

WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

dizziness

disorientation

- altered vision
- eve or muscle twitches
- seizures
- · any involuntary movement or convulsion

loss of awareness

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- · Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation[®]2 system. Take a 15-minute break during each hour of play.
- · Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation[®]2 system 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.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

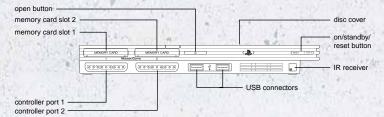
- · This disc is intended for use only with PlayStation[®]2 consoles with the NTSC U/C designation.
- · Do not bend it, crush it or submerge it in liquids.
- · Do not leave it in direct sunlight or near a radiator or other source of heat.
- · Be sure to take an occasional rest break during extended play.
- 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.

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Getting Started

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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). Insert the *Marvel*[™]: *Ultimate Alliance 2* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Introduction

Civil War has erupted among the world's Super Heroes™. The government has instituted the Superhuman Registration Act that will force heroes to become agents of S.H.I.E.L.D. and controlled by the state. Take control of the Super Hero community's destiny by deciding which side of the Civil War you'll fight on. Choose to stand with Iron Man and become an agent of the government, or ally with Captain America and defend personal liberties as an Anti-Registration rebel. The fate of the Marvel[™] Universe—and humankind—is in your hands. Lines are drawn. Threats are made. And the ultimate question remains: Whose side are you on?

Gameplay Controls

Controller	Function	
Left analog stick	Move Character	
button	Light Attack	
• button	Heavy Attack (hold to charge)	
button	Grab	
Hold $\mathbb{R} + \mathfrak{O}, \mathfrak{O}, \mathfrak{O},$ or \mathbb{O} button	Use Powers (each button is a different power)	
la button	Jump	
button	Use	
Hold L1	Block	
Hold $[1] + R1$ then press $(\mathbf{O}, \mathbf{O}, \mathbf{X}, \text{ or } \mathbf{O})$ button	Fusion Attack / Revive Teammate	
Directional buttons	Switch Control to Another Hero	
Right analog stick	Rotate Camera	
START	Pause	

Menu Navigation

Controls

Directional buttons - Navigate menus.

🗞 button – Press button to accept highlighted option.

button – Press button to go back to the previous menu or cancel.

Main Menu

Play - Start a new game locally or load a saved game.

Options - Adjust game options and view the controls.

Profiles - Create a new profile or delete an existing one.

Credits - View the game credits.

Save System

Marvel[™]: *Ultimate Alliance 2* utilizes an auto-save system that saves your game progress at regular intervals. You can also manually save your game progress at an extraction point.

Pause Menu

Hero Details – Customize your character's special powers in the Hero Details Menu.

Options - Adjust game options and view the controls.

Players – In a Multiplayer game, this menu allows you to remove the other player from the current game.

Boosts - Choose which boost(s) to equip to give your group additional team attributes. Boosts are discovered as you progress through the game. Be on the lookout for them.

Quit Game – Exit the current level and return to the Main Menu.

Gameplay

As you progress through the story, your Super Heroes and team will change and evolve. When characters gain levels, their powers and abilities can be upgraded in the Hero Details Menu. Customize your characters' powers to cater to your preferred play style and personalize your team. Destroying objects in the environment and defeating enemies will drop Coins and Orbs, which replenish Health and Energy. Coins can be spent to purchase additional skill points in the Hero Details Menu.

Switching Super Heroes is done by pressing the directional buttons. Special powers are performed by holding the RT button and pressing the O, O, O, O, O, O button. Fusions and character revival are done by pressing the \blacksquare button and the BT button, then choosing the hero with the O, \rule{O} , \rule{O}

At a certain point in the story, you'll have to choose whose side you are on. Do you support the Superhuman Registration Act or oppose it? Depending on your choice, events in the game's story will unfold differently. Be sure to try both sides to see how your decision impacts the world!

Note: Certain playable characters may only be available depending on which side you choose. Hidden characters are unlocked by completing Key Objectives in some missions, which are accessed from Game Hubs (e.g., Stark Tower).

Multiplayer Games

Choose your favorite character from the largest army of Super Heroes. Play with another friend via local multiplayer. Experience the classic Civil War storyline as heroes who were formerly friends battle among each other in one of the most memorable storylines in the Marvel[™] Universe. Who will you side with and how will that affect the outcome?

For more information, go to www.MarvelUltimateAlliance.com.

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IN MEMORY OF ERICK S. DYKE

President 1994-2008

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Internet: 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 submit a question/incident to us using the online 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: All support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

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INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is hald to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall note affected. This Agreement is hald be construed under California law as such law is applied to agreement shall be construed under California law as such law is applied to agreement shall be reformed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.