

**MARVEL**

# ULTIMATE ALLIANCE 2



COVERS PLAYSTATION<sup>®</sup> 2 & 3  
COMPUTER ENTERTAINMENT SYSTEMS,  
PSP<sup>®</sup> HANDHELD ENTERTAINMENT SYSTEM,  
XBOX 360<sup>®</sup> & NINTENDO WII<sup>™</sup>

**ACTIVISION**

Thom Denick

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# REGISTER NOW!

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# DAREDEVIL

## POWERS

ALTER-EGO: MATTHEW MICHAEL MURDOCK



### Capabilities

Greatly heightened senses of hearing, smell, and touch. Limited echolocation provides a spatial awareness far above human norms. Boosted reflexes and martial arts training. Experienced trial lawyer.

### Special Damage Types

None, but high critical hit %

### Resistances

None, but high % to evade attacks

### Locomotion

Standard

### First Appearance

*Daredevil* #1 (1964)

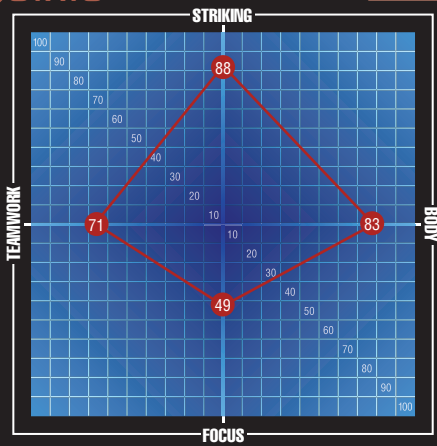
## BIOGRAPHY

Blinded in an accident that also gave him extrasensory abilities, Matt Murdock leads a double life as a city prosecutor and the costumed crime fighter Daredevil.

Eschewing the publicity of most Super Heroes, Daredevil focuses on keeping the streets of New York City's Hell's Kitchen neighborhood clean.

He's worked extensively with many of New York's 'street-level' heroes, such as Luke Cage, Iron Fist, and Spider-Man.

## STATS



## NICK FURY'S NOTES

Matt's a man able to work in shades of gray... I'll avoid the easy pun about his eyesight. Bottom line, he gets the dirty jobs done without turning into one of the bad guys.

Now, if only I could get him out of the Kitchen without using Widow.

## BATON WHIP

Grade **B**

Available at Level **1**



Type: Medium-Range Projectile  
DMG Type: Impact

- Upgrade 1: Increased area of effect
- Upgrade 2: Overcomes foes' impact resistance
- Upgrade 3: Knock back foes

**Description:** The extending baton strikes foes at range.

**Details:** Daredevil whips his baton at a nearby enemy, striking him or her on the way past and on the way back. This attack hits enemies twice whenever it is extended.

**Analysis:** Don't let the low damage stat fool you; this actually does twice the amount of damage (almost) automatically. Hitting an enemy twice does mean they get two chances to resist the attack though.

## RADIAL LASH

Grade **A**

Available at Level **1**



Type: Area-Effect/Crowd Control  
DMG Type: Impact

- Upgrade 1: Increased area of effect
- Upgrade 2: Greatly increased area of effect
- Upgrade 3: Overcomes foes' impact resistance

**Description:** Trips foes with a whirling baton lash.

**Details:** Daredevil slides forward, hitting any enemies within the wide arc of his spinning baton. This pops enemies up and knocks them back as well.

**Analysis:** While the damage may seem low, this attack actually is very effective against regular enemies. You probably don't want to use it to break out against bosses, but as far as crowd control/damage combinations, few Powers compare.

## FEARLESS DIVE

Grade **A**

Available at Level **5**



Type: Evasive/Area-Effect  
DMG Type: Impact

- Upgrade 1: Adds buff that enhances evasion and makes DD immune to slow
- Upgrade 2: Increased buff duration

**Description:** Baton strike followed by a leaping attack.

**Details:** Daredevil quickly jumps high into the air, latches his baton nearby, and slams himself into the ground. This attack also has the ability to knock back enemies.

**Analysis:** There are a lot of reasons to like this Power. It provides a buff, it inflicts a moderate amount of damage, makes Daredevil harder to hit, and even with Daredevil's limited Focus pool, you can reuse it regularly in combat.

## BINDING BOLA

Grade **C**

Available at Level **10**



Type: Crowd Control  
DMG Type: Impact

- Upgrade 1: Launches two bolas
- Upgrade 2: Launches three bolas
- Upgrade 3: Launches four bolas

**Description:** Snares a foe with a precise throw.

**Details:** The bolas wrap around the legs of any nearby enemies. However, not all enemies are susceptible to snares. Bosses and mini-bosses are immune.

**Analysis:** Its limited damage ultimately limits the number of points you want to invest in this Power. Crowd control is nice, and it can be beneficial if you are playing in Co-Op, but while solo, Daredevil moves around so quickly that it's hard for his enemies to get a good target on him.

## ABILITIES

### PRECISE STRIKES

Grade **A**

<b>Description</b>	Raises chance of inflicting Critical Hits.
<b>Effect</b>	Up to 30% bonus chance for Critical Hits.
<b>Requirements</b>	None

**Notes:** This 30% bonus applies to all attacks, including Powers and melee. This is a huge advantage, effectively doubling the damage on a significant number of DD's attacks.

### UNLOCKING

Daredevil is available at the beginning of the game.

### RADAR SENSE

Grade **A+**

<b>Description</b>	Raises chance to evade incoming attacks.
<b>Effect</b>	Up to 30% chance to evade incoming attacks.
<b>Requirements</b>	None

**Notes:** This Ability dramatically increases Daredevil's survivability, allowing him to avoid a huge chunk of incoming attacks. A 2% chance for each Ability Point invested is a great bargain.

### HEROIC DEEDS

**Defeat 50 Foes after Choosing Pro or Anti:** Unlocks Daredevil's alternate costume.

This can be earned by defeating any enemies after Act 2.

**Defeat Bullseye and Molten Man:** Unlocks Daredevil Boost – *Play Rough*

Bullseye and Molten Man are both located in the prison levels. You have to actually defeat the bosses with Daredevil in combat to get credit for this. (He can't just be on your team.)

**Complete 3 High-Scoring Fusions with Luke Cage:** Unlocks Daredevil Boost – *Quick Learner*

Radial Lash is your best bet for earning this Deed.

### WEAPON MASTERY

Grade **A**

<b>Description</b>	Raises damage for all Power attacks.
<b>Effect</b>	Adds up to 15% extra Power damage.
<b>Requirements</b>	Pro-Registration

**Notes:** Sensing a trend? Daredevil has a lot of great Abilities. 15% extra Power damage is certainly not a bad one.

### CONDITIONING

Grade **C**

<b>Description</b>	Allows more frequent use of Powers.
<b>Effect</b>	Gives Daredevil up to 8 extra Focus Points.
<b>Requirements</b>	Pro-Registration

**Notes:** It may seem like a rip-off (2 points for every point of Fusion), but Daredevil has a naturally low Focus score. Even a couple of extra points may be worth the investment, especially considering how cheap the first few Ability Points you invest are.

### ALTERNATE COSTUME: SECRET WAR

For the invasion of Latveria, Murdock added a bit more black to his classic look.



### MARTIAL ARTIST

Grade **B**

<b>Description</b>	Raises melee attack damage.
<b>Effect</b>	Adds up to 15 damage to each of Daredevil's melee attacks.
<b>Requirements</b>	Anti-Registration

**Notes:** Daredevil is a natural fighter, and you are likely to find yourself frequently hitting enemies with melee attacks. The extra damage is useful, but less so as you increase in level.

### STREET JUSTICE

Grade **B**

<b>Description</b>	Raises damage on Critical Hits.
<b>Effect</b>	Increases Critical Hit damage by up to 15%.
<b>Requirements</b>	Anti-Registration

**Notes:** This makes Critical Hits even more devastating. Even a small percentage of a large Critical Hit number can be a lot and can make a significant difference, especially when more than 30% of incoming hits score Crits.

### FINAL RECOMMENDATIONS

1

**Primary Power**  
Fearless Dive

2

**Secondary Power**  
Radial Whip

1

**Primary Ability**  
Precise Strikes

2

**Secondary Ability**  
Radar Sense

## GENERAL STRATEGY

Daredevil is a fast striker-type fighter who can hold his own in just about any fight. His Powers chain well with melee combos, so he's ideal for players who like a button-masher.

His weakness is his vulnerability compared to other brawlers with nice Damage buffs, like Luke Cage. Counter this by taking advantage of his speedy Powers to evade incoming damage.



After you defeat von Bardas and her minions in Latveria, *Marvel: Ultimate Alliance 2* flashes-forward to present day in the game universe.

The Alliance that was formed three years prior to defend the Earth from the insidious Masters of Evil remains loosely in place, the headquarters for this Alliance returning to familiar environs in Stark Tower: home of Iron Man and his now-public alter-ego, Tony Stark.

## ▶ HEADQUARTERS

### STARK TOWER



Stark Tower is the main headquarters for the Ultimate Alliance, a loose fellowship of super-heroes from all over the globe. The tower contains several useful workstations.

ACT



# ACT 1

### Mission Briefing Station

This is the most important station, and is located in the center of Stark Tower. Activate this station to receive a full debriefing on your next mission.



### Database Station

The Database station is where you can review any Dossiers, Audio Logs, Concept Art, or Unlocked Movies. This is especially useful for reviewing Deadpool's Game Tips Dossiers.

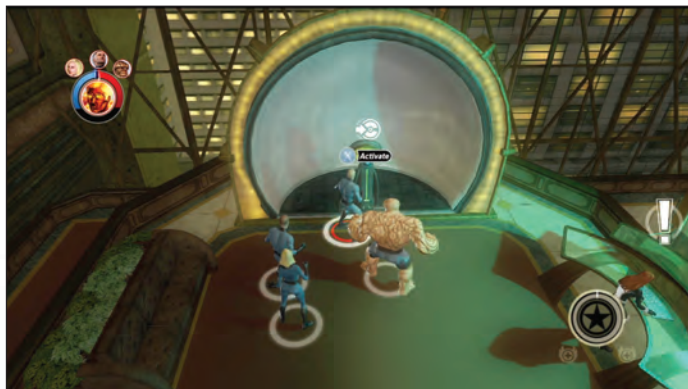
### Trivia Station

Trivia Stations contain a Marvel Universe trivia mini-game for you and your friends to engage in. If you are a Marvel Trivia buff, this is a great challenge, and a great way to get some bonus XP between missions.



### The Simulator

The Simulator contains bonus missions that can be played for extra prizes such as Team Boosts and XP rewards. You must first find a Simulator Disc to play a Simulator level. These are located throughout the game. The first one is right in front of The Simulator, so you can try it out right away if you like.



There are several Heroes milling about the Stark Tower that you can talk to concerning current events. If one of these heroes is currently on your team, switch them out through the Pause menu so that you can have a conversation.

### CONVERSATIONS



#### BLACK WIDOW

Black Widow is using a computer next to The Simulator. She's willing to discuss working in Stark Tower and New York City.



#### THOR

Thor is standing in the lower area below the Trivia Station. He informs you about news of Galactus and the Asgardian Gods.



#### JUSTICE

Justice is standing next to the Trivia Station. You can talk to him about the New Warriors and his time spent in jail.



#### SPIDER-MAN

Spider-Man is above, clinging to a column across from the central platform. If you are having trouble finding him, stand on the central platform and rotate the camera around until you locate him. Ask Spidey about Stark Tower and being a part of the Ultimate Alliance.



#### WOLVERINE

Wolverine is standing on one of the raised glass platforms. He'll chat about working with Stark and covert missions.



### SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA



There are plenty of Collectibles located in the central Hub. They're all listed here to ensure that you don't miss any!

### COLLECTIBLE DOSSIER -- TINKERER

From the level start, head up the stairs to the central platform. The Tinkerer's Dossier is to your right.



### COLLECTIBLE DOSSIER -- STARK TOWER

From the Tinkerer's Dossier, head down the stairs directly ahead. Walk up the stairs opposite to get the Dossier on Stark Tower which is straight ahead.



### COLLECTIBLE SIMULATOR MISSION -- COMMAND

The Command Simulator Disc is just past the Dossier on Stark Tower.



### COLLECTIBLE AUDIO LOG -- NEW WARRIORS TV PROMO

Continue past the Trivia Station and head down the stairs. Just ahead, on your right, is this Audio Log.



### COLLECTIBLE CONCEPT ART -- LATVERIA ART BUNDLE

This Concept Art is located in the elevator platform directly across from the New Warriors Audio Log.



### COLLECTIBLE STAT UPGRADE: TEAMWORK

There is a secret Teamwork upgrade located in Stark Tower that only Iron Man can access. To gain access, switch to control Iron Man, and then move to the base of the platform opposite the Simulator Platform.

On the left side of this staircase is a secret switch. Move around the area until you see the "Activate" icon pop up. Hit the switch and the Teamwork upgrade emerges from the center of the room.

## COLLECTIBLE SIMULATOR MISSION -- BASIC TRAINING

One final collectible remains on this level. The Basic Training Simulator Disc is located directly in front of The Simulator Station.



After you grab up all the collectibles, head over to the center platform and activate the Mission Briefing console.

## NEW YORK CITY

A member of the Alliance, Ms. Marvel, has been investigating an arms running front that has been running underground (literally) in the New York City subway system. Your team's job is to investigate the abandoned tracks and find out what happened to Ms. Marvel.



### TEAM RECOMMENDATION

#### X-Men

The X-Men have plenty of experience exploring the underground tunnels of New York, and this is a great opportunity to try the team out.



**Storm** is a major boss-killing character. Even this early in the game, her lightning strike is deadly. Putting a couple of points into Gale Force turns her into a master of crowd control, knocking down normal enemies with ease.



**Iceman** is perfect for ranged attacks. Devastate enemies from a distance with repeated use of Frost Barrage and Ice Pillar. Once he hits Level 5, his Freeze Beam can stop enemies in their tracks.



**Wolverine** can stand in for your melee brawler. Both Lunging Rage and Whirling Slash are great for slicing through hordes of enemies.



**Gambit** rounds out this devastating, damage-dealing team. Gambit's Card Barrage is a great backup to have when Iceman's energy is low. His Radial Staff makes him a great up-close crowd control choice.

The only thing this team is missing is a super-strong hero, but this ability isn't crucial for the New York City level and the +15% Max Stamina bonus you get for playing the X-Men outweighs this minor disadvantage.





# THE SECRETS OF THE SUPERPOWERS

If you loved the first *Marvel: Ultimate Alliance*, then you should have no trouble picking up the basics of *Ultimate Alliance 2* for the Wii, PS2, and PSP.

If this is your first time playing an *Ultimate Alliance* game, then this section is especially designed for you! Gameplay basics are covered here that take you beyond the in-game tutorials.

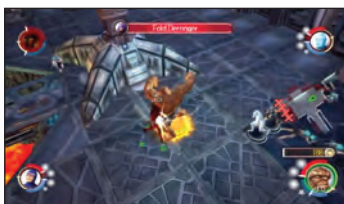
Returning players should skip ahead to the sections on Fusion Powers, Hacking, and Boosts; those features are completely new to *Ultimate Alliance 2*.

## COMBAT

There are two different methods you may employ when attacking the many enemies you encounter on your adventure: Melee and Powers.

### MELEE

All characters may make basic melee attacks. These are especially critical in the early parts of the game before your hero's powers fully develop. There are three types of melee maneuvers: **Attack**, **Smash**, and **Grab**.



**Attack** is a quick hit that is used for quicker, lighter punches, and for initiating a combo.



**Smash** is a stronger attack that can be charged for a devastating attack that deals double normal damage.



**Grab** is an attack that immediately engages your hero in a grapple maneuver with the enemy. Once an enemy has been successfully grappled, hitting the **Attack** or **Smash** buttons adds additional damaging attacks on the enemies. **Grab** can also be used to pick up weapons and environmental objects to bash into your enemies. Characters also have special grabs which can be performed with a **Grab** then **Smash** combo. Each one is character-specific!

## MELEE COMBOS

In addition to the basic Melee attacks listed above, there are some set Melee Combo Finishers. If these combos are used wisely, they can make the difference in a tough fight.

### STUN

**Attack, Smash, Smash**

If you pull this maneuver off correctly, the enemy is temporarily immobilized. This attack does not work on bosses, but does work on all minions.

### TRIP

**Attack, Smash, Attack**

Successfully tripping an enemy causes them to flip in the air and fall on their face. This works well against smaller enemies, but doesn't work at all against larger enemies or bosses.

### POP-UP

**Attack, Attack, Smash**

Pop-Up attacks knock an enemy straight into the air. While in the air, the enemy is helpless and open to additional attacks.



You know if you have successfully performed a melee combo when a booming voice echoes, "Fantastic!", "Heroic!", or some other exclamation in the background.

Not only are melee combos effective ways to conserve power and immobilize enemies, but they are also the best way to build your Fusion Power. For more information on Fusion Power see the "Fusion Powers" section later in this chapter.

## POWERS

Every Super Hero has a large number of Powers at their disposal. Powers vary from long-ranged, high-damage attacks to up-close-and-personal, area-effect attacks to team buffs that give your side the edge against the enemy. Every hero has their strengths and weaknesses, and understanding the Powers a hero has at their disposal is vital to your success.



## CREATING A TEAM WITH WELL-ROUNDED POWERS

There are several different “types” of Powers. While these classifications are unofficial (they don’t appear in the game), the explanations and examples below should clarify what you can expect from your heroes.

### RANGED ATTACKS

Ranged attacks come in many different forms, but they generally are high-damage and highly draining on your stamina. The best ranged attacks offer some sort of side effect such as Ice Man’s Ice Shards which slows enemies down.

They are ideal against bosses that are too tough to fight up close (which is the majority). They are also useful for taking out snipers that may have a terrain advantage on your team.



#### Example Characters



### MELEE ATTACKS

Several of the brawler-type fighters have a charged melee attack ability. The best versions of these are those that inflict massive amounts of damage.

Side effects are nice, but these attacks are primarily for knocking an enemy or boss with loads of hit points quickly down to size. Of all the Powers in this list, this should be placed at the lowest priority. High-Damage attacks are best delivered rapidly and from a distance.



#### Example Characters



### MELEE COMBO ATTACKS

Melee combos are useful Powers and most implement automatic movement while the hero is attacking the enemy. While each combo hit inflicts significantly less than a typical melee attack Power, if you manage to hit an enemy with all hits of the combo, it generally does much more damage.

The movement is also useful in avoiding enemy attacks, or hitting multiple moving targets with one attack.



#### Example Characters



### CLOSE-RANGE, AREA-EFFECT ATTACK

These are high-damage attacks that only affect enemies nearby the hero. Generally, the best versions of these attacks are found on tougher heroes like Luke Cage or the Thing. If the attack has a side-effect, there is generally a trade off for the amount of damage it causes, but the side-effect can add up to extra crowd control.

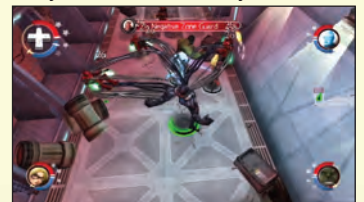


#### Example Characters



### LONG-RANGE, AREA-EFFECT ATTACK

While doing less damage to the enemies than the close-range, area-effect attacks, the long-range versions are screen-filling enemy devastators. Normally not something you want to use against a boss, these Powers are lifesavers when you are on a defensive mission or low on Fusion.



#### Example Characters

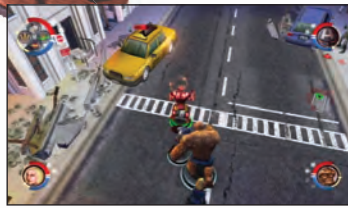




## ▶ NYC STREETS



Fast forward to one year later and Lucia von Bardas is back and seeking revenge in New York City. Reports of massive destruction on the streets of the city come in, and your team is assembled to answer the call.



### RESCUE THE CIVILIANS

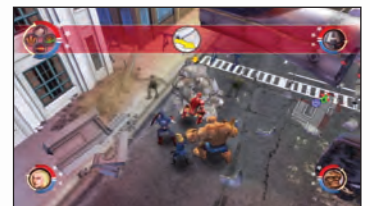
#### OBJECTIVE

There are several civilians located throughout the streets of New York City. Rescuing them nets you some bonus XP. Three are required and marked by red Xs on your Mini-Map (or arrows as they are fairly far away at the start of the level). In addition to these three required civilian rescues there are three optional civilians to rescue.

**Civilian #1 (Bonus):** Located at the first left on the street. This woman is found getting rolled by Latverian Goons. Run in and obliterate the enemies around her.



**Civilian #2 (Required):** Trapped under a pile of rubble, this civilian is located right next to the save point. You need a hero with Might to pull the rubble off.



# ACT

# ACT 1

# ▶ NYC TIMES SQUARE



**Civilian #3 (Bonus):** This woman is cowering next to a dumpster at the corner of one of the alleys on the main path. You can't miss her.



**Civilian #4 (Required):** This civilian is trapped under a totaled bus about halfway through the level.

**Civilian #5 (Required):** A short distance away from Civilian #4, this poor guy is trapped under some metal wreckage.



**Civilian #6 (Bonus):** There is one last bonus civilian to be found at the end of the level. Look for a small alley just off of where the Elite Soldiers attack at the end of the level. The cowering citizen is in the back. Rescue him from his captors for a bit of XP and a Striking Upgrade.

## LATVERIAN TECH SOLDIERS

**ENEMIES** In the year since the secret Latverian op, von Bardas has built a new type of soldier: the Tech Soldier. Utilizing cybernetic sword implants, these enemies can slice through your hero at melee range and can take an extra amount of damage.



## LATVERIAN TECH SERGEANTS

**ENEMIES** These enemies are located throughout the level and are the leaders of small packs of soldiers. Each sergeant is significantly larger than his compatriots, takes more damage, and has a special ability such as Altered Genetics or Regeneration.



## DEFEAT THE ELITE SOLDIERS

### OBJECTIVE

After rescuing the three civilians in dire circumstances, you can head to the end of the level for your final task. As you enter the last area, a large group of elite enemies attacks your position. These enemies are beefed-up versions of the Latverian soldiers you have already fought quite a bit. A second wave of enemies attacks when you repel the first. Destroy them all with Fusion attacks to complete the level.



von Bardas has set up a massive bomb in the heart of New York City: Times Square. You need to cut through her Latverian army and make it to the center of town in order to defuse the bomb.

	<b>LUCIA VON BARDAS</b>	Power Rating	<div style="width: 100%;"></div>
		Health	<div style="width: 100%;"></div>
		Damage Range	13 - 20

When you manage to arrive in Times Square, von Bardas's plan is already initiated. You need to destroy the bomb within five minutes in order to save the city.



### STAGE 1 - ATTACK VON BARDAS

The first step is to attack von Bardas. Her cyborg body hasn't lent her many extraordinary abilities; she isn't much stronger than a normal enemy. Unload into her with whichever Power you choose.

### STAGE 2 - DESTROY THE SHIELD GENERATORS

When Lucia falls, she yells, "Protect the Generators!" That should be your cue to step in and destroy the generators. There are four shield generators, and you must destroy them in sequential order.



Use the red X on the map to locate the generator that is currently vulnerable to attack. When you find it, use a close-range area-effect Power to destroy it and any soldiers or robots defending it.

### STAGE 3 - ATTACK THE BOMB!

Knocking out each generator only buys you about 20 seconds to attack the bomb. Unload with your most damaging Powers into the generator within the time window before the pink shield returns.

When the force field is reinstated, bring the attack back to von Bardas. There are three more generators you must destroy before the protective shield on the bomb goes permanently down.

If you are having trouble effectively damaging the bomb, be sure you have fully allocated your Power Points into one high-damage Power. Additionally, don't be afraid to use a Fusion Power since there's no need to save it at this point.

When you manage to fully damage the bomb, Lucia's plan is foiled, and New York is saved once again by its Super Heroes.





# MARVEL® ULTIMATE ALLIANCE 2

## OFFICIAL STRATEGY GUIDE

Written by Thom Denick

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