X-MEN
LEGENDS II
RISE OF APOCALYPSE

EmuMovies   MARVEL   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.

Contents

Getting Started

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button
OPEN button
USB connector
controller port 1
controller port 2

Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *X-Men Legends II: Rise of Apocalypse* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow 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.

Basic Navigation

To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. 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. *X-Men Legends II: Rise of Apocalypse* supports the DUALSHOCK®2 analog controller. When the mode indicator light is on, the left analog stick works the same as the directional buttons.

Gameplay Controls

DUALSHOCK®2 Analog Controller

L2 button
L1 button
R2 button
R1 button
directional buttons
△ button
○ button
✕ button
□ button
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
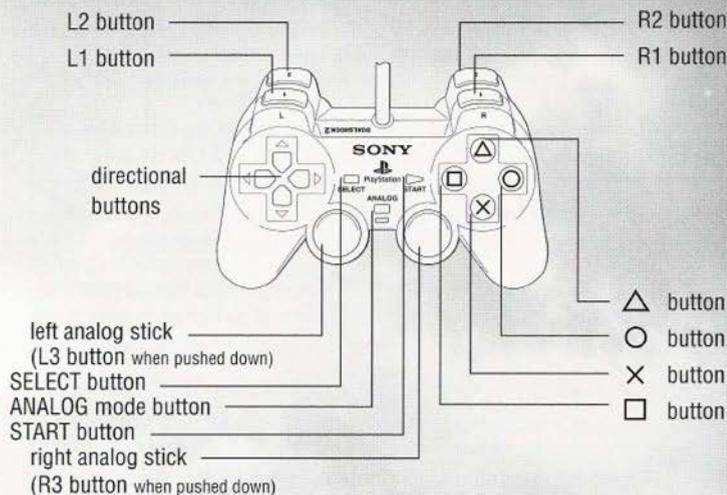
△ button = **Jump/Special**[1]
◉ button = **Smash**
✕ button = **Punch**
▣ button = **Use/Pick Up/Throw**[2]
START = **Pause**
SELECT = **Team Information**
directional buttons = **Change Hero**

R1 = **Use Energy Pack**
R2 = **Superpower Selector**
L1 = **Use Health Pack**
L2 = **Call Allies**
right analog stick = **Camera Control**[3]
left analog stick = **Move Character**

[1] Double-tap activates Ice Slide and Flying Mechanic.
[2] Use in combination with any left analog stick direction to throw enemies.
[3] Up and down changes the zoom setting; click to toggle mini-map.

Combat Basics

✕✕✕ = **Triple Hit**
✕○○◉ = **Knockback**
✕✕◉ = **Pop-up**
✕○✕ = **Trip**
◉✕○◉ = **Stun**

Hold R2 + :

△ button = **Xtreme Power**
✕ button = **Superpower 1**
◉ button = **Superpower 2**
▣ button = **Boost**

The X-Men™ Legends Saga Continues

In a legendary battle for the streets of New York, Professor Charles Xavier and his X-Men restore stability to the world by defeating Magneto™ and his army of Sentinel Robots. Following this magnificent achievement, Xavier and the X-Men return to the X-Mansion to recharge. With Magneto out of the picture, the X-Men finally have a chance to relax.

However, Xavier's mind is still unsettled. During a routine exercise with Cerebro, Professor X detects some strange activity in a remote area of Egypt. Unfortunately, Xavier is unable to investigate this disturbance further because of an obligation to speak at an International Convention for Mutant Awareness. Instead, he assembles a team of X-Men to investigate.

While Cyclops leads a group of X-Men through oppressive heat waves and vicious sandstorms in the Egyptian deserts, a message comes in from Beast. "Return to the X-Mansion at once! Xavier and Polaris have vanished!"

In the time it takes the X-Jet to fly across the Atlantic Ocean, the story hits the international news headlines. Reports from all over the globe inform the masses about this series of unprecedented events. First, a merciless raid at the International Conference for Mutant Awareness, and second, a monumental battle in the skies of the Southern Hemisphere above the Dead Zone. As the story unfolds, most of the details are unclear, but one fact is clear in all the reports, that Professor Xavier and Polaris have been abducted.

Main Menu

New Game—Start a new game.

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

**Danger Room**—Start a variety of multiplayer games. Not available until level 6 in Story mode is reached.

Review—View unlocked cinematics, concepts, comic art and load screens.

Options—Set your sound, camera and controller vibration options. You can also view the controller layout.

Play Online—Access online gameplay.

X-Men Legends II: Rise of Apocalypse

The X-Men universe is brought to life in a high-action role-playing game that takes you, your favorite heroes and their traditional enemies through an unprecedented adventure. Get ready to take control of a team of X-Men and Brotherhood, travel to exotic locations and embark on daring missions in a quest to save the world from a new face of evil.

"It seems we both have a grievance with Apocalypse."
—Magneto

X-Men Legends II: Rise of Apocalypse allows you to live the adventure while assembling your favorite team, customizing your heroes' character development and launching them into a story of epic scope. It's up to you to decide the fate of the world!

Teaming Up

X-Men Legends II: Rise of Apocalypse is all about customizing your personal team of super heroes. As you progress through the game, you can pick unique teams for every environment, or if you choose, use one team of all-stars from start to finish. The choice is yours. You can also change your team composition at Xtraction Points. 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 attack your enemies. Whenever you want your friends at your side, simply press the Call Allies button. During combat, press the Call Allies button to instruct your allies to attack your nearest target with their selected power.

"Juggernaut, Bishop, take the right side. Toad and I will take the left."
—Cyclops

Unique Power Combos

There are many unique power combinations that inflict extra damage and earn bonus experience. Practice various combinations using the Call Allies button to call for specific ally attacks. For example:

Slow Control = Telekenesis + Slow Beam
Fiery Slash = Feral Slash + Ignite

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 four positions, each represented by a direction on the directional buttons. Press in any direction on the directional buttons to get instant control of the corresponding X-Men character.

Health Meter—The current health of the selected *X-Men* character.

Energy Meter—The current energy of the selected *X-Men* character.

Experience Meter—The level of experience approaching the next level.

Xtreme Meter—Fill up the four segments of the Xtreme Meter to light up and enable Xtreme powers.

Power Icons
Tech Bits
Health Packs
Energy Packs
Health Meter
Energy Meter
Mini-map
Experience Meter
Xtreme Meter
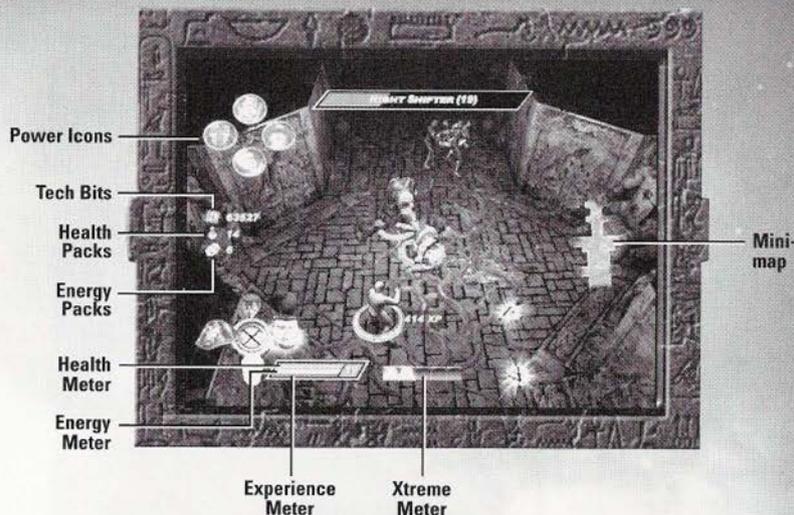
## *Saving the Game & Xtraction Points*
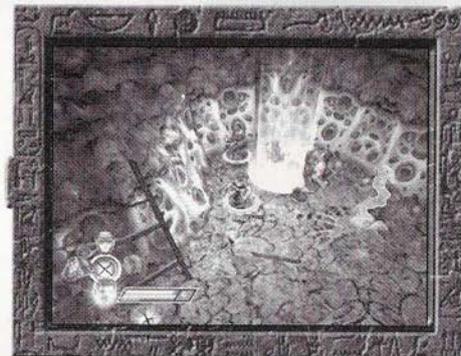
You are able to traverse missions and acts, as well as save your progress, revive fallen team members and access your team roster, using Xtraction Points. In fact, doing so is very valuable to complete every objective and locate every hidden item. Select **Xtract** to view the world map and travel instantly to any other active Xtraction point in the game.

In-Game Power Switching

All the characters in *X-Men Legends II: Rise of Apocalypse* have more than four powers, but there are only four face buttons on your controller. To access *X-Men* character powers, you need to master in-game power switching. In-game power switching lets you access all unlocked hero powers instantaneously!

To activate in-game power switching, press and hold the **Superpower Selector** button. While holding down this button, press the different directions on the directional buttons to toggle through your list of hero powers and assign them to the respective buttons.
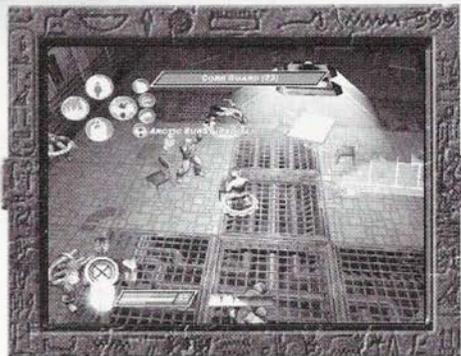
Automatic Leveling Up

The all new in-game intelligence system allows you to manage and fully customize your team's leveling up and skill development. This system is fully customizable for every character, so you can have totally customized settings for all 16 characters. When your characters gain sufficient experience to level up for the first time, you'll be prompted with the selection menu. From this menu, you can customize how the game allocates skill points, stat points and gear. You can also do this at any time from the team management menu.

Stats & Skills

Leveling up is part of any RPG experience. When a character has accrued enough experience, he or she will gain a new level. You'll know a character has leveled up when you see a double-helix gene around the selection icon at the character's feet. Don't hesitate to enter the menu and level up so you can add points to your character's **stats** and **skills**.

Stats

Stats are basic traits shared by all Mutants: body, focus, strike and speed.

Body—Increases your health points (HP) and chance for double health from potions.

Focus—Increases your energy points (EP), energy regeneration, melee mental damage and chance for double energy rom potions.

"Hey bub, I'm going to bust you up. Arrrgh!"
—Wolverine

Strike—Increases the damage (DMG) you do with melee attacks.

Speed—Increases your Attack Rating (ATK) and Defense Rating (DEF).

AI

AI Heal (when full)—Indicates if potions will be used when you run over them without having full health. Helps keep you from leaving health behind.

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

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

> **Never**—AI will not use any health packs no matter how much health is remaining.
>
> **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 Mode (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 Skill—Determines the Mutant power used by teammates on a targeted enemy when the Call Allies button is pressed (Xtreme Power not selectable).

AI Auto-Trait—Allows the AI to allocate stat points automatically when you level up.

AI Auto-Skills—Allows the AI to allocate skill points automatically when you level up.

AI Auto-Equip—Allows the AI to distribute and don equipment automatically when you level up.

Skills

Skills are unique to your 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 your powers go into effect automatically.

Every character has multiple tiered powers, which become more powerful as you assign points to them. To see what powers you need to unlock, view the skill list in the Skills menu. Grayed-out powers have a prerequisite, which means you must fill a certain number of skill slots in the base power or achieve a certain level to upgrade to the next tier.

Upgrading Mutant powers—Assigning points to an existing skill increases the potency of that skill.

Acquiring new Mutant powers—Assigning points in a new power or unlocking the next tier of a power unlocks that power at the base level of ability.
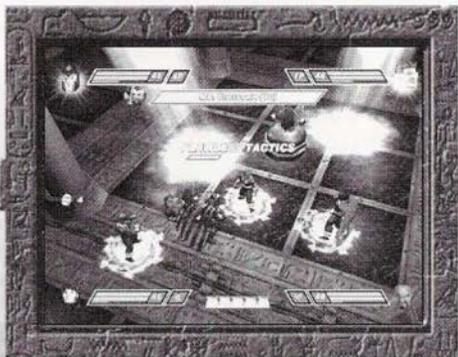
Boosts, or skills that bolster your attributes either offensively or defensively, appear on the affected character in the game.

Passive skills, such as Mutant Mastery, are always in effect, regardless of whether the character is selected.

Xtreme Powers

Every hero has the potential to unlock ultimate versions of his or her other basic powers. These powers don't use Mutant energy, but instead use Xtreme tokens. Once you've unlocked skills and collected four tokens, your Xtreme powers will be enabled. Xtreme powers are always activated by holding the **Superpower Selector** button then pressing the ▲ 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.

"Do you think Sunfire will let me borrow his mask? It was really useful against the Sentinels on Asteroid M."
—Iceman

There are three types of equipment you can use.

 Belts—Add to defense rating

 Armor—Adds to defense rating

 Gloves—Add to attack rating

Enhanced Equipment—Occasionally you'll find equipment that's been enhanced through technology or Mutant powers.

Rare Equipment—Rare equipment has a much smaller chance of appearing in the world, but adds significant stat boosts to a character when equipped.

Unique Equipment—The most powerful and uncommon equipment in the game is unique equipment. These enhanced items have unique names and special attributes that never change.

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

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

Purchasing Items

You can purchase items from both Beast and Forge. When there's a piece of equipment you need, Forge and Beast can easily get the job done. All they need in return are mechanical parts, known as "tech bits," which are used to make the items. Forge and Beast can provide unique or rare items as well as more mundane armor and enhancers. The more valuable the item, the more it'll cost you.

"Hey Forge, I need something to keep Magneto from ripping my Adamantium skeleton out again."
—Wolverine

Town Centers

The clash with Apocalypse keeps the X-Men constantly on the run as they battle around the globe. To manage their travels easier, Xavier has established five unique bases for operations. In these headquarters, you can load missions, get objectives, talk to non-playable characters, visit the Danger Room and customize your team members for various missions.

Danger Room

The Danger Room will unlock in the Main Menu after a hero has leveled up to level 6.

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

Sparring—Compete against the CPU in a race against the clock. Unlocks when you reach level 6 in Story mode.

Records—View your high scores and character rankings for sparring challenges.

Skirmish—Compete against other players in various combat games. Unlocks when you reach level 16 in Story mode.

- **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 until all but one is defeated. With each progressive knockout, your power level increases.
  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 four players can join in on the action at once.* But be careful—the enemies will be tougher!

*3–4 Players requires a Multitap (for PlayStation®2). Multitap (for PlayStation®2) supported in controller port 1.

Co-op Mode

When the START button is pressed on the second controller, the HUD divides into four parts, one for each *X-Men* character available on the team. You're still able to switch to a free *X-Men* character on your team at any time by pressing the correct direction on the control pad. When playing with three other players, you are unable to swap characters.

Online Play

To play *X-Men Legends II* online, you 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 huge variations in routers, not all routers are supported by this product.

Note: By joining an online session, you must leave the Activision-controlled environment in X-Men Legends II: Rise of Apocalypse. 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 the terms of use for online play at http://X-Men-Legends2.com/terms/.

PlayStation®2 Online

So you want to take multiplayer to the next level? Load up *X-Men Legends II: Rise of Apocalypse* online! You can play four-player co-op from beginning to end, Danger Room courses with friends across the country, skirmish mode and online exclusive levels.

To play online, you must have a network adaptor (Ethernet/modem) (for PlayStation®2) connected to your PlayStation 2 computer entertainment system. To play *X-Men Legends II: Rise of Apocalypse* online, you'll also need to have a network configuration file saved on your memory card (8MB) (for PlayStation®2). Network setting(s) can be created using the Network Adaptor Start-Up Disc included with the Network Adaptor.

You can use the Network Adaptor Start-Up Disk that came with your network adaptor (Ethernet/modem) (for PlayStation 2).

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

Play Online

After getting into the online menus, follow the directions to load Co-op gameplay and skirmish modes.

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

Host Game—Set up a game for other players to join.

Campaign—Set up a new 2–4 player campaign with level 1 characters.

Skirmish Mode—Set up a 2–4 player battle royale with friends. Only available if you've achieved level 16 in Story mode.

Load Saved Campaign—Continue your saved game with friends online.

Pause Menu

Options

Objectives
The list of objectives to be completed.

Team Management
View/customize character stats, Mutant powers and power-up items.

Blink Portal
Use the Blink Portal to transport back to the nearest town center.

Map (three types)
Choose 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.

Automap
View the entire map to locate objectives.

Options

Effects Volume—Adjust the volume of background sound effects.

Music Volume—Adjust the volume of background music.

Combat Music—Turn background music on or off.

View Angle—Select the overhead camera angle between steep, normal and close.

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

View Follow—Turn the Camera Follow option on or off.

View Shake—Turn Camera Shake on or off.

Subtitles—Turn on subtitles for cinematics.

Vibration—Turn the vibration feature on or off.

Accept—Accept and save your changes.

Players (multiplayer only)
Activate or deactivate other controllers for use in multiplayer games.

Load Game
Load a previously saved game.

Quit Game
Returns you to the Main Menu.

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Beenox
The V drive
Three Point Place
Cub Foods
5 minutes
another 34%
FTP space
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Kraemer Brothers
Mike Holt Pro
Cedars Sinai Hospital

Introducing all the new Raven babies born during *X-Men Legend II* development
Edward James Angus
John Henry Edwards
Jack Carlon Parkinson
...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.

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Customer Support

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

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: Internet support is handled in English only.

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

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.

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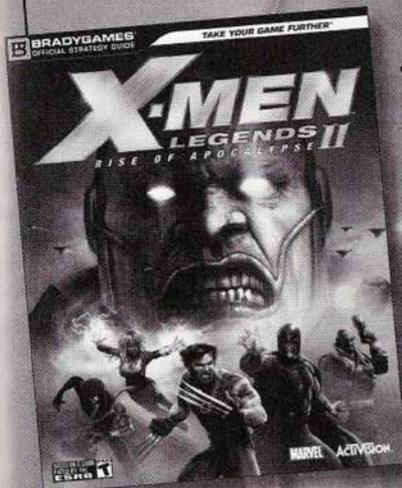
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Firewall

In order to join or host an *X-Men Legends II: Rise of Apocalypse* game from behind a router with NAT (Network Address Translation), or firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port UDP Port 5165 to the IP address assigned to your PlayStation®2 console. (Note: Users using DHCP must ensure that their PlayStation®2 console is always assigned the IP address specified in the PORT FORWARDING setup; under these circumstances you may need to change your PlayStation®2 from "Auto Detect (DHCP)" to a "Static IP" address using the Network Configuration GUI or Network Adaptor Start-Up Disc to ensure that forwarded data always gets to your PlayStation®2 console.)

If you are still having trouble connecting to other players, try bypassing the router or firewall by connecting your PlayStation®2 console directly to you DSL modem, cable modem or other broadband device.

For further questions, please contact Activision's Customer Service support department: (310)255-2050 or www.activision.com/support.

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