X-MEN™ WOLVERINE'S™ REVENGE

ONLY BY UNCOVERING YOUR PAST, CAN YOU SAVE YOUR PRESENT.

You've discovered that a deadly X-virus has been activated in your body. Now, you have only 48 hours to acquire the antidote from the evil organisation that gave you the fatal disease.

Enter the Realm of the Senses where you see scent particles, hear distant sounds and detect heat sources to track enemies.

Use your razor-sharp claws to slice and dice opponents at will.

AVAILABLE MAY 2003

MARVEL™

ACTIVISION.

activision.com

ACTIVISION Asia Pacific, Level 5, 51 Rowson St, Epping NSW 2121, Australia

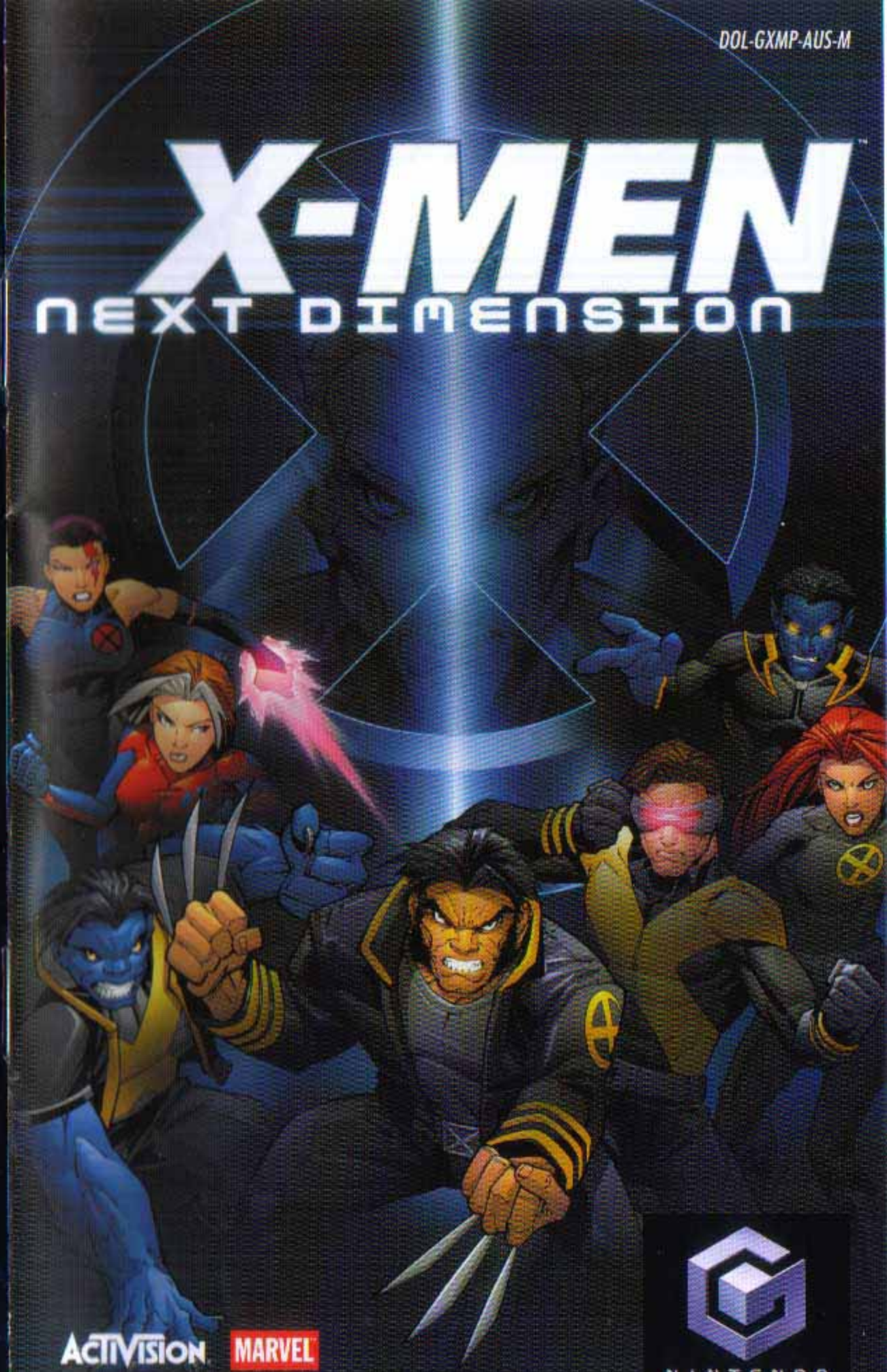
MARVEL, X-Men and Wolverine: TM and © 2002 Marvel Characters, Inc. All rights reserved. www.marvel.com. Game code © 2001-2002 Activision, Inc. and its affiliates. Published and distributed by Activision Publishing, Inc. Activision is a registered trademark of Activision, Inc. and its affiliates. All rights reserved. All other trademarks and trade names are properties of their respective owners. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2002 Nintendo.

80371.226.AUS

EmuMovies

DOL-GXMP-AUS-M

X-MEN™ NEXT DIMENSION



ACTIVISION MARVEL

INSTRUCTION BOOKLET

NINTENDO GAMECUBE™

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.

Original Nintendo Seal of Quality™

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE OR TWO PLAYERS AND CONTROLLERS.

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

LICENSED BY

Nintendo®

TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2002 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Starting the Game 2
Main Menu 3
Game Modes 3
Pause Menu 8
On-Screen Display 9
Gameplay 11
Options 13
Characters 16
Credits 21
Customer Support 24
Software License Agreement 26

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

STARTING THE GAME

In-Game Controls

All references to button selection in this manual refer to the default NINTENDO GAMECUBE Controller configuration. Selecting CONTROLLER from the Options Menu allows the default settings to be changed, as well as the ability to turn the rumble function ON or OFF.

Z Button . . . . . .Power transfer
L Button . . . . . .Throw; Initiate object interaction
R Button + Control Pad . . .*Back*: Counters kicks
Forward: Counters punches
Down: Counters low attacks
Control Pad . . . . . .*Back*: Move character back/block
Forward: Move character forward
Tap Down: Sidestep into the foreground
Up and Hold: Jump
Tap Up: Sidestep into the background
Down and Hold: Crouch
Control Stick . . . . . .8-way movement
B Button . . . . . .Punch 1
Y Button . . . . . .Kick 1
A Button . . . . . .Punch 2
X Button . . . . . .Kick 2
START/PAUSE . . . . . .Pause Menu
C Stick . . . . . .*Single Tap Up*: Start flying
Double Tap Down: Stop flying

Note: Press the Y Button from the Player Select screen to change your character's costume.

MAIN MENU

Press **up** or **down** on the **Control Pad** or **Control Stick** to highlight the desired menu option, and then press the **A** Button to choose the selection. Press the **B** Button to cancel a selection, or to go back to the last screen.

GAME MODES

Story Mode

Story Mode is a one-player game that puts you in the middle of a humanoid's plot to eradicate all mutants. Having been liberated from S.H.I.E.L.D. headquarters and rebuilt by his legion of Prime Sentinels, Bastion has set out to obtain the one man that can guarantee his victory, the X-Men called Forge. Now, the race is on as Forge's teammates seek to rescue their captured comrade before Bastion can coax secrets from him that are capable of destroying all mutant-kind. In order to do this, the X-Men must ally themselves with their greatest of enemies, the Brotherhood of Mutants and their cunning leader, Magneto. Will the combined might of Earth's most powerful mutants be enough to prevent an impending mutant extinction?

As key stages of the story are reached, you can choose a fighter from a set number of characters. This set of characters will vary from stage to stage. Simply use the Control Pad to make a selection, and press the **A** Button to use the selected character until the next key stage is reached. Keep in mind, certain sections of Story Mode require that a particular character be played, so there will not be a Selection screen at these times.

Arcade Mode

The Arcade Mode experience is a one-player game where a series of ten matches is fought against the CPU. The opponents get progressively more difficult to defeat as you battle towards the final match. At any time during Arcade Mode, another player can challenge you to a Versus Mode match by pressing **START/PAUSE** on the other Controller.

Versus Mode

Versus Mode is a two-player game designed for one-on-one combat. There is no limit to the number of matches that can be fought. Two Controllers must be plugged in for this mode.

Survival Mode

Survival Mode is another one-player game. Unlike Arcade Mode, here you test your fighting abilities against a never-ending series of enemies and the goal is to achieve as many wins as possible with only one life bar. For each match won, you will be rewarded with extra health.

Team Mode

Pick up to eight team members and fight an equal number of opponents determined by the A.I.

Time Attack Mode

Test how fast you can beat a series of opponents and try to beat the fastest times.

Practice Mode

Practice Mode allows you to learn a character's moves in a controlled environment. As attacks are executed against the opponent, the actual Controller sequence, total hits, damage, and total damage are displayed on the screen. There is also no time limit, so you can practice as long as you need to.

There are a few items that can be toggled while practicing. This includes the ability to change the current player, opponent, or map.

To Change the Player:

- Press **START/PAUSE** to display the Pause Menu.
- Use the **Control Pad** to select **CHANGE**, and then press the **A** Button.
- Use the **Control Pad** to select **CHANGE PLAYER**, and then press the **A** Button.
- Use the **Control Pad** to select a new player, and then press the **A** Button.
- Use the **Control Pad** to select **YES** when asked to confirm the selection. Otherwise, select **NO**, and choose another player.

To Change the Opponent:

- Press **START/PAUSE** to display the Pause Menu.
- Use the **Control Pad** to select **CHANGE**, and then press the **A** Button.
- Use the **Control Pad** to select **CHANGE OPPONENT**, and then press the **A** Button.
- Use the **Control Pad** to select a new opponent, and then press the **A** Button.
- Use the **Control Pad** to select **YES** when asked to confirm the selection. Otherwise, select **NO**, and choose another opponent.

To Change the Map:

- Press **START/PAUSE** to display the Pause Menu.
- Use the **Control Pad** to select **CHANGE**, and then press the **A** Button.
- Use the **Control Pad** to select **CHANGE MAP**, and then press the **A** Button.
- Use the **Control Pad** to select a new map, and then press the **A** Button.
- Use the **Control Pad** to select **YES** when asked to confirm the selection. Otherwise, select **NO**, and choose another map.

There are also several options that you can toggle to customise the learning environment. Below is a list of options:

- Supers – supers can be set to infinite, all four meters completely filled just once, or set to default
- Panel Display – all panel displays can be enabled or disabled to your liking
- Key Display – turn on or off the display of buttons being pressed
- Dummy – the dummy can be setup to be controlled by a human or the A.I.
- Action – the dummy can be setup to perform a specific action (e.g. counter, jump, block, etc.)
- Block – the dummy can be setup to block high, low or all attacks
- Transitions – animated sequences showing the opponent being knocked into the next section

To Toggle Options:

1. Press **START/PAUSE** to display the Pause Menu.
2. Use the **Control Pad** to select **OPTIONS**, and then press the **A** Button.
3. Use the **Control Pad** to select an option.
4. Press **left** or **right** on the **Control Pad** to change the option.
5. Press the **A** Button to accept and save the options changed and return to the Pause Menu.
6. Press the **B** Button to return to the Pause Menu (none of the changes will be saved).
7. Press the **B** Button or use the **Control Pad** to select **RESUME**, and then press the **A** Button to return to the game.

You also have the ability to record and playback your moves or the opponent's moves.

To Record and Playback Your Moves:

1. Press **START/PAUSE** to display the Pause Menu.
2. Use the **Control Pad** to select **RECORD**, and then press the **A** Button.
3. Use the **Control Pad** to select **RECORD PLAYER**, and then press the **A** Button.
4. Press **START/PAUSE** to start recording.
5. Execute a sequence of moves.
6. Press **START/PAUSE** to stop recording.
7. Press **START/PAUSE** to display the Pause Menu.
8. Use the **Control Pad** to select **RECORD**, and then press the **A** Button.

To play the sequence once, use the **Control Pad** to select **PLAY NORMAL**, and then press the **A** Button. To repeat the sequence, use the **Control Pad** to select **PLAY REPEAT**, and then press the **A** Button. Afterwards, press **START/PAUSE** to stop playing the sequence.

To Record and Playback the Opponent's Moves:

1. Press **START/PAUSE** to display the Pause Menu.
2. Use the **Control Pad** to select **RECORD**, and then press the **A** Button.
3. Use the **Control Pad** to select **RECORD OPPONENT**, and then press the **A** Button.
4. Press **START/PAUSE** to start recording.
5. Allow the opponent to execute a sequence of moves.
6. Press **START/PAUSE** to stop recording.
7. Press **START/PAUSE** to display the Pause Menu.
8. Use the **Control Pad** to select **RECORD**, and then press the **A** Button.

To play the sequence once, use the **Control Pad** to select **PLAY NORMAL**, and then press the **A** Button. To repeat the sequence, use the **Control Pad** to select **PLAY REPEAT**, and then press the **A** Button. Afterwards, press **START/PAUSE** to stop playing the sequence.

PAUSE MENU

Press the **START/PAUSE** Button during gameplay to display the Pause Menu. Use the **Control Pad** to select a menu item, and then press the **A** Button.

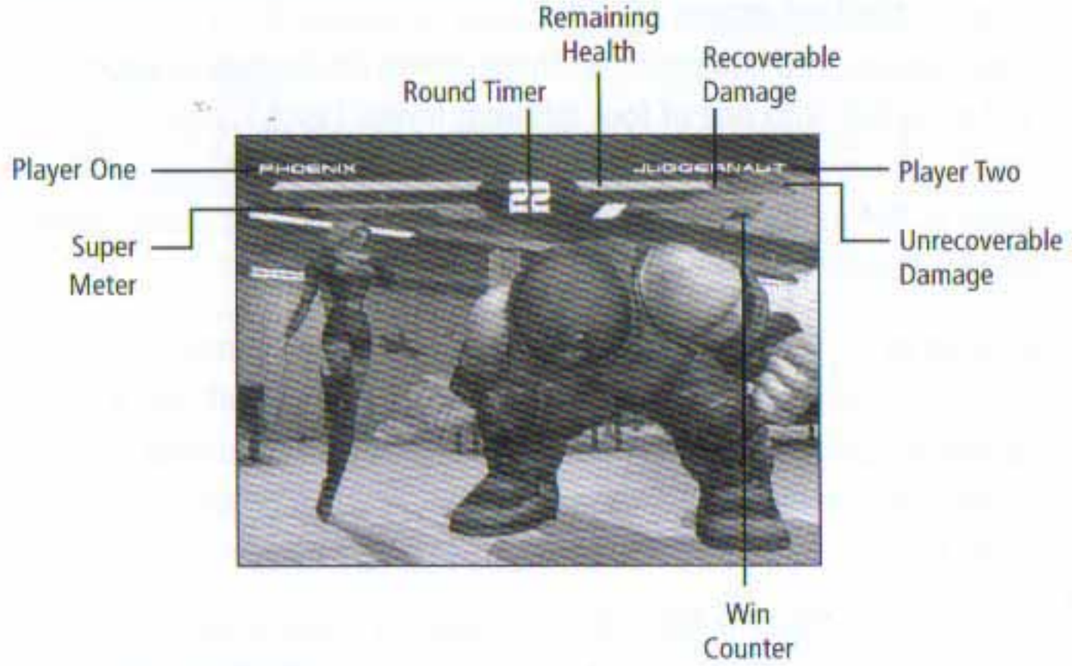
- Resume – return to gameplay.
- Moves – displays the list of moves for the player who hit **START/PAUSE**.

- Exit – terminate the existing match and return to the Character Selection Screen for the same game mode.

Practice Mode has these additional menu items:

- Options – parameters for customising the Practice Mode environment.
- Toggle – ability to change the existing player, opponent or map.
- Record – feature of recording player or opponent's sequence of moves and playing it back.

ON-SCREEN DISPLAY



Health Meter

The Health Meter displays the amount of health each character has left for the current match. Green indicates remaining health, red indicates recoverable damage, and the empty section of the meter indicates damage that is unrecoverable. Avoiding damage for a period of time will restore the recoverable (red portion on the health meter) health. Otherwise, the recoverable damage will convert to permanent damage.

Round Timer

The Round Timer shows the remaining time in a match. If the timer runs out, victory is given to the character with the most remaining health. If both players have the same amount of health at the end of the round, a Draw is called.

Win Counter

The Win Counter indicates the number of rounds each character has won. The number of slots corresponds to the number of rounds needed to win the match.

Super Meters

Each character has a set of four over-the-top signature moves that surpass standard attacks in both their damage and strategic use. These moves are known as supers, and each falls into one of four different levels: Level 1, Level 2, Level 3 or Level 4. The higher the level, the more advantageous the super is. Before these supers can be executed, their respective Super Meter must be filled.

In order to fill the Super Meters, attacks must be executed against the opponent. Each punch, kick, or projectile will add a certain number of points across the level 1, level 2, and level 3 meters. Performing certain throws will not add any points to the Super Meters.

Once a Super Meter is full, the corresponding super is enabled. Executing the super will then deplete that Super Meter, whether it was successful or not (e.g., the opponent blocks the super).

Managing the Super Meters

You can easily transfer power from one Super Meter to another. This is useful for quickly activating one super if there's enough combined power across the meters to fill the desired Super Meter, or executing the same super numerous times if there's plenty of power across the meters.

For Player 1:

- Press **Z** + **B** Button to transfer power into the Level 1 Super Meter.
- Press **Z** + **Y** Button to transfer power into the Level 2 Super Meter.
- Press **Z** + **X** Button to transfer power into the Level 3 Super Meter.
- All three Super Meters need to be filled up to activate the Level 4 super.

For Player 2:

- Press **Z** + **X** Button to transfer power into the Level 1 Super Meter.
- Press **Z** + **Y** Button to transfer power into the Level 2 Super Meter.
- Press **Z** + **B** Button to transfer power into the Level 3 Super Meter.
- All three Super Meters need to be filled up to activate the Level 4 super.

GAMEPLAY

Aerial Combat

Fighting is no longer relegated to the ground, but can also take place in the air. You must first launch an opponent into the air, jump up, and then execute a combo. Each character can execute a special or super while in the air, and air throws (pressing the **L** Button in the air) have been added for all characters. You will know that you have successfully initiated aerial combat when you see a short sequence of your fighter jumping up toward your opponent.

To Initiate Aerial Combat:

- Execute a launch move.
- Immediately press **up** on the Control Pad.
- After the character jumps up into the air, execute a sequence of attacks.

Flying

Flying characters have the ability to remain suspended in the air for a short period of time. While in the air, these characters can navigate in 3D (e.g., air 8-way movement, air sidestep), and perform numerous attacks. To fly, simply jump in the air, and press **up** on the C Stick. Once, the timer counts down to 0, the character will fall to the ground. Double tapping **down** on the C Stick while flying will also cause the character to return to the ground.

Object Interaction

Characters can either throw opponents on top of specific objects, or smash their opponent's head into specific objects. To smash an opponent's head into an object, stand in between the opponent and the object, and then press the throw button (the **L** Button). To throw an opponent on top of an object, make sure that the opponent's back is facing the object, and then press the throw button. A few character-specific forms have been thrown into the mix.

Phoenix: Use her telekinetic powers to pick up objects and throw them at her opponent. Navigate Phoenix near a set of objects and the opponent, and then press the throw button.

Beast: Use his acrobatic abilities to kick his opponent's head into a basketball pole or Egyptian column. Navigate Beast near a pole and the opponent, and then press the throw button.

Toad: Use his tongue to smash his opponent into a basketball pole. Navigate Toad near a pole and the opponent, and then press the throw button.

Counter System

The counter system is a mechanism for thwarting an opponent's attack. Press the **R** Button and the proper direction on the Control Pad to execute a counter. Counters can be used during ground and aerial combat.

Counter Punches: **R** Button + forward on the Control Pad
Counter Kicks: **R** Button + back on the Control Pad
Counter Crouch Attacks: **R** Button + down on the Control Pad

Tech Rolls

Once, a character is knocked down, a tech roll can be performed by quickly pressing any direction on the Control Pad. By pressing forward, the character will roll toward the opponent. Pressing back will cause the character to roll away from the opponent. Pressing up or down will make the character roll to the side.

Recovery Attacks

A character can also execute a recovery attack upon being knocked down by pressing the **A** Button. Doing so will cause the character to quickly return an attack, instead of waiting to stand up in the default fighting stance. These are also known as "wake up" attacks.

OPTIONS

Use the Control Pad to select the option, and then press the **A** Button.

NINTENDO GAMECUBE Memory Card

- Select **LOAD DATA** to load a saved game from the Memory Card.
- Select **SAVE DATA** to save the current game to the Memory Card.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

Audio Adjust

- Press **Control Pad left** or **right** to decrease or increase the volume of the sound effects.
- Press **Control Pad left** or **right** to decrease or increase the volume of the music.
- Press **Control Pad left** or **right** to decrease or increase the volume of the movies.

Controller

The Controller configuration can be set to the default configuration, one of three other presets, or customised for each controller.

To Change the Preset:

- Use the **Control Pad** to select **CURRENT SET**.
- Press **Control Pad left** or **right** to select a preset.

To Create a Custom Preset:

- Use the **Control Pad** to select **CURRENT SET**.
- Press **left** or **right** on the **Control Pad** to select **CUSTOM** for the CURRENT SET.
- Use the **Control Pad** to select **EDIT**, and press the **A** Button.
- For each action, press the desired button to map it to.

To Adjust the Rumble:

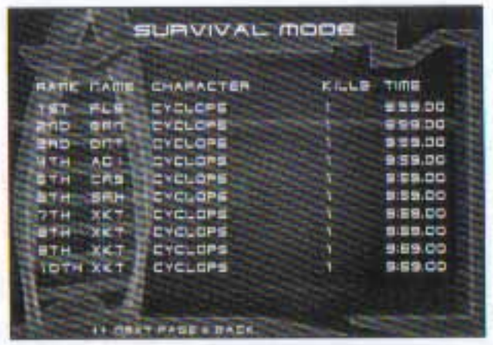
- Use the **Control Pad** to select **Rumble**.
- Press **Control Pad left** or **right** to turn it ON or OFF.

Game Settings

Allows the game difficulty, the number of rounds, and the time to be adjusted.

Records

This option displays high scores for Survival Mode and Time Attack.



Movies

Here you can watch all of the unlocked movies in the game.

CHARACTERS

Cyclops™

Real Name: Scott Summers

Powers and Abilities: Through the use of his visor with ruby red quartz lenses, he can unleash a concussive beam of various magnitudes against opponents. A strong, medium speed fighter, Cyclops can combine his beam with powerful punches and kicks for devastating results. He's not the X-Men's team leader for nothing.

Phoenix™

Real Name: Jean Grey-Summers

Powers and Abilities: A flying character that can launch fiery projectiles at will and use telekinesis to levitate objects and hurl them against her enemies. Phoenix also has telepathic capabilities that can be used both to confuse and attack opponents. Her fire may look pretty, but get too close and you will "feel the burn."

Wolverine™

Real Name: Logan

Powers and Abilities: Wolverine possesses razor sharp adamantium claws, and a natural gift for rapid healing, which allows him to recover from extensive injuries. These attributes, along with his fast, powerful combos make Wolverine the consummate melee fighter.

Gambit™

Real Name: Remy Entienne Lebeau

Powers and Abilities: Ability to transform the potential energy of any object and convert it into kinetic energy. When the object is hurled at an opponent, this energy explodes upon impact. Being the reformed thief and scoundrel that he is, Gambit's preferred weapon is a deck of playing cards and he always has an ace up his sleeve.

Rogue™

Real Name: Unknown

Powers and Abilities: A flying character that has superhuman strength and the ability to absorb the powers of any being through a "Southern Kiss." This power can then be turned against the opponent during combat. Be careful your power doesn't become her power.

Nightcrawler™

Real Name: Kurt Wagner

Powers and Abilities: The ability to teleport himself along with another person to a different location. During the process, Nightcrawler actually travels to another dimension, and then returns back to the original dimension, but at a different place. In combat, this allows Nightcrawler to instantly "bamf" towards his enemy, making him an unpredictable and deadly opponent.

Psylocke™

Real Name: Elizabeth "Betsy" Braddock

Powers and Abilities: On top of excelling in martial arts, Psylocke can use her powers to form a "psychic dagger" that can be contrived effortlessly in combat. What Psylocke lacks in size, she more than makes up for with speed. Not only does she have quick kick and punch combinations, which take advantage of her psychic knife, Psylocke also has fast evasion moves. Hit her if you can.

Storm™

Real Name: Ororo Munroe

Powers and Abilities: A flying character that possesses the psionic ability to control the weather in a specific area. This allows her to unleash lighting bolts, powerful currents of wind, and a hailstorm against those that stand against her. Enjoy the calm while you can.

Beast™

Real Name: Henry "Hank" P. McCoy

Powers and Abilities: An agile character possessing superhuman strength, who can literally dance around his opponents through his display of acrobatics. With these attributes, Beast's combinations are unpredictable and can be tricky to avoid or defend against.

Havok™

Real Name: Alexander Summers

Powers and Abilities: Able to absorb ambient cosmic energy, transform it, and release it as waves of plasma beams. Not only can Havok shoot these beams at his opponents, he can unleash it as a huge ball of energy. That, combined with his powerful punch and kick combos make him as tough as his brother, Cyclops.

Forge™

Real Name: Unknown

Powers and Abilities: Has a special talent for inventing any mechanical device his mind can conceive, along with mystical abilities from his Native American roots. The result is a gun that can fire different types of attacks and a fearsome super that science can never explain.

Lady Deathstrike™

Real Name: Yuriko Oyama

Powers and Abilities: Her cybernetic implants enhance her strength and fighting distance, while her adamantium claws can tear through most materials. Deathstrike can issue deadly combos and throws close in, while surprising her opponents with a long-range attack using her extending arms.

Magneto™

Real Name: Erick Magnus Lengherr

Powers and Abilities: Possesses the ability to control a broad range of electromagnetic forces. These forces can be used to levitate opponents, or they can be focused into beams of electromagnetic energy. There's a reason why they call him the master of magnetism.

Juggernaut™

Real Name: Cain Marko

Powers and Abilities: Invulnerable to most forms of attacks, his brute strength can smash his opponents to pieces. His crushing combinations and throws force his opponents to be very careful in how they engage him, making him nearly unstoppable.

Mystique™

Real Name: Raven Darkholme

Powers and Abilities: Her psionic abilities allow her to change her physical shape and the clothes she is wearing into any form she chooses. Armed with a gun that emits powerful plasma beams, she dominates the playing field with a sultry flare.

Sabretooth™

Real Name: Victor Creed

Powers and Abilities: Possesses razor sharp claws and teeth that can rip through many substances and a superhuman healing factor that allows him to recover quickly from most attacks. Sabretooth is large and powerful, but unlike many of the other larger characters, he has speed as well.

Toad™

Real Name: Mortimer Toynbee

Powers and Abilities: A very fast and agile character. He can use his tongue to inflict damage, and hurl opponents around with ease. Toad's bouncy nature and speed make him difficult to hit and grant him many opportunities to unleash his effective, albeit sometimes crass, attacks. Don't let his spit get into your eyes.

Bastion™

Real Name: Unknown

Powers and Abilities: This humanoid was designed to destroy all mutants, and his superhuman strength and mutagenic power-dampening device make him a strong adversary. He will not rest until every last mutant has been destroyed.

Prime Sentinel Male™

Real Name: Unknown

Powers and Abilities: Cybernetic and nano technology provide this former human with superhuman strength and the ability to release powerful plasma beams. Armed with the mutagenic power-dampening device, he can rob a mutant of their powers. The male Sentinel is large, and many of his attacks are not fast, but if they hit you, watch out!

Prime Sentinel Female™

Real Name: Unknown

Powers and Abilities: The female version also has cybernetic and nano technology that allows her to exceed the strength of mere humans, and she also has powerful plasma beam and the mutagenic power-dampening device at her disposal. One major difference from her male counterpart is her ability to fly.

CREDITS

EXAKT Entertainment

President
Paul Ashdown

V.P. of Technology
Eran Rich

Programmer
Daniel "the Flash" Sass

Paradox Development

President / CEO
Christine Hsu

Director of Studio
James Maxwell

Director of Operations
Teresa Chang

Producer
Barclay Smith

Lead Programmer
Peter Jeffries

Technical Director
David "Ollie" Ollman

Programmers
Ben Kutcher
Yong Li
Ian Bullard
Sam Baker
Mark Miller

Art Director
Paul Interrante

Lead Artists
Damon DuBois
Kristian Hedman

Artists
Jeff Wand
Mark Lappin
Martin Kilner
Louis Garcia
Timothy McGrath
Takashi Matsubara
Tom McGuire

Lead Animator
Cory Barlog

Animators
James Che
William Lykke
Abigail Goldsmith
Michael Carr
Bruno Velazquez
Sean Gilley

Lead Designer
Eric Williams

Designers
Adam Puhl
Mark "FlipMeign" Acero
John Edwards
Derek Daniels
Omar Kendall

Lead Level Designer
Bill McDonald

Level Designers
Clive Burdon
Mike Bilodeau

Sound
Todd Piperi

QA Lead
Edwin De Nicholas

QA Tester
Charles Burton

Intern
Peter Olofsson

Special Thanks
Moumine Ballo, Josh Been, Jennifer Bullard, Kristin Burbidge, Hun Chung, Miranda Collins, Wendy Davis, Ryan Den, Brianne Drouhard, Xheryl Durham, Jonathan Evans, Allen Fernandez, Fifi, David Frenkel, David Gautrey,

Ginger, Ellis Goodson, James Guintu, Allan Hayburn, Milton Mariscal, Jason Maynard, Mogwai, Pom Pom, Richie Romero, Elena Scott, Mike Scott, Beth Sleven, Patrick Strand, Romalis Taylor, Eri Fujita, and all of our families

Activision

Producer
Christian Astillero

Associate Producer
Eric Grossman

V.P. North America Studios
Murali Tegulapalle

E.V.P. Worldwide Studios
Lawrence Goldberg

EVP WW Publishing and Global Brand Management
Kathy Vrabeck

Executive Producer
Chris Archer

V.P. Global Brand Management
Tricia Bertero

Director of Global Brand Management
John Heinecke

Global Brand Manager
Victoria Cushey

Associate Brand Manager
Matt Geyer

V.P. Creative Services
Denise Walsh

Creative Services Manager
Jill Barry

Publicist
Lisa Fields

Legal
George Rose
Michael Hand
Mike Larson
David Kay

Vice President, QA & CS
Jim Summers

QA Project Lead
Alex Coleman

QA Senior Project Lead
Ben DeGuzman

QA Console Manager
Joe Favazza

QA Floor Lead
Aaron Camacho

QA Testers
Jim Corbin
Erik Estrada
Orlando Hawkins
Francis Jimenez
Bryan Jury
Justin Kaehler
Kevin Kochakji
Michael Lashever
Niles Livingston III
Alex Ortiz
Mike Ryan
Anthony Saunders
Ubong Stowe
Marc Villanueva
Wayne Williams
Yoonsang Yu

Production Testers
Jeremy Evangelista
Dustin Thomas

Customer Support
Customer Support Manager
Bob McPherson

Customer Support Leads
Rob Lim, Gary Bolduc, Mike Hill

Voice Talent
Patrick Stewart, Jenette Goldstein, Tony Daniels, Don Morrow, Jennifer Hale, Sybyl Walker, Julianne Grossman, Carlos Ferro, Fred Tatasciore, Tim Harrison, Jim Wise,

Mark Klastorin, Wally Wingert, Alan Dale, Luray Cooper, Masasa, Gwendoline Yeo as Lady Deathstrike.

Story Mode Script
Todd Jefferson

Story Mode CG and Costumes 1A, 2A, 3A, 1B, 2B, 3B.
Treanor Brothers Animation

Additional CG for Intro Movie
Aurum Digital

Soundtrack
PCB Productions

Sound Designer
Sounddesigner.com

Special Thanks
Ron Doornink, Robert Kotick, Marc Turndorf, Jay Gordon, Matt Powers, Gene Bahng, Joe Shackelford, Juan Valdes, Brian Clarke, Bryant Bustamante, Blaine Christine, Peter Muravez, Brian Pass, Ryan Rucinski, Jimmie Hudson, David Dalzell, James Mayeda, Franz Boehm, Jennifer Daniels, Jeremy Grapner, Ron Koo, Maryanne Lataif, Michelle Nino, Darek Connole, Chris Hepburn, Mattt Stubbs, Kenny Ramirez, Stacy Sooter, Salvador La Rocca, Heather Sulz, Nick "Darkslide" Favazza, Margarita Umil, Jason Wong, Tim Vanlaw, Nadine Theuzillot, Marilena Rixford, Sam Nouriani, Chad Siedhoff, Jennifer Vitiello, Willie Bolton, Jeremy Gage, Adam Hartsfield, Indra Gunawan, Mike Beck, Marco Scataglini

Activision UK

Senior VP European Publishing
Scott Dodkins

Head of Publishing Services
Nathalie Ranson

Creative Services Manager
Jackie Sutton

Localisation Project Manager
Simon Dawes

European Services Publishing Assistant
Trevor Burrows

Group Marketing Manager
Sarah Ewing

Brand Manager UK & ROE
Alison Mitchell

Assistand Brand Manager UK & ROE
Grant Gie

Operations Manager
Heather Clarke

Production Planner
Lynne Moss

Production Assistant
Victoria Fisher

Marvel Enterprises, Inc.

www.marvel.com

Chief Operating Officer/ President
Bill Jemas

Editor-in-Chief
Joe Quesada

Creative Development/ Business & Legal Affairs
Seth Lehman
Josh Silverman
Ari Arad
Carl "Sue 'em" Suecoff
John Stires

Packaging & Manual Design

Ignited Minds, LLC

CUSTOMER SUPPORT

Online Services with Activision Forums, E-Mail and File Library Support
For support via the web please visit
http://www.activision.com/support or e-mail
support@activision.co.uk

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

For Customer Support you can contact Activision in the UK on + 44 (0)8705 143 525 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays.

Your calls may be monitored

TECHNICAL SUPPORT IN AUSTRALIA

In Australia, for Technical Support, Hints and Tips, please call 1902 263 555. Calls are charged at $1.98 + GST per minute.

For Technical Support and Customer Service in areas not listed, please contact your local distributor or Activision via online. (Please note the online support is available in English only).

E-REG for Australian Customers

Do you want to receive news on new games and special offers for Activision customers?

Register On-line at **http://ereg.activision.com.au**

Complete the registration form & help us keep you informed about Activision games. You will be notified of upcoming releases & special offers.

Note: Activision Asia-Pacific is committed to safeguarding the privacy of information entrusted to it. Accordingly, Activision complies with all relevant legislation concerning the collection, use, security and disclosure of personal information.

THE OFFICIAL ACTIVISION HINTS, TIPS AND CHEATS LINE

CALL 09065 55 88 35

Over 16's only.
This is a fully automated service that provides hints and tips for many Activision games.
Note: Calls are charged at £1 per minute at all times.
Please ask the permission of the person who pays the bill before phoning.
Average duration of calls - 3 minutes.
Please note this service is available only in the UK*.

*** Details correct at time of print**