party. The faces that appear in the HUD are configured in 4 positions, each represented by a direction on the + Control Pad. Pressing any direction on the + Control Pad instantly gives you control of the corresponding X-Men character.



**Health Meter**—Shows the health of the currently selected X-Men character.

**Energy Meter**—Shows the energy of the currently selected X-Men character.

**Experience Meter**—Shows how close your X-Men character is to the next level of experience.

**Xtreme Meter**—Fill up the 4 segments within the HUD to light up the extreme meter. This indicates that the Xtreme power is enabled (see page 13).

**Enemy Meter**—Displays the health of your currently selected target.

**Automap**—Your automap is an invaluable tool that helps you find unexplored areas and objectives.

**Tech Bits**—Useful for purchasing items and more, these can be an important collectable.

**Health packs**—Shows your current number of Health Packs. Health Packs, like all items, are stored in a team inventory pool, usable by your entire team.

**Energy Packs**—Shows your current number of Energy Packs.

**Level Indicator**—Displays the level of your currently selected hero.

**Power HUD**—Displays currently available powers for the active X-Man when the Superpower Selector is held.

## Xtraction Points

Xtraction points are save points which appear throughout the game. Activate an Xtraction point by pressing the **X** Button to change your team, save a game, load a game or visit the Danger Room.™

Besides changing your team, you are also able to revive fallen team members using tech bits, and purchase items from Forge and Healer.

*Note: During Flashback missions in the Danger Room, you will be unable to revive your fallen teammates.*



## Attributes & Skills

Leveling up is part of any RPG experience. When you've accrued enough experience, your character gains a new level. You'll know that a character has leveled up when you see a double-helix pattern around the selection icon at the character's feet. Don't hesitate to enter the menu and level up. This



*"I feel like bangin' some heads..."*  
—Wolverine

allows you to add points to your character's attributes and skills. If you're not sure where to place the attribute points and skill points you've earned, Cerebro™ will be happy to place those points in the optimal slots for you when you press the **Y** Button to auto-upgrade.

## Attributes

**Attributes** are basic traits shared by all mutants. They are Strike, Agility, Body and Focus.

**Strike**—Increase your attack level.

**Agility**—Increase your defense level.

**Body**—Increase your maximum health.

**Focus**—Increase your maximum energy and energy regeneration rate.

**AI Level (3 types)**—Determines actions of teammates who are not controlled by a human player.

- **Aggressive**—Always attacks your target immediately.
- **Normal**—Attacks when the opportunity arises.
- **Defensive**—Stays away from enemies, attacking only when attacked.

**AI Heal (4 types)**—Allows AI to automatically heal teammates using remaining health packs when health is below a certain level (as long as there are more than 2 remaining).

*Note: This setting affects all AI controlled X-Men.*

- **Never**—AI will not use any health packs no matter the remaining health.
- **Less Than 20%**—AI will use a health pack when a teammate is below 20% of maximum health.
- **Less Than 40%**—AI will use a health pack when a teammate is below 40% of maximum health.
- **Less Than 80%**—AI will use a health pack when a teammate is below 80% of maximum health.

**AI Power**—Determines the mutant power used by teammates on a targeted enemy when the Ally button is pressed (Xtreme Power not selectable).

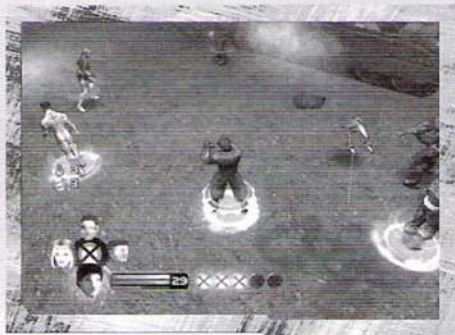


## Skills

**Skills** are unique to each X-Men character, and measure your ability to use your mutant craft in various ways. Some of your skills are active, which means you must perform a special action to use your power. Other skills are passive, meaning that your powers go into effect automatically, and are evidenced during normal gameplay. Every character has multiple upgrades to their powers, which take on new properties as you assign points to them. To see what powers you can unlock, view the skill tree in the Skills menu. Many powers have multiple tiers. You can advance to the next tier by filling in all the skill point slots in the current tier.

**Upgrading mutant powers**—Assigning points in an existing skill increases the potency of that skill. Cost: 1 skill point.

**Acquiring new mutant powers**—Unlocking a new power or upgrading to the next tier of a power is indicated by a gold square on the Skill Tree. Cost: 2 skill points.



Bufs that increase your defensive ability generally appear on your character's feet.



**Bufs**, or skills that bolster your attributes either offensively or defensively, appear on the affected character in the game.

Bufs that increase your striking power generally appear on your character's hands.

## Xtreme Powers

Every hero has the potential to unlock the ultimate version of his or her basic power. This power doesn't use mutant energy, but instead uses Xtreme tokens. Once you've unlocked this skill and collected 4 tokens, you have enabled your Xtreme power. The Xtreme power is always activated by holding the **R** Button and pressing the **Y** Button.



## Items & Equipment

Equipment is worn by each X-Men character to enhance his or her abilities and is always in effect as long as it's equipped. There are 3 types of equipment you can use.



*"You boys and your little toys. One of these days, I'm going to walk into a room and catch you and Cyclops trading action figures."*

*—Jean Grey™*



**Armor** deflects damage and gives resistances.



**Belts** increase one or more of your 4 basic attributes, and enhance each character just as upgrading the attribute would. Enhanced attributes are shown in blue on the Attributes screen.



**Backpacks** add damage to your melee and mutant attacks.



**Health packs** replenish the health of your currently selected hero. The maximum number of health packs you can carry at level 1 is 10.



**Energy packs** replenish the energy of your currently selected hero. The maximum number of energy packs you can carry at level 1 is 10.

## Forge's Workshop

Forge™ can make anything. That's right, anything...for a price. When there's a piece of equipment you need, he gets the job done. All he desires in return are mechanical parts, known as tech bits, he uses to make more trinkets. Forge will trade unique or rare items to you as well as more undane armor and enhancers. However, the more valuable the item, the more it'll cost you.

Collect tech bits throughout the game to purchase items from Forge and Healer.



*"This is my workshop, gentlemen...look, but don't touch."*  
—Forge

## Healer's™ Den

The Morlocks™ are a nomadic people who have built a society in the innards of the New York sewers. Most don't take kindly to strangers who wander into their domain. The Healer, however (the wisest and oldest of the Morlocks), provides aid where he can to those who pass through. He has potions that will salve your wounds and revitalize your mutant power. All he asks for in return are trinkets, called tech bits, from the surface that can be used to build infrastructure and improve the quality of life for the Morlocks.



*"I'm not the leader of the Morlocks. Just their spiritual guide."*  
—Healer

## The Mansion

Routinely throughout your quest, you'll be able to return to the mansion for some much needed R & R. Here, you can talk to your fellow X-Men, gain information on past missions, view your cinematics in the TV room or visit the Danger Room to train for your next mission.





## Danger Room

**Training**—Complete a number of pre-set challenges for an experience reward.

**Sparring**—Compete against the CPU in a race against the clock.

**Sparring Scores**—View your high scores for sparring challenges.

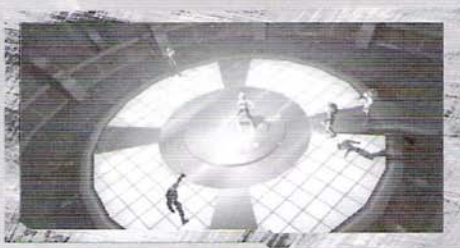
**Skirmish**—Compete against other players in various combat games.

**Brawl**—Engage in combat with other players for a predetermined amount of time. Lives: unlimited.

**King of the Hill**—Compete with other players to remain King for a predetermined amount of time. Lives: unlimited.

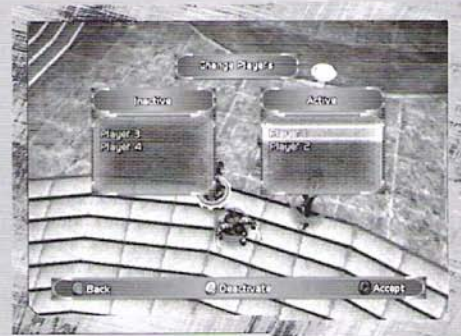
**Last Man Standing**—Engage in combat with other players until all but one is defeated. Lives: 4.

**Last Man Ladder**—Engage in combat with other players. Defeated players respawn at a higher level. Lives: 4.

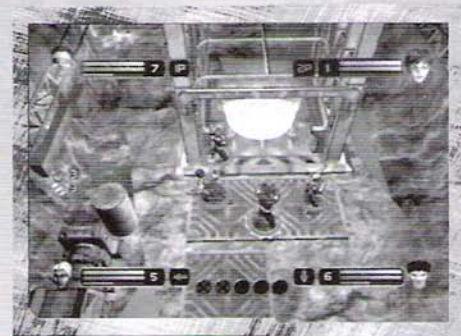


## Multiplayer

So, you want to play with a friend? At any time during your single-player adventure, plug in an extra game Controller and posse up! Up to 4 players can join in on the action at once. But be careful... the enemies will be a bit tougher as well.



**Co-op Mode**—When START is pressed on the 2P, 3P or 4P Controller, the HUD will divide into 4 parts, one for each X-Men character available on the team. You can still switch to a free X-Men character on your team at any time by pressing the correct direction on the + Control Pad. When playing 4 players, you're unable to swap characters.



During 1, 2 or 3 character missions and zones, unused Controllers are on standby until more characters are available.

To disable Controllers, select **Players** from the Pause Menu, highlight the desired player and press the **A** Button.

*Note: Co-op play is only available when you have multiple X-Men in your party.*

# Options

## Pause Menu

**Objectives**—Displays a list of objectives to be completed.

**Characters**—View/customize character stats, mutant powers and power-up items.

**Map (3 types)**—Display the type of map to be used during gameplay.

**Hidden**—Remove the map from the screen.

**Small**—Display a small mini map on the right side of the screen.

**Large**—Display a large map in the center of the screen.

**Load Game**—Load a previously saved game.

**Players (Multiplayer only)**—Activate/deactivate other Controllers for use in multiplayer games.

## Options

**Sound**—Adjust the volume of background sound effects and cinematics.

**Music**—Adjust the volume of background music and ambient sound.



**Melody**—Turn background music on/off.

**Rumble**—Turn Rumble feature on/off.

**View Angle**—Change overhead camera angle between Steep, Normal and Close.

**View Cycle**—Turn on/off the ability to change camera angle.

**View Follow**—Turn on/off the camera follow option.

**Controls**—Display Controller layout.

**Accept**—Accept and save changes made.

## Quit Game

Quit current game.

# Credits

## RAVEN SOFTWARE CREDITS

### Development Co-Project Leads

Rob Gee  
Pat Lipo

### Art Lead

Brian Pelletier

### Design Lead

Tom Odell

### Cinematics/Animation Lead

Dan Hay

### Programming Lead

Dan Edwards

### Technology Lead

Gil Gribb

### Sound and Music Lead

Kevin Schilder

### ART

#### Assistant Lead

Jeff Butler

#### Artists

Glen Angus  
Jeff Butler  
Cory Carani  
Jason Chappell  
Mitch Cotie  
Gina Garren  
Rick Grossenbacher  
Jeffrey Moy  
Matt Opprecht  
Derek Smith

#### Art Asset Manager

Will Edwards

#### Additional Art

Nick Choles  
Jeff Easley  
Mark A. Nelson  
Jason Smith

### ANIMATION

Bobby Duncanson  
Rick Lico  
Tony Gialdini  
Kris Peterson

### Additional Animation

Jarrod Showers

### LEVEL DESIGN

#### Assistant Lead

Matt Pinkston

#### Level Designers

Jeremy Blumel  
Brian Hagan  
Mike Majernik  
Justin Negrete  
Clem Samson-Samuel  
Mike "OZ" Schulenberg  
Stu Wiegert

#### Additional Level Design

Pete Hushvahtov  
Patrick Williams

### PROGRAMMING

#### Game Programming

Ryan Danz  
Jeff Dischler  
Keith Fuller  
James Justin  
Simon Parkinson  
Dan Vondrak

#### Story/Dialogue Lead

Bob Love

#### Technology Programming

Ste Cork  
Kathleen Marty  
Allison McCarthy  
Jeff Newquist  
Chris Reed  
Adam Sherburne  
Marcus Whitlock

### Additional Programming

Michael Constant  
Brad Muir  
Jim O'Keane  
Rich Whitehouse

### SOUND AND MUSIC

#### Cinematic Sound Design and Music Composition

Zack Quarles

#### Additional Sound

Ellen Lurie

### STUDIO ADMINISTRATION

#### Studio Head

Brian Raffel

#### Director of Product Development

Mike Crowns

### SUPPORT

#### Project Administrator

Kenn Hoekstra

#### Office Manager

Kate Steinmetz

#### Plot and Story

Man of Action and  
Raven Software

#### Special Thanks to:

Greg Allen  
Djordje Cakovan  
David Finch  
Ben Geisler  
Fred Hooper  
Joe Koberstein  
Kim Lathrop  
Mike Pleva

The Raven Software X-Men Legends team would like to thank and acknowledge: Stan "The Man" Lee, Brian Singer, Michael Kamen, The brothers Raffel, The Jedi Farm Boys, The Q4 Lads, Our Production crew at Activision, Mo-Cap thespians Lauren Montgomery and Rachel Mears, Strong Bad and friends, Westfield Comics, Old Chicago, Qdoba, Cub Foods, Coffee, Guinness, Point Cinema, Super Packed Action Round, Pizza Day, Lake Raven, Jiggery-pokery, 34%, The Pumpkin Troll, and Hiatt!

#### Introducing all the new Raven babies born during XML's development:

Olivea Angus, Jack Choles, Fiona Cork, Marin Danz, Brynn Fuller, Xyzik Justin, Caid Lico, Emily Newquist, Brennen and Kiersten Pelletier, Loren Pinkston, Leo Samson-Samuel

...and a very special thanks to our spouses, family and friends who have given us their love, patience, and support along the way.

#### Voice-Over Recorded at

Salami Studios

#### Casting and Voice-Over Direction

Kris Zimmerman

#### VOICE TALENTS

Professor Charles Xavier  
Patrick Stewart

#### Moira, Female Prisoner #3

Michelle Arthur

#### Morlock Healer

Ed Asner

#### Multiple Man, Nightcrawler, Mutant Prisoner, Morlock Guard, Cyborg Sentinel

Dee Bradley Baker

#### Jean Grey

Leigh Allen Baker

#### NYC Acolyte #1, Shadow Demon #1

Eric Biessman

#### Wolverine

Steven Blum

#### Colossus, Doctor

Earl Boen

#### Sentinel Scientist

Rodger Bumpass

#### Storm

Cheryl Carter

#### Soldier #4, NYC GR50

Blaine Christine

#### Debra Owens, Computer Voice #1

Kat Cressida

#### Mystique, Child Bishop

Grey Delisle

#### Juggernaut, General Kincaid

John DiMaggio

#### Cyclops, Pyro

Robin Atkin Downes

#### Beast, Nuclear Tech #1, Acolyte #1

Richard Doyle

#### Technician, Male Prisoner #2

Greg Ellis

#### NYC Acolyte #2, Apocalypse

Dan Hay

#### Ilyana

Jeannie Elias

#### Computer Voice #2

Nikka Futterman

#### Soldier #1

Jay Gordon

#### Soldier #3, Misc.

Michael Gough

#### Shadow King

Dorian Harewood

#### Emma Frost

Bobby Holliday

#### Magneto

Tony Jay

#### Chuck Simms and Additional Voices

Tom Kane

#### Blob, Mutant Prisoner, Acolyte #3

Mark Klasterin

#### Marrow

Nancy Linari

#### Avalanche, Sabretooth

Peter Lurie

#### Jubilee

Danica McKellar

#### Gambit, Sentinel #1

Scott MacDonald

#### Psylocke, Female Prisoner #4, Screaming Woman

Masasa

#### Rogue

Erin Matthews

#### Soldier #2, Mutant #3, Brotherhood Mutant #2

Matt Morton

#### Havok, Brotherhood Mutant #3

Matt Nolan

**Forge**

Lou Diamond Phillips

**Danger Room Computer,  
Shadow Demon #2,  
Male Morlock**  
Zack Quarles**Iceman, HAARP Technician**  
Darren Scott**Toad, Male Prisoner #5**  
Armin Shimerman**Alison**  
Cree Summer**Morlock Thief,  
Future Sentinel**  
Andre Sogliuzzo**Acolyte #2, Man #2**  
Rick Worthy**Female Civilian**  
Kris Zimmerman

Graham Fuchs, Ricardo Romero, Jason McAuliffe, Erwin Barcega, Brian Pass, Ryan Rucinski, Steve Rosenthal, Eric Grossman, Christian Astillero, Michael Chiang, John Heinecke, Victoria Cushey, Lisa Fields, Chris Hewish, Joe Shackelford, Jeff Chen, TQ Jefferson, Neven "Demo Guy" Dravinski, Murali Tegulapalle, Mark Lamia, David Stohl, Peter "Floyd" Muravez, Thaine Lyman, Marc Turndorf, Juan Valdes, John Sweeney, Adam Goldberg, Brent "Chuck" Boylen, Gene Bahng, Fritzie Leao, Stacy Sooter, David Brickhill, Sensaura/Creative Labs, Forward Never Straight, Kami Garcia, Derek Racca, Jessica H. Christine, Eva Gauthier, Haley Falzon, Laurie Maguire, Rachel Boyd, Jon Lenaway, Neil Wood

**MARKETING AND PR****Global Brand Manager**  
Julian Hollingshead**Associate Brand Manager**  
Brad Hisey**Director,  
Global Brand Management**  
Robert Kostich**Vice President,  
Global Brand Management**  
Will Kasso**Vice President,  
Corporate Communications**  
Maryanne Lataif**PUBLISHED BY  
ACTIVISION  
PUBLISHING, INC.****President,  
World Wide Studios**  
Kathy Vrabeck**Executive Producer**  
Chris Archer**Producer**  
Blaine Christine**Associate Producer**  
Alex Garcia**Production Coordinators**  
Omari Valentine  
Nick Falzon**Production Intern**  
Derek Racca**Production Special Thanks****Director,  
Corporate Communications**  
Michelle Nino Schroder**Manager,  
Corporate Communications**  
Mike Mantarro**PUBLICIST,  
Corporate Communications**  
MacLean Marshall**Vice President of  
Technology**  
Steve Pearce**Production Testers**Jose Ornelas  
Marc Williams  
Phillip Thomas  
Robert Munguia**Creative & TRC Producers**Brian Clarke  
Juan Valdes**Vice President,  
North American Studios**  
Dave Stohl**Original Concept & Design**  
Chris Archer  
Jay Halderman**Demo Movie Motion  
Graphics**  
Ben DeGuzman**Art Director**  
David Dalzell**BUSINESS AFFAIRS****SVP & General Counsel**  
George Rose**Director,  
Business & Legal Affairs**  
Gregory Deutsch**Senior Counsel**  
Phil Terzian**Senior Paralegal**  
Mike Larson**Paralegal**  
Erika Denton**Legal  
Administrative Assistant**  
Danielle Kim**CREATIVE SERVICES****V.P., Creative Services  
& Operations**  
Denise Walsh**Director of  
Creative Services**  
Matthew Stainner**Creative Services Manager**  
Jill Barry**Creative Services Assistant  
Manager**  
Shelby Yates**Packing and Manual Design**  
Ignited Minds LLC**QUALITY ASSURANCE/  
CUSTOMER SUPPORT****Project Lead**  
Alex Coleman**Night Shift Lead**  
Kop Tavorinmas**Third Shift Lead**  
Baro Jung**Senior QA Project Lead**  
John Rosser**Quality Assurance Manager**  
Joe Favazza**Manager, QA Night Shift**  
Adam Hartsfield**Manager, QA Third Shift**  
Jason Levine**Floor Lead**  
Derek Faraci  
George Ngo  
Mike Ryan  
Fritz Striker  
Christopher Shanley**Database Manager**

Cory Rice

**Test Team**Aaron Roseman  
Alex Hirsch  
Andrew Linstrom  
Andrew Newberg  
Anthony Brownlee  
Atom Whitman  
Cesar Velasco  
Chad McDonald  
Christopher Lee  
Clifton Crotts  
Clifton Webster  
Daniel Perschonok  
Daniel Schueller  
Dave Oberlin  
David Dimov  
David Gielan  
Donovan Eberling  
Duane Than  
Ed Highfield  
Elias Jimenez  
Eric Haiser  
Gary Fung  
Gianluca Gallo  
Gus Amador  
Hideki Omega  
Isaac Pfeiffer  
James Davis  
James Justin  
Jason Delgado  
Jason Naglic  
Jason Quesnoy  
Jeff Burda  
Jennifer Ceja  
Jesse Dyer  
Joe Hernandez  
Joel Marcial  
Jonathon Bishop  
Jonathon Gonzalez  
Jose Perdomo  
Justin Aucoin  
Kai Powell  
Keith Leung  
Kelly Huffline  
Kevin Dandridge  
Martin Rios  
Matt FazzinoMatt Group  
Michael Clarke  
Michael Ingle  
Mike Attardi  
Mike Walker  
Nathaniel Chapman  
Neil Tandon  
Noah Edelman  
Pamela McPherson  
Paul Kwon  
Peter McKernan  
Rami Burpee  
Randy Sison  
Rashad Lewis  
Reshan Sabaratnam  
Robert Warren  
Sal Rangel  
Sean M. Peotter  
Stefano Terry  
William Whaley  
Winthrop Thomas  
Zachary Shaffer**Manager, Technical  
Requirements Group**  
Marilena Rixford**Senior Lead, Technical  
Requirements Group**  
Si n Rodriguez y Gibson**Lead, Technical  
Requirements Group**  
Aaron Camacho**Testers, Technical  
Requirements Group**  
Robert Lara  
Marc Villanueva  
Kyle Carey  
Ron Avila  
Kris Kauthen**Manager,  
Customer Support**  
Bob McPherson**Customer Support Leads**  
Gary Bolduc-Phone Support  
Michael Hill-Email Support

### CS/QA Special Thanks

Jim Summers, Jason Wong, Tim Vanlaw, Nadine Theuzillot, Ed Clune, Matt McClure, Jason Potter, Glenn Vistante, Anthony Korotko, Jeffrey Moxley, Henry Villanueva, Indra Yee, Marco Scataglini, Todd Komesu, Joulé Middleton, Michael Beck, Willie Bolton, Chad Siedhoff, Jennifer Vitiello, Jeremy Shortell, Nick Favazza, Sarah Pepin, Mike Rixford, Tyler Rivers

**MARVEL  
ENTERPRISES, INC.**  
Executive Producer-Director  
Of Video Game Development  
Ames Kirshen

President Of Worldwide  
Consumer Products  
Tim Rothwell

Executive Vice President  
Consumer Products,  
Promotions and Media Sales  
Russell Brown

President Of Publishing  
Gui Karyo

Legal Affairs  
Seth Lehman, Joshua M.  
Silverman, Carl Suecoff

Special Thanks  
Avi Arad, Ari Arad,  
Joe Quesada, Dan Buckley,  
John Stires, Mike Marts,  
Tom Marvelli

### **MK PRODUCTIONS, INC.**

Intro Cinematic  
CEO/Executive Producer  
Melissa Kangeter

Animation Director  
Gustavo Manriquez

Art Director  
Brittnell Anderson

Cinematic Director  
Marco Bertoldo

Animators  
Hagop Kaneboughazian

Tony Preciado  
Manny Marquez

Modeller/Animator  
Jordan Abeles

TD  
Eric Ronay

TD  
Sange Chimperson

Composer  
Ari Rubenstein

FX Artists  
Andy Murdock  
Damian Gordan  
Ben Hawkins  
Rob Fiduccia  
Mat Stille

### **CREAT STUDIO, LLC**

Cinematic Work  
Executive Producers  
Anton Petrov  
Daniel Prouslin

Project Leader  
Avenir Sniatkov

Director  
Vladimir Alexandrov

Modelling &  
Texture Mapping  
Dmitry Astakhov  
Blagoy Borisov  
Andrej Gromov  
Maxim Klochkov  
Andrey Povarov  
Yury Tchernych  
Alla Zubakova  
Sergey Zubakov

### Lighting

Blagoy Borisov  
Olga Tcheremissova  
Yury Tchernych

### Animation

Yury Ilin  
Irina Nikiforova  
Artur Kaifovich  
Ilya Popenker  
Alexey Popov  
Anton Rudin  
Olga Trifanenkova  
Vladimir Uriashov

### Special Effects

Anton Oparin  
Avenir Sniatkov  
Olga Tcheremissova

### Composing

Sergey Belik

Programming and  
Technical Support  
Stanislav Volodarskiy

### **CRI MIDDLEWARE CO., LTD.**

Video Compression  
& Playback

### **VICARIOUS VISIONS**

**ALCHEMY**  
Game Engine

### **XLOC**

Stephanie O'Malley Demming  
Mason Demming

### **APM MUSIC LLC**

Ron Cairns

**WOMB MUSIC**  
Game Music Composition  
Rik Schaffer

### **DOLBY**

For Dolby® Pro Logic® II Decoding:

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

# Customer Support

*NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

**Internet/E-mail:** <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can e-mail us using the support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

*NOTE: Internet/e-mail support is handled in English only.*

*NOTE: The multiplayer components of Activision games are handled only through Internet/e-mail.*

**Phone:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision without first contacting Customer Support.** It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at  
[www.activision.com](http://www.activision.com)  
so we can enter you in our monthly  
drawing for a fabulous Activision prize.**

# Notes