
PlayStation
NTSC U/C
PlayStation
TEEN
T
CONTENT RATED BY
ESRB
SLUS-01382
80177.221.US
X-MEN 2
MUTANT ACADEMY
MARVEL
ACTIVISION

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

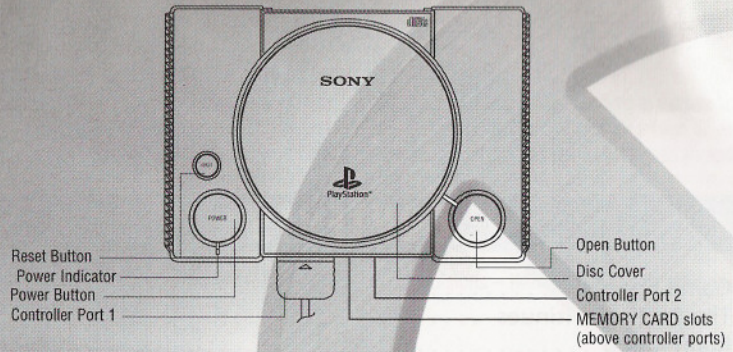
The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- 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.

CONTENTS

Game Controls 2
The Battle Continues 4
Main Menu 5
Arcade Mode 5
Versus Mode 5
Academy Mode 6
Survival Mode 6
Cerebro Mode 6
On-Screen Display 7
Super Meters 8
Options Menu 10
Characters 12
Credits 26
Customer Support 27
Software License Agreement 28



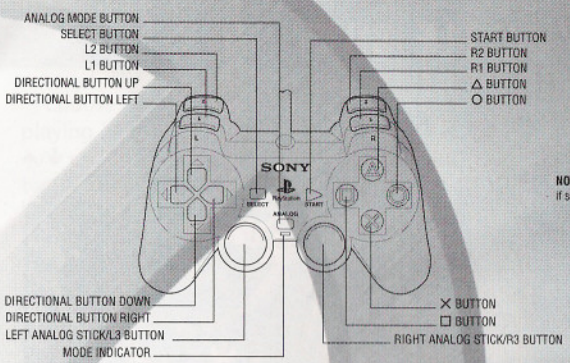
Set up your PlayStation® game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert the X-Men® Mutant Academy™ 2 disc and close the disc cover. Insert game Controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

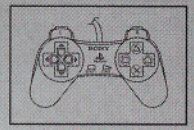
Note: It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.

GAME CONTROLS

X-Men® Mutant Academy™ 2 supports the DUALSHOCK™ analog controller. When the ANALOG mode switch is on, and the LED is lit up, the left analog stick works the same as the directional buttons.

DUALSHOCK™ analog controller





NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

MENUS

To select a menu option, use the directional buttons ↑/↓ and press the × button to accept.

GAME RESET

To abort a game in progress, press the START button to pause the game. Choose Exit Match. From here you'll be returned to the Character Select Screen.

SOFT RESET

You can reset at any time during gameplay to the Start Screen by holding down the START and SELECT buttons for approximately two seconds.

THE BATTLE CONTINUES

THE BIRTH OF THE X-MEN®



Mutations have occurred since life began. It was inevitable that eventually mutations would result in beings with extraordinary abilities. These are the mutants: men and women whose actual genetic structure endows them with super-human powers. A mutant named Charles Xavier has formed a team of these mutants called the X-Men.

Professor Charles Xavier has made it his life's work to train the X-Men to use their powers for good. But still, some of those born with an ordinary genome hate and fear the X-Men. These unusual warriors learn to protect those that reject them.

In the X-Men® Mutant Academy™, each and every mutant must prove his or her worth in battle against the others. They must learn to harness their rage and utilize their individual special powers.

MAIN MENU

Choose from the following options to begin playing X-Men® Mutant Academy™ 2. Using ↑/↓ on the directional buttons, choose the type of game you want to play. Press the X button to start that game. Two Controllers must be plugged into the PlayStation before you begin to play a two-player game.

ARCADE MODE

Select Arcade mode to play a one-player game. First select the character you want to play by using the directional buttons and pressing the X button. Press the O button to select that character's alternate costume. Arcade mode will then bring you to a series of matches with characters in the game. Advance through Arcade mode by winning all of your matches. As you emerge victorious over other characters in the game, you will unlock secrets. Check the game's Cerebro mode to display the secrets you have unlocked.

VERSUS MODE

Versus mode is for two players. You can play one-on-one matches against your opponent. First, each player must choose a character to







play by using the directional buttons and the X button to select. Next, set your health to a value between 50%–150%.

After both players select a character and a health setting, the player who selected their character first must choose an arena from the available game levels.

ACADEMY MODE

Academy mode is designed to teach you how to use each character's moves and abilities. It's a one-player game set in the controlled environment of the Danger Room. Begin by selecting the character you want to start your training with by using the directional buttons and the X button to select. Once you have chosen your character, you will be able to choose the course and lesson that you want to learn.

Professor X will direct your training, as he does with all Academy mutants. Do not disappoint him with willful displays of undisciplined power. The object of the Academy is to refine the natural instincts of a mutant into a controlled fighting machine.

SURVIVAL MODE

Survival mode is another one-player game where you can test your fighting abilities against a never-ending series of enemies. Achieve as many wins as possible with only one life. For each match won, you will be rewarded with extra health. Choose the character you play carefully, because that character's attributes are all that stand between you and destruction.

CEREBRO MODE

Cerebro mode provides access to all of the secrets you have unlocked by achieving various goals in the game.



MEMORY CARD

Choose MEMORY CARD to save or load a saved game from your MEMORY CARD. You must have the MEMORY CARD inserted before you start the game.

Note: MEMORY CARDS in MEMORY CARD slot 2 are not supported.

CREDITS

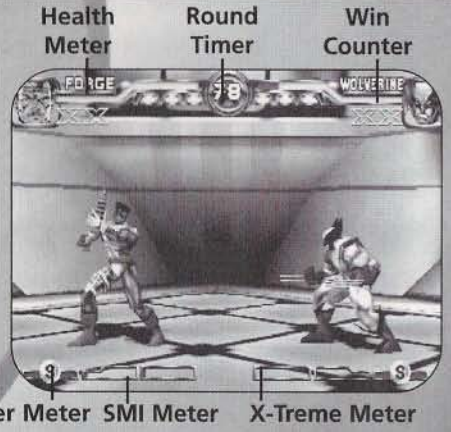
This screen displays a list of people who contributed to the development of X-Men® Mutant Academy™ 2, along with special thanks.

ON-SCREEN DISPLAY

HEALTH METER

The Health Meter displays the amount of health each character has left for that match. Green indicates remaining health. The empty section of the meter indicates damage that is unrecoverable. The red portion of the meter indicates recoverable damage.

Avoiding damage for a period of time will gain back recoverable (red) health. If you land hits on an opponent who has recoverable damage, your opponent's recoverable damage will convert to permanent damage.



SUPER METERS

The Super Meter displays the number of remaining super uses each character has. There are three bars, each corresponding to a category of Super Move: Super, SMI Supers, and X-Treme Supers.



Super—The least powerful of the Supers but builds up the fastest of the three.



SMI—Once the move has been triggered, the SMI Super requires you to follow a directional button input that will increase the damage of the move the more you complete the pattern.



X-Treme Super—The most powerful of the Supers. If used correctly, it can help you to defeat your opponent with ease.

A meter bar must be full to use that category of super move and triggering a super move will deplete that category's Super bar. The meters will regenerate power with successful attacks against your opponent.

Note: Meters get used up whether the super or X-Treme move is successful or not. For example, Cyclops hitting or missing his concussion beam still uses up his X-Treme meter.

ADVANCED TECHNIQUE: MANAGING YOUR SUPER METERS

It is possible to transfer power from one Super Meter to another. This is useful for quickly activating one of your Supers if no meter is full and there is enough combined power in your meters to fill a specific super meter completely. Transferring power between meters is a three-step process. First, press the ← or → directional button and hold it down. Second, press the button that corresponds to the specific meter (for player 1: the □ button for Regular Super, the △ button for SMI Super, the ○ button for X-treme Super) where power will be transferred from and hold it down. Third, press the button that corresponds to the specific meter

(for player 1: the □ button for Regular Super, the △ button for SMI Super, the ○ button for X-Treme Super) where power will be transferred to and hold it down.

Note: For player 2, the □ button corresponds to the X-Treme Super and the ○ button corresponds to the Regular Super.

AERIAL COMBAT

Aerial combat is an additional level of gameplay introduced to X-Men® Mutant Academy™ 2. This feature enables a player to execute a string combo and a special/super against their opponent in the air. Each character has one or more "launch" moves, and an aerial special or an aerial super. Before an aerial super can be performed, its corresponding Super Meter must be completely full. Also, all characters can link various punches and kicks together in the air forming a "string" combo. A powerful aerial attack consists of linking a string of punches and kicks to a character's aerial special or aerial super. Executing any aerial attack begins by launching an opponent into the air, pressing the ↑ directional button, and following through with a set of hits, punches, and an aerial special or aerial super.

In addition, various X-Men® characters can fly. Rogue, Phoenix, Storm and Magneto will levitate in the air for a short period when you double-tap the ↑ directional button.

MOVE COUNTERS

Move Counters are used to avoid an opponent's attack, and at the same time inflict damage against them. These counters are represented by three yellow bars below the health meter, and are grayed out when they are used. At the beginning of each match, all three counters are reset. Since a limited number are available during a match, they should be used strategically. When an opponent attacks, press the L1 button or the the △ and ○ buttons together to use a Move Counter.

ROUND TIMER

The Round Timer shows the remaining time in a match. When the timer runs out, victory is given to the character with the most remaining health. If both characters have the same amount of health at the end of the round, a "draw" is called.

WIN COUNTER

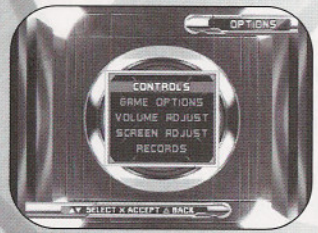
The Win Counter indicates the number of rounds each character has won. The number of Win Counters displayed corresponds with the number of rounds needed to win the match.

OPTIONS MENU

Select the option you want to change by using the directional buttons and then the ✕ button to select.

CONTROLS

A Controller's configuration can be changed to one of four presets, or a customized set. Select Current Set and use the ← or → directional button to pick a preset or custom configuration. To edit the custom configuration, select Edit and press the ✕ button. A box will appear displaying a set of actions with a question mark (?) next to each one. Simply press the button you wish to map the action to until all actions have been assigned to a button.



Select Vibration, and use the ← or → directional buttons to turn the DUAL-SHOCK™ analog controller's vibration on or off.

GAME OPTIONS

Select Game Options to change the number of rounds per match, the length of each round, the difficulty level of your computer-controlled opponents, and to change the type of demo.

VOLUME ADJUST

Use the ↑ or ↓ directional buttons to select the volume settings for the effects or the music. Lower the volume by pressing the ← directional button, or increase the volume by pressing the → directional button.

SCREEN ADJUST

Use the directional buttons to adjust the picture on your television or monitor. This option should be used if the game's graphics or menu screens are cut off on the edges.

RECORDS

Select Records to check the high scores for each of the game's characters.

CHARACTERS

CYCLOPS



MOVES

BEAM BOLT
↓ ↘ → + ▲ OR ■
OPTIC UPPERCUT
↓ ↙ ← + ANY PUNCH
SUPER POWER FLASH KICK
↓ ↙ ← + ANY KICK
AIR BEAM BOLT *
↓ ↘ → + ▲ OR ■
AIR SWEEP BOLT *
↓ ↙ ← + ANY PUNCH

SUPERS

HYPER POWER FLASH KICK
↓ ↘ → + X + ●
HYPER RUSH COMBO
← → + ■ + ▲ (→ ← → ↓ →)
CONCUSSION BLAST
↓ ↘ → + ■ + ▲
AIR CONCUSSION BLAST *
↓ ↘ → + ■ + ▲
* = (WHILE IN THE AIR)

S → X

TM

WOLVERINE



MOVES

SLASHING FRENZY
↓ ↘ → + ANY PUNCH
SAVAGE LEAP
↓ ↙ ← + ANY KICK
TALON ASSAULT (FROM SAVAGE LEAP)
PUNCH (SAME STRENGTH OF SAVAGE LEAP)
SWIVEL KICK (FROM SAVAGE LEAP)
KICK (SAME STRENGTH OF SAVAGE LEAP)
FRENZIED SLASHES *
↓ ↘ → + ANY PUNCH
TALON RAID *
↓ ↘ → + ANY KICK

SUPERS

PRECISE CUT
↓ ↘ → + X + ●
SPECIAL DELIVERY
↓ ↙ ← + ■ + ▲ (→ ↑ ← ↓ ←)
RAPID REGENERATION
→ ← + X + ●

* = (WHILE IN THE AIR)

S → X

TM

GAMBIT



MOVES

BLACK JACK
← → + ANY PUNCH

INSURANCE
↓ ↙ ← + ANY PUNCH

SURGING STAFF
← → + ANY KICK

AIR BLACK JACK *
↓ ↘ → + ANY PUNCH

AIR BLACK JACK 2 *
↓ ↙ ← + ANY PUNCH

SUPERS

CHARGED STAFF
↓ ↙ ← + ■ + ✕

CARD TRICK
↓ ↙ ← + ✕ + ● (↑ ← → ↑ ↓)

52 CARD PICKUP
→ → + ■ + ▲

* = (WHILE IN THE AIR)

S
→
✕

TM

STORM



MOVES

BALL OF LIGHTNING
↓ ↙ ← + ANY PUNCH

ELECTRIC DRILL
← → + ANY PUNCH

LIGHTNING BOLT
← → + ANY KICK

STATIC ELECTRICITY *
↓ + ANY PUNCH (WHILE FLYING)

AIR ELECTRIC DRILL
→ + ANY PUNCH (WHILE FLYING) *

AIR LIGHTNING BOLT
→ + ANY KICK (WHILE FLYING)

SUPERS

STATIC FORCE
● - ↑ - ▲

HYPER ELECTRIC DRILL
→ → + ■ + ▲ (← → ↑ → ↑)

THUNDER GODDESS
→ → + ✕ + ●

AIR THUNDER GODDESS *
↓ ↘ → + ✕ + ●

* = (WHILE IN THE AIR)

S
→
✕
✕

TM

BEAST™



MOVES

HAND SPRING KICK
↓↙←+ANY PUNCH

STUMBLED UP
↓↙←+ANY KICK

BLUE TORPEDO *
↓+ANY PUNCH

* = (WHILE IN THE AIR)

SUPERS

HAND PLANT HELL
↓↘→+X+●

SEISMIC SMACK DOWN
↓↘→+■+▲(↑←↓←↑)

FLAT OUT
←→+X+●

* = (WHILE IN THE AIR)

PHOENIX™



MOVES

EARTH FLARE
↓↘→ +ANY KICK

FIRE BIRD *
↓↘→ +ANY PUNCH

SCORCHING ARROW *
↓↘→ +ANY KICK

SUPERS

METAPHYSICAL CONFUSION
↓↙← +■+▲

METAPHYSICAL CONFUSION
← +■+▲ (WHILE FLYING)

SEARING ARROW *
↓↙← +X+●

SCORCHING FLIGHT
↓↘→ +■+▲(←→↓←↑)

SEARING FLIGHT
→+■+▲ (WHILE FLYING)

EMPATHY SHELL
→← +■+▲

EMPATHY SHELL
↓ +■+▲ (WHILE FLYING)

* = (WHILE IN THE AIR)

TOAD



MOVES

VENOMOUS SPEW
↓↘→ + ANY PUNCH

FLY TRAP
↓↘→ + ANY KICK

BACK FLOP
↓↙← + ●

LILY PAD LEAP (FROM BACK FLOP)
ANY PUNCH

TADPOLE SLIDE (FROM BACK FLOP)
ANY KICK

DRILLING DROP KICK *
↓ + ANY KICK

SUPERS

BULLFROG BOOT
← → + ■ + ▲

CRAZY LEGS
↓↙← + ■ + ▲ (↓ ↑ → ↑ ←)

FLYING TOAD
← → + ✕ + ●

* = (WHILE IN THE AIR)

TM

MYSTIQUE



MOVES

HEAD SHOT
↓↘→ + ■

POP SHOT
↓↘→ + ▲

LEG SWEEPER
↓↘→ + ■ + ▲

CHEAP SHOT
↓↙← + ANY KICK

AIR BEAM SHOT *
↓↘→ + ANY PUNCH

SUPERS

GUT SHOT
↓↙←+ ■ + ✕

REVOLVER RUSH
↓↙←+ ■ + ▲ (← ↓ ← → ↓)

AIR REVOLVER RUSH *
↓↙←+ ■ + ▲

CARRIED AWAY
↓↘→+ ✕ + ●

* = (WHILE IN THE AIR)

TM

SABRETOOTH™



MOVES

BODY SHREDDER
← → + ANY PUNCH

DUSTY SCRATCH
← → + ANY KICK

ILL TREATMENT
↓ ↙ ← + ●

MEAT GRINDER *
↓ ↘ → + ANY PUNCH

SUPERS

MUTANT RELIEF
■ – ● – ← – ■

CLAW HAMMER *
↓ + ■ + ▲

GROUND POUND
↓ ↙ ← + ■ + ▲ (→ ↑ ↓ ← →)

RAMPANT STRENGTH
■ – ● – ← – ▲

* = (WHILE IN THE AIR)

MAGNETO™



MOVES

MAGNETIC GUSH
↓ ↘ → + ANY PUNCH

FORCE BOOST
← → + ANY PUNCH

MAGNETIC LURE
↓ ↘ → + ANY KICK

AIR FORCE BOOST
→ + ANY PUNCH (WHILE FLYING)

AIR MAGNETIC LURE
← + ANY PUNCH (WHILE FLYING)

SUPERS

HYPER MAGNETIC LIFT
← → + X + ●

HYPER MAGNETIC LIFT
→ + X + ● (WHILE FLYING)

ELECTROMAGNETIC GUSH
↓ ↙ ← + ■ + ▲ (↓ →← → ↑)

CONCUSSION LURE
↓ ↙ ← + X + ●

AIR CONCUSSION LURE
← + X + ● (WHILE FLYING)

FORGE™



MOVES

SHELL DISCHARGE
↓ ↘ → + ANY PUNCH

MISSILE COMMAND
↓ ↙ ← + ANY KICK

PISTOL TRAP
↓ ↙ ← + ■

MINE DROP *
← + ANY PUNCH

SUPERS

SEMI AUTOMATIC
↓ ↙ ← + ■ + ▲

BLAZING BARREL *
↓ ↙ ← + ■ + ▲

THE NEUTRALIZER
← → + X + ● (← → ↓ → ↓)

OUTER ORBIT
↓ ↘ → + X + ●

* (WHILE IN THE AIR)

NIGHTCRAWLER™



MOVES

BAMF
↓ ↙ ← + ANY KICK

TELE SLASH
↓ ↘ → + ANY PUNCH

REVERSE TRAJECTORY
← → + ANY KICK

AIR BAMF *
↓ ↙ ← + ANY KICK

SUPERS

POPULAR EXCURSION
↓ ↙ ← + ■ + X

TELE-COMBO
↓ ↘ → + X + ● (↑ ↓ ↑ ← ↓)

HIGH IN THE SKY
↓ ↙ ← + ■ + ▲

* = (WHILE IN THE AIR)

HAVOK™



MOVES

PULSATION BLAST
↓ ↘ → + ANY PUNCH

RUSHING CHAOS PUNCH
↓ ↙ ← + ANY PUNCH

SENSATIONAL KICK COMBO
↓ ↙ ← + ANY KICK

AIR PULSATION BLAST *
↓ ↘ → + ANY PUNCH

AIR PULSATION BLAST 2 *
↓ ↙ ← + ANY PUNCH

SUPERS

COSMIC BURST
↓ ↘ → + X + ●

AIR COSMIC BURST *
↓ ↘ → + X + ●

UNIVERSAL MELTDOWN
← → + ■ + ▲ (↓ → ↑ → ↑)

OMNI BLAST
← → + X + ●

* = (WHILE IN THE AIR)

ROGUE™



MOVES

JAW SPLITTER
↓ ↘ → + ANY PUNCH

SOUTHERN CHARM (STEAL)
↓ ↘ → + ●

ABSORBED ABILITY
↓ ↙ ← + ■ (AFTER SOUTHERN CHARM)

SKYSCRAPER DIVE *
↓ + ANY PUNCH

AIR JAW SPLITTER
↘ + ANY PUNCH (WHILE FLYING)

SUPERS

TAKE YOUR BREATH AWAY
↓ ↘ → + X + ●

KO BLOW *
↓ ↘ → + ■ + ▲

BONE BREAKING BLOWS
← → + ■ + ▲ (→ ↓ → ← ↓)

METEOR PUNCH
↓ ↙ ← + ■ + ▲

* = (WHILE IN THE AIR)

CREDITS

PARADOX DEVELOPMENT

Lead Programmer
James Guintu

Producer
Chris Parise

Team Members

Programmers
Xheryl G Durham, Ian Bullard, Mark Miller

Artists
Mark Lappin , Damon DuBois, Martin Kilner

Animators
Cory Barlog , Paul Interrante, Roger Seto, Saurav Sakur, James Che

Designers
Ben Kutcher, Eric Williams, Mark (FlipMeign) Acero

Sounds
Clive Burdon

Testers
Adam Puhl, Thomas Shin

FMV Designer
James Maxwell

Suits

Director of Operations
Teresa Chang

CEO
Christine Hsu

Special Thanks
Barclay Smith, Chris George, Dana Delalla, KKH, Ollie Ollman, Eric Williams

Thanks

We would like to say a special thanks to all our loved ones, family members and friends that had to put up with our schedule. Without your support, we would not have been able to finish this game. We would like to thank Evangeline Acero, Brandon, Stephanie Brown, Jennifer Bullard, Mom and Dad Burdon, Karen, Kristy & Steven DuBois, Lawrence Durham, Fifi & Pon-Pon, Sarah Michelle Gellar, the Gimp, Guitltadle, The Guintu family, The Haller Family, Candy, Anthony and David Interrante, Jurassic 5, Martin and Fiona Kilner, Mom and Dad Kilner, Kim Kirk, Jennifer Kutcher, Aidan Kutcher, Maya, Ken McAnall, Natasha Qauttlebaum, The Parise Familia, Phatboy, Prince for changing his name back, Sasha, Mr. and Mrs. Seto, Shadi, The Shadow Lover, Smartin, Terri & the kids, 6 Reel Pictures, 2020 LABS

ACTIVISION

Producer
Christian Astillero

Production Coordinator
Eric Grossman

V.P. North American Studios
Murali Tegulapalle

E.V.P. Worldwide Studios
Lawrence Goldberg

E.V.P. Global Pub/Brand Man.
Kathy Vrabeck

Executive Producer
Chris Archer

V.P. Global Brand Management
Tricia Bertero

Global Brand Manager
John Heinecke

Marketing Associate
Matt Geyer

Publicist
Lisa Fields

Legal
Michael Hand

QA Project Lead
Glenn Vistante

QA Senior Lead
Ben DeGuzman

QA Console Manager
Joe Favazza

QA Floor Lead
Jesse Shannon

Testers
Jeremy Evangelista, Robert Ladd, Dustin Thomas, Charles Price, Lee Casady, Kevin Spangler, Scott Kiefer, Mike Wade, Carlo Palomares, Michael Ryan, Ian Moreno, Peter Beal

Voice Talent
David Hemblen, Don Francks, Catherine Disher, Tony Daniels, Jennifer Dale, George Buza, Tim Harrison, Ray Landry, Megan Fahlenbock, Alison Sealy-Smith, Rick Bennett, Rod Wilson, Marc Strange, Jane Luk, Adrian Hough, Megan Fahlenbock, Rino Romano

Recording Session 1:
D.A.V.E.S. Toronto Canada, Paul Shubat, Ian Rodness

Recording Session 2:
Q-WEST Studios, Paul Shubat, Dan Devolin, Andrew Brown

Recording Session 3:
California Digital Post Inc., Keith Arem, John Brady

Recording Coord/Voice Dir.
Susan Hart

Casting Director—Session 3:
Brigitte Burdine

CG
Treanor Brothers

Soundtrack
PCB Productions

CG Music
Carey Chico

Sound Designers
Scorpio Sound, EFX/Wilshire Stages

Packaging and Manual
Ignited Minds, LLC

Special Thanks

Ron Doornik, Robert Kotick, Brian Kelly, Gene Bahng, Bryant Bustamante, Brian Clarke, Jay Gordon, Todd Jefferson, Joe Shackelford, David Dalzell, James Mayeda, Jennifer Daniels, Michelle Nino, Denise Walsh, Jill Barry, Chris Hepburn, Mattt Stubbs , Brian Simkin, Stacy Sooter, Vienna Ilagan, Jim Summers, Jason Wong, Jeni Ciana Chang, MJ Miranda, Melissa Chapman, Jeremy Gage, Nita Patel, Rob Lim, Gary Bolduc

MARVEL ENTERPRISES, INC.

www.marvel.com

Special Projects
Michael Farah

Legal Affairs
Seth Lehman

Sr. VP - Consumer Products, Promotions and Media Sales
Russ Brown

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision.
It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and/or its licensors. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for $15 U.S. currency per CD or floppy disk replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION and/or its licensors BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION and/or its licensors have BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE LIABILITY of Activision and/or its licensors SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its licensors and their partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, legal@activision.com.

ENTER: ELECTRO™ SPIDER-MAN 2®



Super-Villains Galore
Electro has been joined by Sandman and others in a nefarious scheme to bring the city to its knees.



New Attacks and Combos
Spidey's got a brand new bag of tricks, including Ice and Taser-Webbing!



You Are What You Wear
Create-A-Spider lets you equip Spidey with the right tools for the right job by mixing and matching suits and powers.

You don't just play it... you live it.



MARVEL
www.marvel.com

VICARIOUS VISIONS

EVERYONE
E
CONTENT RATED BY ESRB
Violence

Activision, Inc. P.O. Box 67713, Los Angeles, CA 90067.
MARVEL, SPIDER-MAN and ELECTRO: TM & © 2001 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. and its affiliates. © 2001 Activision, Inc. and its affiliates. Developed by Vicarious Visions. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation®

ACTIVISION®
activision.com