

Marvel Ultimate Alliance 2 Review

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For the most part RPG fans and comic book readers are one in the same. Yet there is a small segment of comic book readers that have given up on gaming and some gamers have given up on comics. For a game like Marvel Ultimate Alliance 2 it's possible to bring some of those disillusioned fans back to their favorite forms of entertainment. All that's needed is a good story, some good gaming concepts, mixed together and there you go. you a perfect way to bring back readers and gamers. Could it really be that easy or is this just another failed attempt at bringing superheroes to video games?

I don't know what it is about comic books and movies being brought into video games that make me cringe. No matter how good the game is or how good the story is I just feel uncomfortable playing them. This is until I discover that the game in question is actually good. With Marvel Ultimate Alliance 2 it isn't just good, it's great. The story for the game begins one year before the Marvel crossover Civil War and gives you the chance to play both sides of the conflict. The controls are easy to understand and have a complexity not seen in many other games. Also a big plus to this game is that you don't need to play the first game to play this one. So I don't feel bad about not playing the first title.

Marvel Ultimate Alliance 2 has many features that could interest any comic book fan. During the first Ultimate Alliance, players could set up "Ultimate" teams of four super heroes. In Ultimate Alliance 2 you have the chance to team up superheroes with super villains to create true Ultimate Alliances. For game fans the graphics of Ultimate Alliance 2 are just as good as the games story and controls. The environments are constantly changing throughout the game and never seem stale. There are areas of bright jungles along with dark underground worlds fit for fighting. Yet these aren't the only special features of Marvel Ultimate Alliance 2. The game also allows players to built characters with ability points as you level in the game, and you can also unlock special costumes so long as you reach the proper requirements.

The game isn't devoid of problems even if I make it sound that way. While some characters still retain their colorful outfits, others superheroes ware costumes that are too close to the game's enemies. At times you'll get lost trying to find the guy you're trying to heal, attack or join forces with. Plus the controls used to switch between characters are a little convoluted and can get confusing. There is little else to be frustrated with in Marvel Ultimate Alliance 2. I had a few issues with disc errors, but it's still unknown if this was a

problem with my Xbox 360. There are only a few tough sections of the game so if you stick with the game and don't screw up too much you might even think the game is too easy. Also with the dual storyline, replaying the game is an easy venture.

All in all Marvel Ultimate Alliance 2 is an easy RPG to complete. The story is engaging, the controls are easy to use and the characters stand out in many ways. Personally I found playing the game with Deadpool an absolute joy. I became so interested in the game and its story that I might even go out and pick up a comic book. This is ultimately the biggest triumph of the Marvel Ultimate Alliance2. It gives comic book readers a good introduction into games and gamers a good reason to start reading comics, no matter if it's the first time or the tenth. So if you're a gamer interested in comics or a reader looking for a good game, with a score of 8 out 10, you should give this game a shot.