

TAKE A STAND



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PG-13

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Wii™

MARVEL ULTIMATE ALLIANCE



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CONTENT RATED BY
ESRB

ACTIVISION

INSTRUCTION BOOKLET

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PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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INTRODUCTION

With the sinister Dr. Doom and the Masters of Evil on the verge of seizing unimaginable power—power that could destroy the fabric of the known universe—Colonel Nick Fury brings together an unprecedented force of the greatest Super Heroes™ in the world. In *Marvel™ Ultimate Alliance*, you call the shots and command the team that seeks to defeat an overwhelming army of villains. But even with this all-star roster of Marvel Super Heroes, do you have the strength, the speed and the cunning to save the day against the ultimate tide of evil? You must, for you and your Ultimate Alliance are mankind's last hope!

BASIC CONTROLS

Nunchuk Control Stick.....	Movement Control
Nunchuk Gestures	Camera Control
Z Button	Grab/Action
Press and Hold A Button	Heavy Attack
Z Button	Action
C Button	Jump
Z Button	Block/Dodge
1 Button	Toggle Automap
1 Button + Nunchuk Control Stick.....	Scroll Automap
2 Button	Team Commands
B Button	Special Powers
+Control Pad ↑	Control Hero 1
+Control Pad ↓	Control Hero 2
+Control Pad →	Control Hero 3
+Control Pad ←	Control Hero 4
- Button	Hero Management Menu
+ Button	Pause Menu

Wii™-SPECIFIC CONTROLS

Marvel™ Ultimate Alliance uses 6 basic gestures to give commands in the game:

Lift Gesture	Lift the Wii Remote up.
Lower Gesture	Lower the Wii Remote down.
Shake Gesture	Quickly shake the Wii Remote side to side.
Swipe Gesture	Swipe the Wii Remote left or right.
Thrust Gesture	Thrust the Wii Remote forward.

You can also tilt the Nunchuk left or right to rotate the camera left or right, respectively.

To block, shake the Nunchuk up and down lightly.

When in battle, you can use these gestures instead of button presses to perform all of your different attacks:

- Instead of using the A Button to attack, use the **Shake Gesture**.
- Instead of pressing and holding the A Button for a Heavy Attack, use the **Thrust Gesture**.

MENU NAVIGATION

MAIN MENU

Play—Start a new game, or load a saved game.

Options—Set your sound, camera and Wii Remote options and view the controller layout.

Review—View all of the cool stuff you've unlocked.

PAUSE MENU

Objectives—See all of your current objectives and how close you are to completion.

Hero Details—Access the Hero Management Menu, which allows you to see and adjust details of each of your Team members, as well as details of your Team as a whole.

S.H.I.E.L.D. Portal—Opens a portal that can teleport you back to your current Hub Level.

Options—Access the Options Menu.

Players—This assigns which controllers are active.

Load Game—Load a previously saved game.

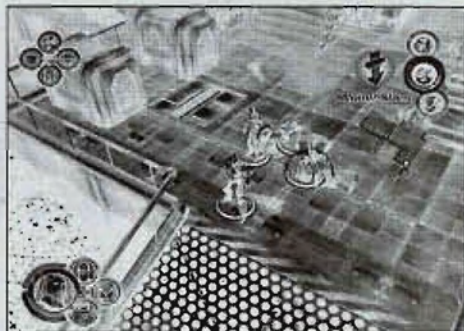
Quit Game—Quit your current game and return to the Main Menu.

Use the Nunchuk **Control Stick** or the **+Control Pad** to navigate through the menus in the game. Use the **A** Button to advance a menu, and the **B** Button to back up a menu. Some menus will have more options, and the buttons for that functionality will be listed on the screen.

SAVING THE GAME

Throughout the game, you'll find S.H.I.E.L.D. Access Points. These will allow you to save your game. You can also add or remove characters from your current Team, and extract your Team to any other S.H.I.E.L.D. Access Point you've already found.

HEADS-UP DISPLAY (HUD)



The HUD gives you quick, easy access to all of the information you need to guide your Team of Super Heroes through the game.

Powers—Your Super Heroes have Special Powers. See the Special Powers section on page 7 for instructions on how to use the Wii Remote to activate these powers.

Mini-Map—Shows you where you are within the current level. Also shows you objectives, zone exits and S.H.I.E.L.D. Access Points.

Health Meter—Shows how much health your Super Hero has left. Taking damage reduces this.

Energy Meter—Shows how much energy your Super Hero has left. Using Special Powers reduces this.

Team AI—Hold down the 2 Button to see the Team AI menu. Change the AI of your Team. See the section Team Commands on page 8 for further details.

Enemy Health Meter—Shows how much health the enemy you're currently targeting has left.

Gesture Feedback—Shows which gesture you just performed and the attack that it triggered.

CHANGING CHARACTERS

You'll notice the four portraits in the lower left corner; each one represents one of the Super Heroes currently on your Team. Push the corresponding button on the +Control Pad to take control of that character.

COMBAT BASICS

The action in *Marvel™ Ultimate Alliance* comes at you fast and furious. Here are the basics to help keep you on your feet:

BLOCKING AND DODGING

Press and hold the **Z** Button to block incoming attacks, an especially useful tactic when battling a boss or facing a room full of enemies. Press the **Z** Button while moving to dodge. Stay out of the path of ranged attacks, or use it to quickly flank shielded enemies.

DOUBLE-JUMPING AND FLYING

If you press the **C** Button to jump, and press it again while in the air, you'll perform a double-jump, allowing you to make it across large gaps and reach otherwise inaccessible areas. If your Super Hero has the ability to fly, pressing the **C** Button while in the air will make him fly; use the **Z** Button to return him to earth.

Some Super Heroes have special abilities that aren't quite flying but are more than a jump (like Iceman with his Ice Slide). For these Super Heroes, press the **C** Button to jump, then press and hold the **C** Button to activate their Powers.

SWIMMING

At points during *Marvel™ Ultimate Alliance*, you'll find yourself traveling underwater. Press the **C** Button repeatedly to swim; if you stop pressing the button, your Super Hero will slowly drift back to the ocean floor.

WIELDING WEAPONS

Scattered about different levels are weapons that your Super Heroes can pick up and wield; you'll be able to identify them by the sparkling glow around them. Press the **Z** Button to pick them up, and the **A** Button to attack with them. These weapons are significantly stronger than your Super Heroes' normal melee attacks, but will break after some use.

MELEE COMBOS

You can use the Wii Remote to perform special attacks against your foes that provide different effects besides damage. Use these gestures when battling an enemy:

Popup Attack.....Lift Gesture
Trip.....Swipe Gesture
Stun.....Lower Gesture

GRAPPLING COMBOS AND THROWING

When battling, press the **Z** Button to grapple with your enemies. From here, there are several options:

- Throw Grab the enemy, and move the Nunchuk Control Stick in the direction you wish to throw them.
- Melee Combo Repeatedly press the **A** Button or use the Shake Gesture to attack the enemy while holding them in place.
- Smash Combo Press and hold the **A** Button or use the Thrust Gesture to perform a special Heavy Attack.

You can also grapple with enemies carrying shields and weapons to rip their gear out of their hands.

HEALTH ORBS, ENERGY ORBS AND S.H.I.E.L.D. CREDITS

As your Team battles against the forces of Dr. Doom, you'll take damage to your health and use up your energy, calling upon your Special Powers. In order to replenish your health and energy, you'll have to collect the Health and Energy orbs (red and blue) that pop out when enemies are defeated. The orbs may also appear when objects in the environment are destroyed, so leave no crate unpunched!

Enemies and objects will also drop S.H.I.E.L.D. credits, which can be used to improve your outfits. (See the Character Outfits section on page 9 for further details.)

Note: The orbs will naturally gravitate toward the Super Hero most in need. If all of your Super Heroes have full health and energy, any orbs collected will be converted into XP.

ADVANCED TACTICS

SPECIAL POWERS

Each of your Super Heroes has Special Powers that define them as a Marvel Super Hero. Some are offensive, some are boosts for your Team, and some are powerful enough to change the tide of the most difficult boss battle.

Most of your Special Powers are controlled by using the Wii Remote's gestures:

- Lift Power Hold the **B** Button and use the Lift Gesture.
- Lower Power Hold the **B** Button and use the Lower Gesture.
- Shake Power Hold the **B** Button and use the Shake Gesture.
- Swipe Power Hold the **B** Button and use the Swipe Gesture either Left or Right.
- Thrust Power Hold the **B** Button and use the Thrust Gesture.

To use your Buff and Xtreme powers, press the **Z** Button and scroll through the powers to select one, then tap the **A** Button to execute the power.

Note: You have to have enough energy to use the Power. (See the Character Powers section on page 8 for further details on Special Powers.)

WOLVERINE'S RAGE

He's the best there is at what he does, but what he does best isn't very nice. You'll notice next to Wolverine's Health and Energy bars a series of dots that gets filled in as he deals out damage to enemies. This is his Rage meter, and when it's full, he enters his Berserker state and gets a whole new set of Special Powers that deals out extra damage and mayhem. As a trade-off, Wolverine will only gain a new point to increase his Powers every 4 levels.

COMBOS

The best part of a Super Hero Team is when your heroes work together. When two Special Powers hit the same target at the same time, you'll do bonus damage to the target. You can use the Team Commands to make your Team members attack with a Special Power, and then time your own Powers to take down tough enemies.



TEAM COMMANDS

It's important for everyone on a Team to be battling together, and Team Commands give you control over how your AI Teammates act.

Press the **2** Button to bring up the Team Commands icons. While holding down the **2** Button:

- Press **↑** on the +Control Pad to set your Teammates to Aggressive (immediately attacking the enemy you have targeted).
- Press **↓** on the +Control Pad to set your Teammates to Defensive (attacking only when attacked).
- Press **←** or **→** on the +Control Pad to set your Teammates to Normal (attacking nearby enemies and defending themselves).

SPECIAL ENEMIES

Many of the enemies you'll encounter in the course of the game have their own Special Powers and equipment; you'll be able to identify many of them by the glowing rings around their feet. Make sure you're aware of them while you're battling, as some of their Special Powers will radiate out, affecting all other enemies in the area.

BOSS BATTLES

As much as some Super Heroes would prefer to just charge in, pound away at the bad guys, and see who's left standing at the end, some foes require more brains than brawn in order to defeat them. When encountering a particularly difficult battle, take a moment to look around your environment for clues. Sometimes, with a little planning and good timing, you can defeat seemingly invulnerable enemies without throwing a single punch.

IMPROVING YOUR CHARACTERS

As you progress through the game, your Super Heroes will gain XP in a variety of different ways: defeating enemies, defeating bosses, completing levels, absorbing extra Health and Energy orbs and more. When one of your Super Heroes has accumulated enough XP, they will gain a new level of Stats and Powers.

CHARACTER POWERS

To view a Super Hero's Stats and Powers, go to the Hero Management Menu (from the Pause Menu, or press the **⊖** Button to go there directly), and then press the **Z** Button to access a Super Hero's detailed information.

INCREASING POWERS

When a Super Hero gains a new level, you'll be able to assign a point to improve one of their Powers. This will increase the damage done, or duration of the boost, but it will also increase the energy cost of the Power.

CHARACTER OUTFITS

Your Super Heroes will all start out with their default outfits, which have bonuses that can be upgraded using the S.H.I.E.L.D. credits you collect. As you progress through the game, you'll be able to unlock new outfits for your characters, with different bonuses that can also be upgraded.

CHARACTER GEAR

Certain enemies will drop special items that your Super Heroes can equip. Pay close attention to what bonuses the Gear gives, as you can only have one piece of Gear equipped at a time.

CHARACTER STATS

This is where you can review your Super Heroes' stats.

AUTO-LEVELING AND AUTO-ASSIGNING

The Powers and Gear menus have an option at the bottom which determines whether or not the game will automatically assign points to Powers when you level, and Gear when it's picked up. By default it set to Automatically Assign; press the **C** Button to toggle this feature on and off.

IMPROVING YOUR TEAM

As you progress through the game, not only will your Super Heroes gain levels, so will your Team. When your Team defeats enemies, rescues civilizations and just generally saves the day (as Teams of Super Heroes tend to do), it will increase your Team's Reputation and you'll be given special bonuses.

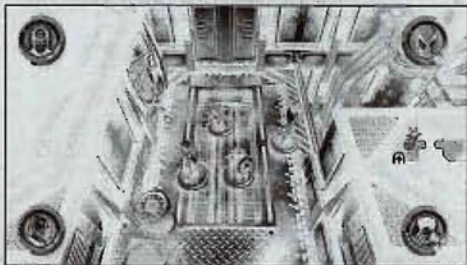
To access the My Team menu, go to the Hero Management Menu and press the **⊖** Button. Here, you can see the specific bonuses your Team can improve, as well as your Team's name, logo and roster. You can also see how you stack up next to some of the classic Teams in Marvel history.

Note: The bonuses you gain for your Team only apply when all four members of the Team are together. If you swap one character out in favor of a new one, well, that's a whole new Team, and you'll lose 50 reputation points every time you change out a character.

THE S.H.I.E.L.D. SIMULATOR

Throughout the world of *Marvel™ Ultimate Alliance*, you'll find S.H.I.E.L.D. Simulator discs. These allow you to access the S.H.I.E.L.D. Simulator, and review some of the most iconic moments in the histories of each of the major Super Heroes in the game. And not only will you get to see what happened, you'll be able to play out the entire encounter. When you find a S.H.I.E.L.D. Simulator disc, you'll immediately be given the option to pause your current game and enter the S.H.I.E.L.D. Simulator. Don't worry about your current game: it will be saved, and after the simulation session is over, you'll be returned right where you were when you found the disc. If you don't want to pause in your current game, you can access the S.H.I.E.L.D. Simulator later, either directly from a S.H.I.E.L.D. Simulator console or in any of the game's Hub Zones.

MULTIPLAYER



At any time while playing *Marvel™ Ultimate Alliance*, a friend can sit down on the couch next to you and join in. When the **+** Button is pressed on a second active controller, the HUD divides into four parts, one for each Super Hero available on the Team. You'll still be able to switch to a free Super Hero 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. Also, when a new player joins, you are given the option of which Multiplayer mode you would like to play.

COOPERATIVE MODE

In this mode, you and your friends will be able to play through the entire game, battling alongside each other to defeat Dr. Doom.

Note: During a Cooperative Simulator mission with only one Super Hero, the other players will be controlling the enemies that Super Hero is battling. You can switch between free enemies by using the Control Pad buttons, just as you can with the Super Heroes in Cooperative Story mode.

ARCADE MODE

In this mode, not only will you and your friends be trying to save the world from Dr. Doom, you'll also be competing against each other. The game will track the damage each Super Hero delivers, the number of knockouts and several other stats, and then let you know at the end of the level which of you is the "Most Valuable Hero." Look for bonuses hidden in levels to boost your competitive stats. Additionally, at the end of a mission, one player will be crowned the Mission Winner.

Note: In Arcade mode, you're unable to change characters during the course of a level. If you change Super Heroes in between levels, all of your accomplishments will be reset to zero for your new Super Hero.

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Derron Ross

Production Assistance

Amanda Powell

CRI Middleware Co., LTD

Video Compression and Playback

Four Bars Entertainment

CEO

Bob Rice

Composers

Mark Griskey
Chance Thomas
Cris Velasco

Salami Studios

Audio Post Production

Dialogue Mixers
Devon Bowman
Mark Mercado

Talking Dogz

Voice-Over Casting and Direction
Kris Zimmerman

VOICE TALENT

Attuma, Galactus, Thing	Gregg Berger
Baron Morde, Jarvis	Phil Proctor
Blackheart, Titannus	David Sobolov
Black Panther, Uatu	Phil Lamarr
Black Widow, Deathbird	Nikka Futterman
Blade	Khary Payton
Bruce Banner	Arian Hanson
Captain America	Trev Broudy
Colossus/Moon Knight	Nolan North
Crystal	Kim Mai Guest
Daredevil, Thor, Weasel	Cam Clarke
Dark Cyclops	Robin Atkin-Downes
Deadpool	John Kassir
Dr. Doom	Clive Revill
Dr. Strange, Ultron	James Horan
Elektra, Enchantress	Gabrielle Carteris
Executioner	Peter Lurie
Fin Fang Foom	James Sie
Ghost Rider	Nolan North
Gladiator	Dave Wittenberg
Hank Pym	Jerry Houser
Human Torch	Josh Keaton
Iceman	James Arnold Taylor
Invisible Woman	Danica McKellar
Iron Man	John Cygan
Jean Grey	Sarah Waits

Loki	Larry Cedar
Luke Cage	Gregg Eagles
Medusa	Nancy Linari
Mephisto	Fred Tatisciore
Misc. Voices	Kris Zimmerman, Dan Hay
MODOK	Michael Gough
Mr. Fantastic	David Naughton
Ms. Marvel	April Stewart
Namor	Joe Thomas
Nick Fury, Corsair, Dugan	Scott MacDonald
Nightcrawler	Dee Bradley Baker
Odin, Namor	Peter Reneday
Professor Xavier, Grey Gargoyle	Tom Kane
Ronin, Clea	Marabina Jaimes
Sif	Adrienne Barbeau
Silver Surfer	Chris Cox
Spider-Man	Quinton Flynn
Spider-Woman	Tasia Vallenza
Storm	Dawnn Lewis
Tiger Shark	Beau Weaver
Vision	Roger Rose
Winter Soldier	Crispin Freeman
Wong	Michael Hagiwara
Ymir	Paul Eiding

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NOTES

USE THE
CODE
▶▶▶▶▶▶▶▶
START

To Unlock The
BONUS
CHARACTER
DAREDEVIL

Wii

TEEN
T
Mild Language
Violence

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