Release Dates

**Xbox**
America - October 24, 2006
Europe - October 27, 2006
Australia - November 1, 2006

**PC, PlayStation 2, Xbox 360 & GBA**
America - October 24, 2006
Australia - November 1, 2006
Europe - November 3, 2006

**PSP**
America - October 24, 2006
Europe - December 1, 2006
Australia - December 6, 2006

**Wii**
America - November 14, 2006
Australia - December 20, 2006
Europe - December 22, 2006
Japan - May 17, 2007

**PS3**
America - November 17, 2006
Europe - March 23, 2007
Australia - March 23, 2007

Average Cost $60.00
Ravensoft

Vicarious Visions

Beenox Studio

Barking Lizards Technology
The main story of the game is that Dr. Doom is putting together the new “Masters of Evil”, and you need to destroy them and stop them from killing everyone and causing mayhem in different places around the globe / realities / mystical places. Different levels have different objectives, and optional missions that in the end you find the outcome of what happened was because you did or didn’t do them. Your group is lead by S.H.E.I.L.D commander Nick Fury, who most of the time doesn’t know anything about what’s going on. Fury goes by what little intel you collect and usually sends you on wild goose chases while the Masters of Evil are completing their evil plot. Dr. Doom will also try and divert you to the wrong location by enlisting help to cast spells on your transportation portals.
Game structure was **Mostly Linear**

“Fixed rout with minor asides and lined up groups of generic opposition characters, followed by set-piece battles with much larger or more powerful opponents, usually with particular attack-patterns and weaknesses. Player is allowed customization of abilities and weaponry and some degree of freedom over the way this is done. Also they make use of extensive use of cut scenes to inform the player of the goals, level layout, level access changes, and key points of call necessary to complete the section.”

-Game Design, Jim Tompson
To do certain combo attacks you must first find data discs that will tell you the button combination.

Another way the game uses tutorials is pop-up boxes in which characters in the game will suggest talking to a certain person to get to the next stage.
There were also times when the characters would talk, text boxes like this one would pop up.

Iron Man

_Hmm, there's two indentations in the base of this statue. If we can find what goes in there, maybe that will activate some type of mechanism._

continue...
Game Graphics
Game Graphics

- Very well done graphics
- Lots of destructible objects
- 25 different playable characters
- Loads of enemies and over sized bosses
- Spectacular special effects
- Fluid animation
The music in the game was very good but on the default scale the music was generally louder than the voice actors in some areas.

The game also made it when you were winning or just running through the game that you would get fight music or some kind of music that makes you think “Wow, I am kicking some @%#.”

Battle sounds and character quotes get repetitive.

Classical score with different themes for different areas of the game.
Mini Games – bosses that are 6-10x the size of you require you to play a mini game to beat them. One case was memorizing buttons and pressing them as they came on screen, by doing this action you could dodge whatever the boss was doing and some how hurt him, usually you had to repeat this process 4 times to destroy the boss.

Other cases required you to just play a mini game to unlock a certain area etc. Mini games such as breakaway and pitfall.
This game was pretty good. It has good graphics, a good story, fast game play, and awesome characters. Each game from different consoles has different characters, and other elements. There are also elements of RPG like powers that are learned as you level up. You also find different outfits, comics, simulator discs, characters, health, energy, money, and pictures throughout the levels that you find by breaking objects. Different outfits have different abilities, like strength, defense, regeneration, and control of powers. You use the money to add strength to your powers, suit, and when you play long enough you can create teams in which you may boost the stats for the whole team. Very minimal but some parts of the game lag. If you go into a spot where you talk to someone before you’re done killing everyone; after you are finished talking to them everyone that you didn’t kill is gone. Kind of a cheap way to get out of battles. Other than that it’s a really sweet game. The game is really a comic lovers dream. As you go through the game you find disks that will show you comics and give you bonus missions.
References

- www.ign.com
- Marvel: Ultimate Alliance
- Images.google.com