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## Marvel ultimate alliance 2 ps3

Marvel: Ultimate Alliance 2European box artDeveloper(s)Vicarious Visions (PS3, X360)n-Space (PS2, NDS and Wii)Savage Entertainment (PSP)Zoë Mode (PC, PS4, X1)Publisher(s)ActivisionDirector(s)Dan TanguayWriter(s) Evan Skolnick Alex Kerr Ron Marz Composer(s)Trevor MorrisEngineVicarious Visions AlchemyPlatform(s)Nintendo DSPlayStation 2PlayStation 3PlayStation PortableWiiXbox 360PlayStation 4Xbox OneMicrosoft WindowsReleaseXbox 360 & Nintendo DS NA: September 15, 2009AB: September 25, 2009AU: September 16, 2009PlayStation 3 & Wii NA: September 15, 2009AB: September 25, 2009AU: September 16, 2009PlayStation 3 & Wii NA: September 15, 2009AB: September 25, 2009EU: October 9, 2009U 2009PlayStation 2 NA: September 15, 2009AB: October 9, 2009[1][2][3][4]PlayStation 4, Microsoft Windows WW: July 26, 2016[5] Xbox One WW: July 28, 2016[6]Genre(s)Action role-playingMode(s)Single player is a multiplayer Marvel: Ultimate Alliance 2 action game, Marvel sequel: Ultimate Alliance. It was released on September 15, 2009. Developed jointly by Vicarious Visions (PlayStation 3 and Xbox 360), n-Space (Nintendo DS, PlayStation 2 and Nintendo Wii) and Savage Entertainment (PlayStation Portable), the game was released by Activision. The game features characters from the Marvel Comics universe and follows elements of the Secret War and Civil War story arcs. It was later released on PlayStation 4 and Microsoft Windows on July 26, 2016, and on Xbox One by Zoë Mode on July 28. Gameplay Marvel Ultimate Alliance 2 lends more games than its predecessor. The game allows players to choose a team of four given characters from a larger pool of heroes and villains; team members can be changed and changed during the game. The overall game mechanics are similar to those of the X-Men Legends series. The game is played from the perspective of scanning an isometric dungeon, supporting up to four players at a time. Vicarious Visions on PlayStation 3, PlayStation 4, Xbox 360, Xbox One and PC consoles can play online games on PlayStation Network, Xbox Live and Windows Live/Steam, respectively. The power system was also developed, allowing the two characters to join forces, yielding a new attack, known as a fusion. [7] Each playable character in the game has a unique combination of all other playable characters in the game. An example is Captain America's use of his shield to reflect Storm's lightning. Players are capable of leveling characters and gaining new abilities and powers. The Vicarious Visions version on the PS3, 360, PS4, Xbox One and PC consoles features an updated character progression system, and each character has four key strengths that evolve as the character level increases. The n-Space version on the Nintendo DS, Nintendo Wii, PlayStation 2 and PlayStation Portable consoles is similar to the character progression system found in the original Marvel: Ultimate Alliance and the original X-Men Legends, except The set numbers are different, while the Nintendo DS version power set number is limited to 4 powers as the original X-Men Legends. Summary Heroes of Captain America, Hulk, Iron Man and Luke Cage battle enemy robots. A trailer released on E3 shows a military operation emerging in Latveria, the home of master bad guy Doctor Doom. [8] The story begins with The Secret War. [9] We use Nick Fury's invasion of Latveria as a jumping-off point. The rest of the story is derived from the results of these actions, stated Dan Tanguay, creative director for Vicarious Visions. [10] The game then follows the arc of the Civil War story: a fight between heroes and villains causes an explosion in Stamford, Connecticut, where 612 civilians (including a number of schoolchild children) died. The government burns the event as super-powerful negligence, and the public demands superhuman registration law. [11] The government passes this law, and all meta-people are forced to obey or disobey the law. In the game, players are able to choose between the Pro-Record side, headed by Iron Man and Mister Fantastic, or the anti-Registration side, headed by Captain America and Luke Cage. Some other characters are 'locked' to a specific side. Songbird is locked on the Pro-Registration side for Vicarious Visions (PS3, Xbox 360, PS4, Xbox One, and PC), and Ms. Marvel and Thor are locked to the Pro-Registration side for n-space (PS2, PSP, and Wii) versions. Iron Fist is locked to the Anti-Record side for Vicarious Visions (PS3, Xbox 360, PS4, Xbox One, and PC), and is locked to the Anti-Recording side for Daredevil and Storm n-space (PS2, PSP, and Wii) versions. These ten characters are locked on both sides of the conflict. Multiple ends are available and are determined by the selected side at the beginning of the game. [12] Tanguay said the story continued after the Civil War. [13] Plot The game begins a year before the Main Civil War story. Colonel Nick Fury leads a team of other superheroes, including Iron Man, Captain America, Spider-Man and Wolverine, in an unauthorised attack on Doom Castle in Latveria after learning that the elected prime minister, Lucia von Bardas, had provided weapons to the tinkerer. In a flashback, Von Bardas is determined to counter attack the President as he has been building friendly relationships with them. The attack was a success. After the defeats of Electro, Scorchor, Wizard and Tinkerer's Tank-Boat, Doom Castle will be wrecked and Von Bardas is pres to be dead. The scene then shifts to the present day. Ms Marvel was reported missing after being sent to recover intelligence on suspicious criminal activity. A team is sent to investigate him and find out he was interrogated by Shocker. He then uncovered a conspiracy by the Latverian military led by a cyborg Von Bardas and Super-baddies like Diamondback, Scorchor, Shocker and Wizard to destroy New York. The group blocked Von Bardas' plan, but many city blocks were destroyed in the process, which led the government to consider the Superhuman Registration Act (or, briefly, the SRA). In light of this incident, Fury disappears and S.H.I.E.L.D. agent Maria Hill is sworn in as the new S.H.I.E.L.D. director. During the SRA's debate, Titanium Man attacks Washington DC. Deadpool help heroes fight him while saving senator Lieber and another senator captured by Titanium Man. Three days later, during a broadcast of The New Warriors, Nitro killed more than 600 civilians in Stamford, Connecticut, creating a huge explosion that led to the immediate implementation of the SRA. At this point, the story is divided into two parts; Anti-Record Captain America, led by Luke Cage and Iron Fist, and Pro-Registration Iron Man, led by Mr Fantastic and Songbird, depending on the player's choice. The Pro-Registration group develops nanite technology to help them and uses it to control super-baddies such as lady deathstrike, Bullseye, Green Goblin and Venom, and increases their ranks. On the Pro-Registration side, Bishop leads the dominant heroes at the New Jersey Anti-Registration base, while he disarms the bombs. It is blocked by Poison as it tries to disarm the last weapon. The explosion that followed wounds many of the superheroes Fury saved. The group learns that the Anger they see is one of his androids. He succeeds in getting Tinkerer's help. After receiving Penance's help on Ryker Island, the group was called in to become the 42nd president of the Negative Zone, where rebel superheroes and super-evils were captured to take a sample of the nanite formula. They collect samples and Fury activates the self-de exort system to prevent the spread of nanites. Most of the superheroes involved escaping, but Fury's fate is unknown. A memorial service was held for Fury and other missing or dead superheroes. The team is learning that nanites survive and are now spreading around the world. As a result, the SRA is suspended, and the two teams are being put on hold. They were divided into different groups with the main group going to Wakanda, home of the Black Panther. They help him and Dora Milaje protect the country from nanite agents, who are now under the moniker Of Fold, mind-controlled havok, justice and A-Bomb, and treat the Poison and Green Goblin of nanites in the process. They also discover that Fury was abducted by The Fold. The heroes establish a base in Wakanda and learn that The Fold is unable to comprehend Fury's intelligence on the matter, making him temporarily safe from nanite attacks. Yellowjacket, Iron Man, Goliath and Mr. Fantastic are looking for a way to destroy Fold. To stop The Fold, the heroes infiltrate a base in Iceland, broadcasting a nanite static signal that will paralyze the people they control and allow them to be treated. At the culmination of their mission, the teams face Tinkerer, who is behind The Fold, and then face nanite-controlled Nick Fury, developed with numerous superpowers including electro, Havok, Firestar, Multiple Man, Bishop and A-Bomb. After defeating Fury, everyone affected is free of nanites. The game has two news-based end, depending on which side the player chooses: At the end of Pro-Registration, Congress changes the Superhero Registration Act, where the updated version allows heroes to voluntarily enroll in training without revealing their identities. Iron Man becomes the new director of S.H.I.E.L.D. and states that superheroes are not treated like guns in the capital. At the end of the Anti-Registration, Congress is repealing the Superhero Registration Act as the President pardons those who went against the Superhero Registration Act. Captain America is talking about winning another chance at heroes at lincoln memorial and hoping they won't be wasted. Also, at both end, a banner circulating on the screen states that the President has forgiven Nick Fury. Characters Vicarious Visions redesigned many characters, taking their funny bits and adjust your own costumes to fit the design of the game. [14] The game contains some format-specific characters, along with additional characters released as downloadable content. [15] [16] In addition, each character on PS3 and Xbox 360 has an alternate costume that can be unlocked throughout the game. [17] Stan Lee, co-creator of Marvel Comics and creator of many characters, lends his resemblance and voice to New York Senator Lieber; This marks the first time Stan has made a physical cameo in a video game. [18] On April 1, 2009, Aunt May was announced as a playable character on her official website as part of the April 1 prank. [19] If the player chooses the anti-registration path, many playable characters will also appear as bosses throughout the game, such as fighting Iron Man or facing Captain America on the pro-registration path. Other plays like Deadpool, Green Goblin and Venom are unlocked by beating them. The Juggernaut can be used as a pre-order bonus incentive for playstation 3 and Xbox 360 versions. [20] [21] [22] A patch has been released for those without juggernauts to play with those with character. On October 9, 2009, downloadable content with new characters and comic book missions, as well as new achievements, was announced for playstation 3 and Xbox 360 editions. [24] It was released for PlayStation 3 and Xbox 360 on November 5, 2009. [25] It is also available for once pre-order special character Juggernaut \$1.99/160MSP. [25] The content was removed from both networks on December 31, 2009, and Activision claimed the content was a limited offer. [26] On July 1, 2010, Activision released the DLC on Xbox Live and PlayStation Network, xbox live on July 3, 2010, and July 20, 2010. Players can purchase both a five-character DLC package and a Juggernaut pre-order character at the same cost as mentioned earlier. Activision, however, predicted that the content could only be used until December 31, 2010. [27] Expansion packs returned to European PlayStation Network in January 2012, but were not added back to Xbox Live. In January 2014, packages were once again removed from playstation network. As of September 2015, Xbox 360 Games on Demand includes all downloadable content. [28] The 2016 re-release was based on primary release developer Vicarious Visions, so by default it included all the exclusive and downloadable content from that release. Playable Characters Black Panther(c) Blade(c) Captain America(c) Carnage(c) Cyclops(a) Daredevil(a) Deadpool(c) Gambit Green Goblin(l) Hulke Human Torch(l)Carnac Invisible Woman(e) Iron Man(e) Iron Fist(g) Jean Grey Juggernaut(c) Luke Cage(g) Magnetot(c) Mr. Fantastic(h) Miss Marvel(e)(a) Nick Fury(e) Penance(c) Psychockaad Sentry(b) She-Hulk(b) Songbird(r)(a)(h) Spider-Mane Thing Thoreh(a) Venom(e)(c) Wolverine Bosses Common A-Bomb Absorbing Mana Diamondback Electroe Equinox Greg Goryllea Grim Reaperc Havok Justice Lizardbulk Cabelo von Bardase Magnetob Man-Apea Moonstone QuickSilverab Radioactive Mana Scorchor Scorpiona Shocker Thinner Titan Manc Whiwindic Winter Soldiera Wizarda Wizard Pro-Registration Bishopc Black Widowc Bullseyef Lady Deathstrikf Molten Mancf Multiple Man (John Madrox)a She-Hulk(f)(c) War Machinec Wonder Man(f)(c) Yellowjackete Anti-Registration Cullbee Cloakab Colossusc Daggere Firestarf Goliathe Firestarf Goliathe Hercules Multiple Man (Jamie Madrox)c Patrioc Prodigyc Spidcr-Woman(c) Other Characters Jack O'Lantern Maria Hill Namorita Nitro Nova ^a Exclusive to PS2, PSP and Wii ^b Exclusive to Nintendo DS ^c Exclusive to Vicarious Visions editions (PS3, Xbox 360, PS4, Xbox One and PC) ^d Originally downloadable content is exclusive to PS3 and Xbox 360, then appears as a co-boss as part of Xbox 360's Games on Demand Edition ^e Characters. If f(?) certain consoles ^g playable lock means for anti-registration. If g(?) means for certain consoles ^h Playable lock Pro-Registration. If h(?) means that the game for the development of certain consoles was officially announced in a press release by Activision on February 8, 2008. [29] MUA2 was released on September 15, 2009. [1] E3 was shortened to marvel: Ultimate Alliance 2: Fusion in 2008. On February 5, 2009, a new trailer was released, which announced that the story would continue from the Secret War saga to Marvel Comic's Civil War. Three days later, the game took place at New York Comic Con, where players were able to take green screen pictures and put themselves in the background of the game. [30] Vicarious Visions, the developers of PlayStation 3 and Xbox 360, upgraded the alchemy engine in a variety of ways, including the addition of Havok physics technology[310] and synchronizing the character's lips with dialogue. [32] Vicarious Visions also had a quarterly development blog that began on February 6, 2009. [33] Users can answer mua2-related questions and post news while following Vicarious Visions creative director Dan Tanguay and producer Jennifer Oneal on Twitter. [34] [35] Nintendo DS, PlayStation 2 and Nintendo Wii versions were developed by n-Space and Savage Entertainment did not move the PS2 version to psp. Version 3.5 of the alchemy engine was used, and a team of about thirty developers worked for about thirteen months to develop the game. [36] Online multiplayer for the Wii is not supported due to time constraints during development. [36] During the development of n-Space, various changes were made to the next generation versions of MUA2, as stan Lee did not have time in these versions, there were no alternative costumes and there were no alternative costumes, changing characters. [36] n-Space has prepared a series of articles to address fans' concerns, perceived shortcomings of the game, and answer questions. [37] The Wii version of the game used WiiConnect24 to implement a feature known as B.R.A.G. (Broadcast Realtime Accomplishment Gloating), which allows players to share level results and high scores, as well as extensive use of the Wii remote for puzzles and turrets. [38] Users can also follow n-Space president and founder Dan O'Leary on Twitter to receive updates on the game. [39] By 2020, marvel ultimate alliance 2's multiplayer servers were shut down, as were other games released by Activision. [40] Reception and SalesTotal scoreAggregateScoreMetacriticDS: 65/100[41]X360: 73/100[42]PS3: 74/100[43]Wii: 50/100[44]Review scoresPublishScore1Up.comB-[45]G4[46]Game Informer7.5/10[47 games]. Spot7.5/10[48]GameTrailers7.2/10[49]GameZone8.5/10[50]IGN7.7/10[51] The Marvel PlayStation 3 and Xbox 360 editions have received mixed reviews from most critics, and Metacritic currently holds 74/100 for PlayStation 3 and 73/100 for Xbox 360. [43] Brian Michael Bendis, author of Marvel Comics, was given an early opportunity to play the game, and later tweeted: 'I'm happy to give a big thumbs up for Ultimate Alliance 2'. The photos make it unfair. It's beautiful. [52] The Nintendo DS and Wii progressed much poorer, holding 65/100 and 50/100 for their platforms. [41] [44] Kevin VanOrd of GameSpot said the game provided the original's detonator, power launch, and the original's top action fans expected, and also praised the branched story and lockables and showed additional re-value. [48] However, the critic showed technical quirks and said rpg elements were dismantled. [48] Thierry Nguyen of 1Up.com was more critical, saying the play was like Ben Reilly: almost as good as the original, but not as good as the original, saying it was a rather lame feeling of over-simplification and either raven's return as a developer or learned from vicarious visions' misss. [45] However, a more consistent story made praise for its new fusion abilities and game tweaks. [45] IGN's Greg Miller gave the game 7.7/10, praised its new fusions and healthy cast, but criticized the game's predecessor, inconsistent sound acting and a similar game to his weak CG cutscenes. [51] [53] Xbox 360 and PlayStation versions were nominated for the 2009 D.I.C.E. D.I.E. Award. [54] According to the NPD sales group, the Xbox 360 version of Marvel: Ultimate Alliance 2 sold 236,000 units in September 2009, ranked seventh. [55] However, sales fell in October 2009 and the game was in the top 10. [56] Read More Main article: Marvel Ultimate Alliance 3: Black Order On 6, 2018, the Ultimate Alliance series announced a third game, Ultimate Alliance 3: The Black Order. Unlike previous games where multiple consoles were released, this installment is released exclusively on a Nintendo Switch by Nintendo. The game features a team of heroes combining Thanos and Infinity Stones to avoid the black order you get. [57] References ^ a b Marvel: Ultimate Alliance 2 PlayStation 3 Trailer - SDCC09. Jean Gray Vignette. Ign. 2009-07-21. Date of access: 2009-07-22. ^ Gamespot.com - Dec. Date of access: 2009-09-15. ^ Amazon.co.uk: marvel ultimate alliance 2. Date of access: 2009-09-15. ^ Search Games &gt; EB Games Australia. Archived from source in 2010-11-03. Date of access: 2009-09-15. ^ SDCC 2016: MARVEL ULTIMATE ALLIANCE. Marvel. Archived from source on 2016-07-23. 2016-08-08. Date of access: 2016-07-23. ^ Here's The View of the Updated Marvel Ultimate Alliance 1 and 2. Gamespot. 2016-07-24. 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