

MARVEL DEMESIS™

RISE OF THE IMPERFECTS™



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:

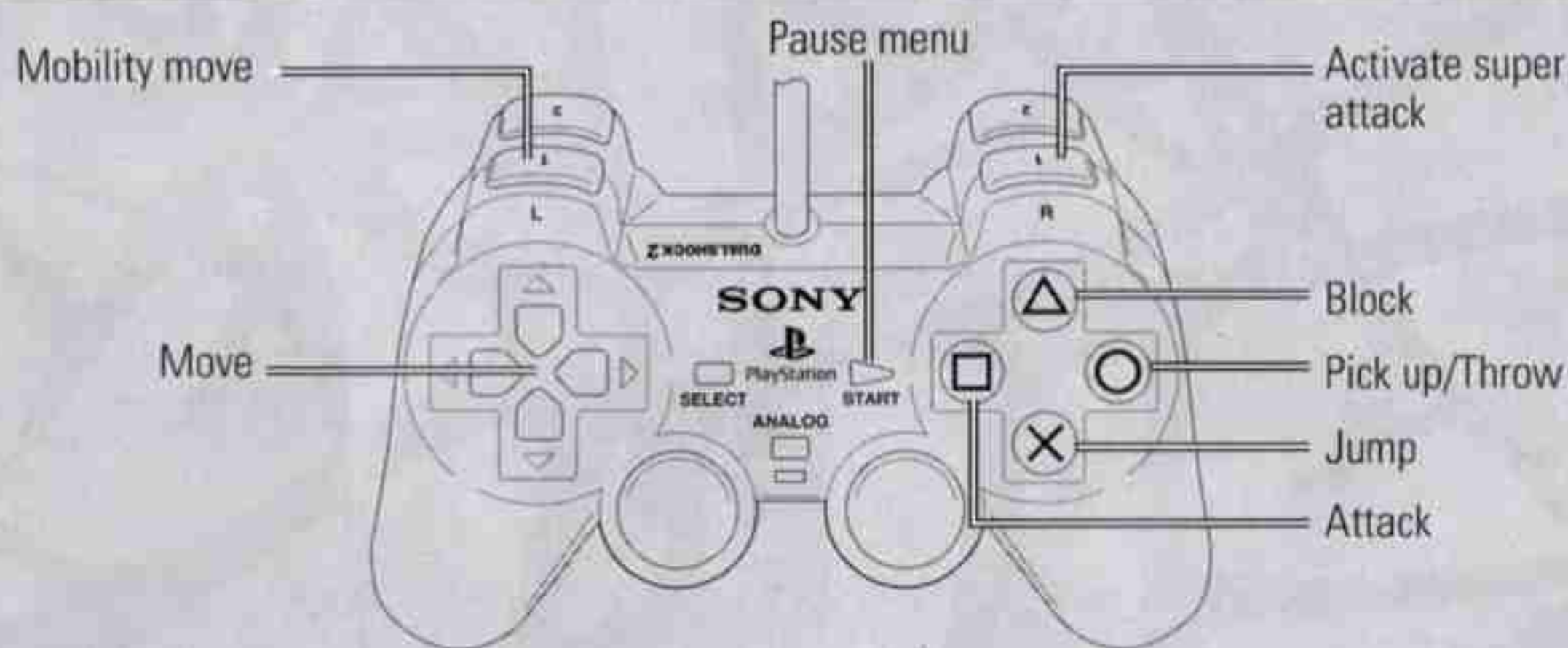
- ✧ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ✧ Do not bend it, crush it, or submerge it in liquids.
- ✧ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ✧ Be sure to take an occasional rest break during extended play.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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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BASIC CONTROLS



main menu

VERSUS

Battle it out to be the best Super Hero™ in arena-style matches. As you progress through Story mode you unlock additional characters and arenas for use in Versus mode.

STORY

Immerse yourself in the battle to save Earth from a new breed of Super Heroes. Complete each mission to unlock collectible cards and comics.

ONLINE

Fight to the last hero standing in online multiplayer battles.

REWARDS

Access the collectible rewards you unlocked in Story mode.

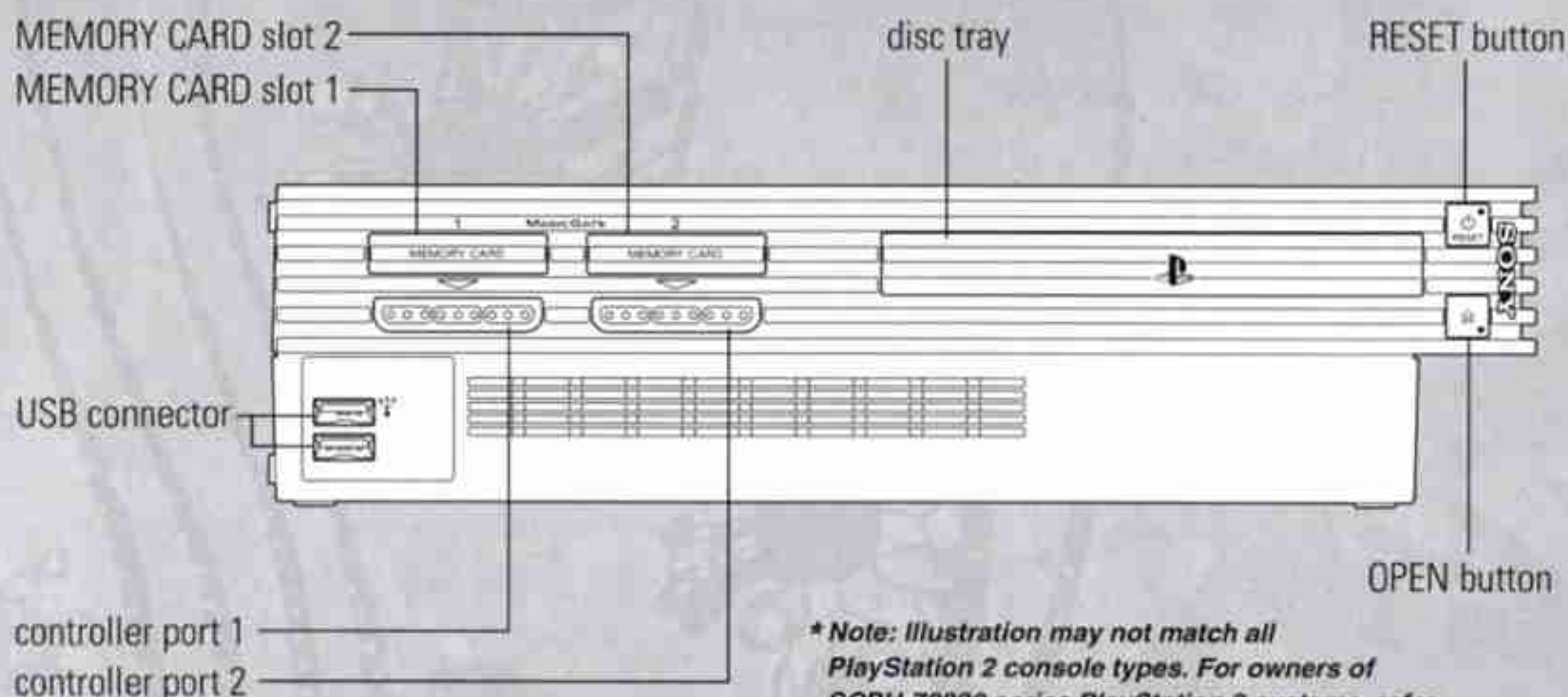
OPTIONS

Adjust settings, save or load games, view the credits, and more.

Check out EA™ online at www.ea.com.

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

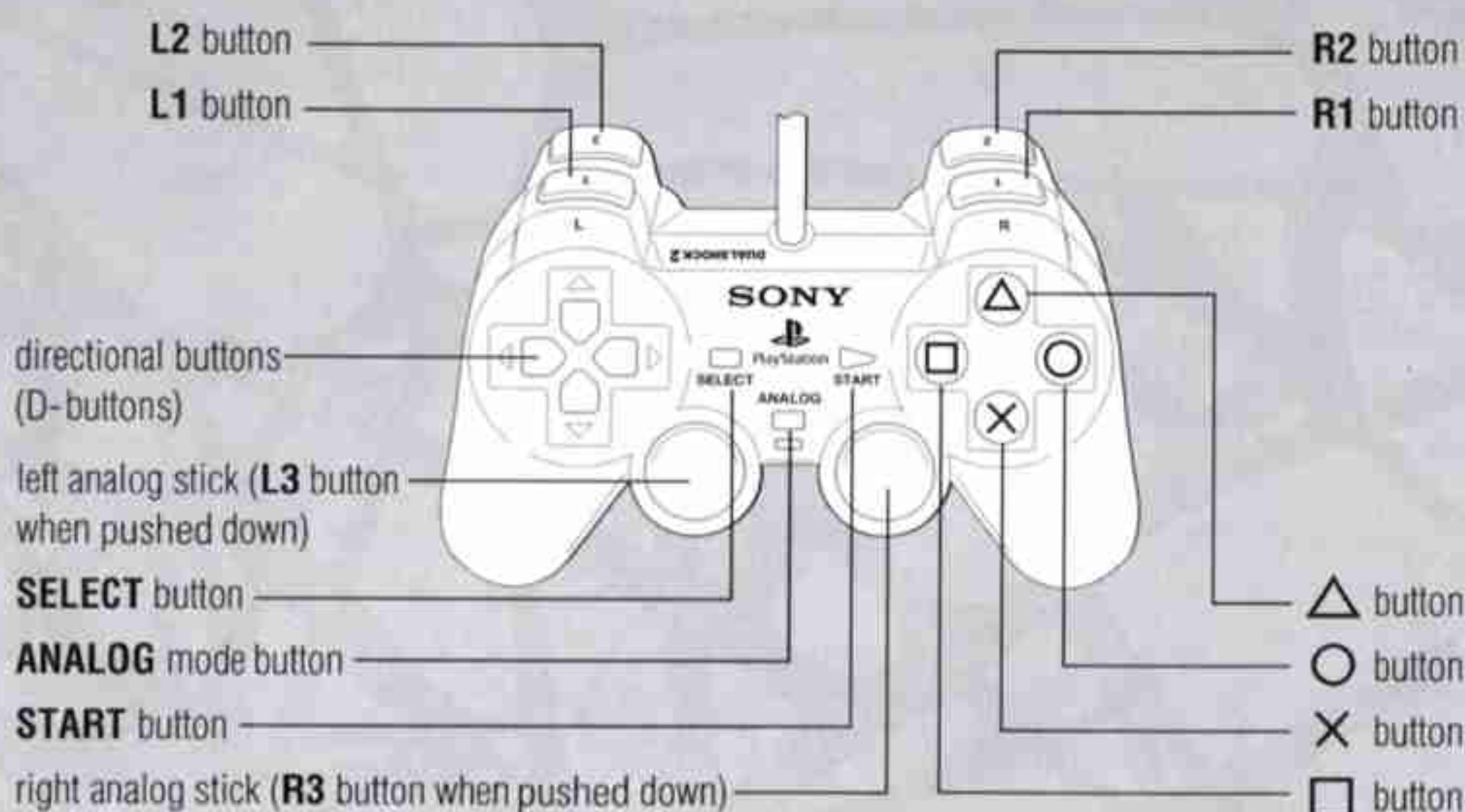


*** Note:** Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Marvel Nemesis™: Rise of the Imperfects™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PLAYING THE GAME

Engage in the ultimate clash of the Super Heroes in one of two gameplay modes. In Story mode, unravel the mystery of the newest family of Super Heroes: The Imperfects. In Versus mode, pick your character and locations and then jump into an all-out brawl for Super Hero supremacy.

GAME SCREEN

Stamina meter—Measures your stamina in the short-term. Stamina does regenerate over time.

Super Energy meter—Super attacks and mobility moves drain your Super Energy meter. Your meter replenishes over time, but recharges quickly if you successfully block an attack (△ button), or power-stand (the R1 button, while standing still).

Rage meter—String together impressive moves to fill your Rage meter. When it is full, press the R1 button. You get unlimited super energy for a short period of time.

Health meter—Measures the amount of damage you have received. When your Health meter is empty, you are defeated. Health does not regenerate (except for Wolverine).



ADVANCED MOVES

SUPER ATTACKS

Hold the R1 button while attacking to launch a super attack—a more powerful version of your normal attack that dispenses more damage.

MOBILITY MOVES

Each character has a variety of spectacular mobility moves, from climbing walls to flying, which can be launched with the press of a button. Most commonly the **L1** button is used to perform a mobility move. These moves deplete your super power energy, so use them wisely.

NOTE: Not every character can perform each of the mobility moves.

SPRINT

Hold the **L1** button + the left analog stick to run.

WALL RUN

Hold the **L1** button + the left analog stick while running against a wall to run up it or across it.

WALL CLIMB

Hold the **L1** button or the **R1** button (depends on the character) while touching a wall to climb it.

SWINGING

Press the  button to jump then press the **L1** button to swing.

WEB ZIPPING

Hold the **L1** button while standing to zip forward.

FLYING

Hold the **L1** button to hover then press the  button (jump) to rise.

TELEPORT

Hold the **L1** button while standing or jumping to teleport a short distance.

TIP: Experiment with performing attacks during mobility moves. You might discover that your character has a unique attack ability you never knew about.

RAGE

Each successful attack adds to your Rage meter. When it is completely filled, press the **R1** button while standing to trigger Rage mode. This allows you to have unlimited super energy for a short time.

RECOVERY

You can recover quickly from big hits by pressing the **L1** button + the **R1** button. This may save you from damaging impacts or fatal ring-outs.

FINISHING MOVES

When an opponents' stamina is very low, a super throw (the **R1** button + the  button) may trigger a finishing move, regardless of your opponent's health level.

USING YOUR SURROUNDINGS TO YOUR ADVANTAGE

In *Marvel Nemesis: Rise of the Imperfects*, you don't just fight with your fists. Each fighting arena has dozens of items you can interact with. Smash boxes, throw crates at your enemies, or toss your foe into an exploding fuel canister. Some Super Heroes can even pick up and hurl a car at their opponent. Experiment with the character you are playing—not all are strong enough to lift the heaviest objects.

✧ To pick up an item, press the  button. To throw it, press the  button again. Be sure to take aim before you throw—a careless hurl of a car or fuel canister can sometimes have results you hadn't intended.

NOTE: Throwing items at your enemies is a powerful attack, but it does not drain the Super Energy meter.

PAUSE MENU

From the Pause menu you can read your mission objectives, toggle controller vibration, or exit to the Main menu.

✧ To access the Pause menu, press the **START** button during gameplay.

SAVING AND LOADING

NOTE: A memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 is required to save progress.

✧ To manually save your game, select **OPTIONS** in the Main menu, then select **SAVE**.

✧ To load a previously saved game, select **OPTIONS** in the Main menu, then select **LOAD**. Choose the saved game you wish to resume then press the  button.

✧ To turn on the autosave function, which automatically saves your game at the end of each mission, select **OPTIONS** in the Main menu then toggle the autosave setting **ON**.

GAME MODES

STORY MODE

Take control of up to ten Marvel Super Heroes in an epic Story mode that drops you deep into some of the most spectacular clashes ever experienced in a fighting game. The Marvel Universe is under attack by an alien force so powerful that former enemies have no choice but to stand in solidarity against this menace. Take control of one Marvel hero and work through a series of fighting missions. As the story progresses, you hand off battle duties to different Marvel heroes. As you complete each mission you also unlock collectible cards and comics.

- ✧ To start a game in Story mode, select STORY in the Main menu. You are immediately dropped into the first mission. Once you complete this mission, the next one is unlocked and available to play.

VERSUS MODE

Get ready for intense, head-to-head action. Choose to compete against the game AI or another player, then select your hero, choose an arena, and prepare to fight. You can choose a classic deathmatch or battle to reach the specified number of victories first. As you defeat opponents in Story mode, you unlock additional characters to play as and arenas to fight in.

- ✧ To start a game in Versus mode, select VERSUS in the Main menu.
- ✧ In *Marvel Nemesis: Rise of the Imperfects*, each Super Hero possesses a different ability set that dictates what he or she excels at and what makes him or her vulnerable. In the Marvel Universe, all Super Heroes are not equally powerful. Likewise in *Marvel Nemesis: Rise of the Imperfects*, they are not always evenly matched in arena battles. Some characters are extremely fast, others are extraordinarily strong. Still others are able to perform impressive moves like flying or running up walls. Experiment with each character to get to know his strengths and weaknesses.

ONLINE

Go head-to-head with a friend via the Internet in *Marvel Nemesis: Rise of the Imperfects*.

- ✧ To begin, select ONLINE from the Main menu.

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.eagames.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.eagames.com.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Marvel Nemesis: Rise of the Imperfects* online. *Marvel Nemesis: Rise of the Imperfects* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *Marvel Nemesis: Rise of the Imperfects* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, the following ports must be open and forwarded for both incoming and outgoing traffic:

UDP 3658 for peer-to-peer gameplay, UDP 6000 for Voice over IP.

The following ports must be open for outgoing connections: TCP 31700-31799 for lobby connectivity (outgoing only), TCP 13505 for EA Messenger (outgoing only), UDP 9555 for Ticker (outgoing only), TCP 443 for DNAS authentication (outgoing only), and TCP 80 for News, FAQ (outgoing only).

ONLINE MAIN MENU

At the Online Main menu you can join a game or check out your stats. Your record (REC) is listed on the top left-hand of the screen. Your DNF% (percentage of times you did not finish a match) is listed in the middle and your reputation (REP) is listed on the right.

PLAY NOW

Jump right into a match. You are automatically matched with an opponent based on your stats. To start a Play Now match, select PLAY NOW in the Online Main menu. A prompt appears indicating that you are waiting to be matched up with an opponent. When one is found, the game begins.

SESSION MATCH

Customize your game preferences and be automatically matched up with someone with a similar profile. To start a Session Match, select SESSION MATCH in the Online Main menu. Specify your desired game type, venue, and opponent's max DNF% and skill level, and press the  button. A prompt appears indicating that you are waiting to be matched up with a compatible opponent. When one is found, the game begins.

NOTE: EA Connect only supports a controller in controller port 1 or controller port 1-A.

LOBBY

Join an existing match, create a new online match, or set up a lobby filter.

STATS

View the leaderboards or select MY CAREER to get your detailed personal stats.

MY MARVEL

Adjust settings, read the news, peruse the FAQ, or view the terms and conditions.

✧ To enable or disable voice chat, press the **L3** button.

NOTE: *Marvel Nemesis: Rise of the Imperfects* does not support PAL users playing NTSC users online.

CHARACTERS

THE MARVEL HEROES

WOLVERINE

Little is known of Wolverine's past, save that it was fraught with pain and loss. This much is known: his real name is James Howlett, but he prefers to be called Logan. Long ago, he trained as a samurai in Japan. Later, he became Weapon X, an operative for the Canadian government. Today, Logan is an X-Man, using his animal-keen senses, healing factor, and razor-sharp claws to help protect a world that fears and hates mutants. He is also an active member of the New Avengers.

STORM

Orphaned as a child, Ororo Munroe developed the power to command forces of nature—and was once worshipped as a goddess in Africa for that very reason. As a member of the X-Men, she wields her unique genetic gifts to protect a world that hates and fears mutants.

SPIDER-MAN

Although Spider-man is today a fierce opponent and active member of the New Avengers, he wasn't always so renowned. The bite of an irradiated spider granted high-school student Peter Parker incredible, arachnid-like abilities. When a burglar killed his beloved Uncle Ben, grief-stricken Peter vowed to use his amazing abilities to protect his fellow man. He has learned an invaluable lesson: with great power comes great responsibility.

IRON MAN

Gravely injured by an act of industrial sabotage, billionaire genius Tony Stark saved his own life by designing a life-sustaining shell—the hi-tech armor that makes him the invincible Iron Man. Today, the world thinks Iron Man is an employee—Stark's personal bodyguard. In this dual role he faces corporate intrigue and super-powered menaces. Iron Man is a modern-day knight in shining armor. He is the co-leader of the New Avengers.

THE THING

Once a skilled fighter-pilot, Ben Grimm is now The Thing, a member of the world-famous Fantastic Four. Bathed in cosmic radiation during a fateful trip into space with his three friends, Ben was transformed into a hideous creature of craggy, orange stone with superhuman strength. Many find him unsightly, but Ben has maintained his sense of humor and honor. Under that rocky exterior lies a heart of gold.

HUMAN TORCH

Mutagenically transformed by cosmic rays into the heroic Human Torch, Johnny Storm is the hothead of the Fantastic Four. Often impetuous and immature, the Torch has a talent for tormenting his teammate, The Thing. That is, when he's not speeding around in one of his suped-up hot rods.

MAGNETO

Once a close friend of mutant mentor Charles Xavier, the genetic terrorist known as Magneto is now his deadliest foe. The self-anointed Master of Magnetism has dedicated his life to the advancement of Homo Superior, even if he must bring about humanity's downfall to ensure the ascendance of mutantkind. Arguably the most powerful man on Earth, Magneto believes that mutants represent the next step in human evolution.

ELEKTRA

Driven by tragedy and honed by training, the femme fatale known as Elektra kills for hire, loves for thrills...and leaves destruction in her wake.

DAREDEVIL

He dwells in a world of eternal night—but the blackness is filled with sounds, scents, tastes, and textures most men cannot perceive. Although attorney Matt Murdoch is blind, his other four senses function with superhuman sharpness. He stalks the streets at night as an avenger of justice and a man without fear.

VENOM

Never has Spider-man faced a more vicious foe than the super-brute known as Venom, a man whose intense hatred for the wall-crawler is matched only by the power of the alien symbiote to which he's bonded!

THE IMPERFECTS

VAN ROEKEL

The brilliant scientist Niles Van Roekel is obsessed with enticing the most powerful beings on Earth to join him, though his motivations for doing so remain a mystery. In his day-to-day business Van Roekel wears the simple white lab coat of a human scientist. However, under the cover of darkness, some believe he is using his superhuman stock to serve as prototypes in his search for a perfect warrior.

THE WINK

The Wink's mutant power gives her control over every molecule in her body, and with the technological augmentation by Van Roekel, she is also capable of teleporting short distances. Though graceful, talented, and blessed with superhuman powers, The Wink is a cruel and murderous woman anguishing over her lost beauty. She cloaks herself in swirling shadows to hide her true self from the world, eager to scar those around her who remind her of what she once was.

FAULT ZONE

With the grace and agility of a ballerina combined with seismic arms that allow her to cause tremors, Maria Petrova's appearance belies her awesome power. The loss of her arms in a tragic accident meant the loss of her career in the Bolshoi theatre. With the purpose of her life gone, she was easily recruited by Van Roekel to bolster the ranks of The Imperfects.

SOLARA

Sole survivor of her murdered Yakuza family, Solara's amazing ability to control fire has been corrupted by her thirst for revenge. In order to augment her abilities, Van Roekel inserted superheated alien crystals directly into Solara's body, allowing her to blast her enemies with searing heat waves. In combat Solara blends the lethal martial art of *Kyokushinkai* Karate with her ability to incinerate her opponents.

BRIGADE

A behemoth of a man, Brigade was created by Van Roekel from the bodies of one hundred soldiers. Though he was given unparalleled strength and endurance, it came at a cost. Brigade's mind struggled with memories of the hundred men and his psyche ultimately became unstable and violent. In the middle of battle he's been known to become possessed by the voices inside his head.

PARAGON

With a blend of the technological genius of Van Roekel and the genetic perfection of her birth, Paragon is one of the deadliest beings ever to walk the Earth. Strong enough to batter down buildings, and armed with monofilament blades that can cut through titanium, Paragon is a virtually flawless fighting machine. She is the most perfect of The Imperfects.

HAZMAT

Once Hazmat was a brilliant scientist known as Dr. Keith Kilham, one of the foremost minds in the field of toxins and biological weaponry. A horrendous accident crippled his body and unhinged his mind, turning him into a living virus. Hazmat is as dangerous as he is grotesque. His body oozes corrosive slime which allows him to fire corrosive blasts. His liquid bones allow him to contort his body into virtually any shape. Genetic manipulation by Van Roekel has increased his strength and reflexes to superhuman levels, making Hazmat one of the most lethal of The Imperfects.

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Marvel Nemesis™: Rise of the Imperfects™
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- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

14954

It's Fast. It's Easy. It's Worth It!



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