

Fantastic 4

Review Guide (GameCube)

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Introduction

A bold experiment in space goes wrong, immediately and literally transforming the lives of four intrepid explorers and their ruthless, rich boss. When Reed Richards, Ben Grimm, Sue and her brother Johnny Storm wake up from these shocking events, they find that their DNA has been altered at the most basic level, and that they've gained some rather remarkable special powers.

Unfortunately, this same event also changes Victor Von Doom, the financier of the quartet's space experiments. However, unlike the newly formed Fantastic 4, Von Doom has more base motives in mind.

So begins the career of the Fantastic 4. Amazingly, you'll have more than just a front row seat for one of the year's biggest action adventures. From surviving the cosmic storm that changes their DNA to tackling Dr. Doom and attempting to thwart his evil plans, you'll be completely immersed in the only game that lets you relive and interact in key moments from 20th Century Fox's summer blockbuster. Close collaboration between Activision, Fox, and developer 7 Studios has resulted in authentic reproduction of all the movie's locales and characters.

Gamers will be pleased to find that the movie is merely the launching point for Fantastic 4 the game. X-Men 2 screenwriter Zak Penn has written an original story that ties into and moves far beyond the motion picture. You'll explore more than 20 all-new environments and battle several notorious Marvel Comics villains who don't appear in the movie. Over the course of your adventure, you'll travel from the depths of space to the streets of New York City to tropical jungles to the deepest underground layers of Earth.

Fantastic 4 allows you to fight with each of the super team's members, utilizing their unique powers to combat enemies, solve puzzles, and overcome obstacles. As you play, you can switch between characters for maximum effectiveness. You can also execute powerful team-based combination attacks that will leave your enemies reeling. Along the way, you'll upgrade your heroes' powers to customize the Fantastic 4 in the manner you want to play the game.

We hope you enjoy this exciting action adventure. As always, if you have any questions or comments, please feel free to call or email us.

Aaron Grant, agrant@activision.com, 310.255.2535

Characters

Here's a brief introduction to the characters you'll play as and the menacing enemies you'll square off against.

The Fantastic 4

Reed Richards: Infused with cosmic energy during an ill-fated space expedition, Reed Richards gained the power of extreme malleability, taking the title Mr. Fantastic. Reed's abilities allow him to reshape his body's mass to an astonishing degree, and radically stretch his limbs. His natural leadership instincts and brilliant mind (arguably one of the planet's greatest) have helped the Fantastic 4 almost more than his superpowers.

Sue Storm: The Invisible Woman is the emotional backbone of the team. Although she often takes a defensive role in combat, protecting teammates with her force shields, she's also a proven fighter. Affected by the same cosmic rays that changed her brother and friends, Sue gained the power to become invisible and create translucent, nearly impregnable force shields. With these shields, she can not only create tiny projectiles for long-range strikes, but also use them to levitate and propel objects around her.

Johnny Storm: With the cosmic ray-induced ability to generate and control flame, Johnny Storm—the Human Torch—is fiery in both appearance and persona. When “flamed on” he can fly at high speeds and launch fireballs from his hands. The youngest member of the team, Johnny is quick to use brawn over brain, and often charges into situations without considering the consequences. Luckily, the Human Torch is a powerhouse and is devastating in long-range combat.

Ben Grimm: With superhuman strength and a tough hide of rock, the Thing is the Fantastic 4's human tank. A talented pilot and astronaut, Ben Grimm was exposed to the same body-altering cosmic rays that changed his friends. As the Thing, Ben can lift extraordinary weights and withstand nearly any attack. This power comes at a price, however, because the Thing is easily the slowest-moving member of the team. Even more difficult for Ben to surmount, however, is the permanent and visible nature of his transformation. Still, Ben remains the kidder and can usually be found cracking jokes, even in the heat of battle—most often at the Human Torch's expense.

Super Villains

Victor Von Doom, aka Dr. Doom: The fifth member of the team that went into space, Victor Von Doom's transformation came in the form of metal alloy skin and the ability to create and control electricity. Jealous of Reed's intellect and emotional connection with Sue, Dr. Doom will stop at nothing to put an end to the Fantastic 4. In Marvel Comics' rich history, Dr. Doom is one of the most menacing super villains of all time.

Mole Man: A classic super villain from the earliest days of the Marvel universe, Mole Man doesn't appear to be much of a threat at first glance. His legions of underworld creatures, however, are prepared to do this insane genius' bidding and constantly threaten the surface world.

Diablo: Master of the alchemic arts, Diablo uses his potions to challenge nature and secure his domain in the jungles of Tikal. He's able to create golems out of basic elements to do his bidding. Powerful though they are, Diablo's potions are often flawed because of limited duration.

Dragon Man: Currently imprisoned in the Vault, Dragon Man is a flying, fire-breathing menace. What he lacks in intelligence, he makes up for in raw power.

Blastaar: Blastaar is originally from the anti-matter universe known as the Negative Zone. He came to Earth in hopes of conquering it, but ended up imprisoned in the Vault with other super villains. Both cunning and cruel, he's a formidable foe.

Annihilus: Cosmic power harnessed by a control rod grants Annihilus super-human strength and extends his lifespan to near-immortality. With superior intelligence and a mastery of the alien technology that spawned him, this monster has dedicated his existence to conquering any being who threatens his insane quest for power.

Puppetmaster: Also known as Philip Masters, the Puppetmaster is an expert sculptor who discovered years ago that he could control others using objects sculpted from mysterious radioactive clay. He also happens to be the stepfather of Alicia Masters, and has vowed to protect her from anyone or any *thing* that poses a danger to her.

Playing Fantastic 4

First off, we highly recommend grabbing an extra controller and playing Fantastic 4 in co-op mode with them. Exploring and sharing in the game's full story and frenetic gameplay is extremely entertaining with a friend.

Once you've started the game, you'll watch a cinematic scene that introduces the main characters and sets up the frightening events that serve as the catalyst for the Fantastic 4's origin. Notice that the characters look very similar to how they appear in Fox's motion picture. Close collaboration between Activision, 20th Century Fox, and developer 7 Studios has resulted in a highly authentic depiction of the movie's heroes, villains, and environments.

Fantastic 4 creates tension right from the start. You're in control of space pilot Ben Grimm. Your urgent mission is to move around the space station and adjust the shields so it is protected from an incoming cosmic storm.

Unfortunately, just when you get outside, Reed informs you that the storm is approaching more rapidly than he anticipated. You're going to have to get these shields down ASAP.

This level serves as great primer for Fantastic 4's basic controls. Move Ben forward along the space station's exterior to the illuminated "4-spots"—these indicate locations where members of the Fantastic 4 should perform a specific action by pressing the ACTION key. When the cosmic blasts start pelting the station, try to help Ben avoid them.

Unfortunately, as the subsequent cinematic displays, Ben's heroic effort goes for naught. But on the bright side, the Fantastic 4 has been born.

DID YOU KNOW?

Several key features add depth, complexity, and extra challenges to the Fantastic 4:

- **Super moves:** Each character has a special high-damage move accessed by pulling the COSMIC TRIGGER and pressing the JUMP button. These moves become available as you complete three and four-hit combos. When the gold "4" lights up in the upper left corner of the screen, supers are available.
- **Team combos:** Characters can perform special maneuvers with each other. To perform a team combo, walk up to a hero that has grappled an enemy. (You can grapple an enemy with one hero, then switch to a second hero.) Face the grappling hero and press the Grab button.
- **Buddy Buffs:** Your heroes can use their powers to help each other out. Pull and hold the COSMIC TRIGGER and press a direction on the D-pad to help the character corresponding to the direction pressed. You can call for help from by pressing the direction corresponding to the hero you're controlling.
- **Arena Fight:** Accessible from the main menu, you can practice your battles skills and even compete against friends for most knockouts. As you play through F4's main storyline, you'll unlock arenas and enemy sets here.
- **Bonus content:** Select the BONUS button in the Main Menu to access unlockable levels, movies, and art. You can purchase bonus items in-game via the Upgrades screen.

Reed's Escape

After the cataclysmic events in space, you find yourself in control of Reed Richards. This portion of the game takes place in a hospital. After discovering that Reed's body has undergone some remarkable changes, you'll be prompted to move another 4-spot. The game uses these illuminated F4 logos to indicate locations where your characters can perform character-specific action. Each hero has a designated color 4-spot.

Walk up to the computer and activate it. You'll engage one of Fantastic 4's various gameplay challenges. Throughout your experience, a variety of mini games will challenge your heroes with brain-bending puzzles and fast-twitch sequences you'll have to successfully complete in order to keep moving forward.

Not surprisingly, Reed's mini games involve using his powerful mind to hack computers and other electronic and digital devices. To succeed, you have to line up the concentric rings of energy streams from the outside of the ring to the center before time runs out. This one's easy, but later in the game it becomes much more challenging, with multiple streams in each ring layer.

Once you've hacked the door, you'll encounter some security bots intent upon knocking you out. You're going to have to fight them. For now, use your LIGHT ATTACK and HEAVY ATTACK to damage and destroy them. Later in the game, you'll be able to combine these attacks into three- and four-hit combos that deliver extra damage.

You should also try picking up objects with the GRAPPLE button. Once you've picked up a table, chair, or other object, you can hurl it at enemy units by pressing the GRAPPLE button again. Keep in mind that Mr. Fantastic can use his stretching powers to pick up objects—and enemies—that are far away.

Once you've dispatched this first set of Bots, move forward. Hack the security grid and you'll activate a powerful ally – one of Victor's security escort bots. In addition to fighting alongside the rest of the Fantastic 4, the game also occasionally pairs you up with AI-driven buddies who will accompany you and fight to protect your character(s).

Follow the security Bot. You'll enter a large room with Windows. Enemy security Bots come crashing through the windows. Here's your first opportunity to experiment with your super powers. In addition to the ability to stretch at will, Reed Richards has an awesome stretch punch. This causes much more damage than a "normal" punch and allows Reed to hit targets that are far away—like the robots firing energy blasts at you from outside the window.

Once you've dispatched these baddies, move into the next area—a long corridor. A secret unlockable is located behind a counter here. Jump behind the counter and you'll find a context-sensitive illuminated F4 icon in the corner. When

activated, Reed will stretch up to pull a lever, located just out of the player's normal view that causes an unlockable item to fall. Each mission in the game will have one such unlockable, so keep your eyes open.

It's likely that at some point during this exchange, a character upgrade will become available for Reed. One of Fantastic 4's most interesting features is that over the course of the adventure, you will customize the Fantastic 4's powers and skills by deciding which upgrades to select. If you like slugging, you can develop your characters' melee combat skills. If you like a more cerebral approach, you can go that way too.

For now, you can only upgrade Reed's Stretch Punch. Do it and Reed will become stronger.

Move forward some more, and you'll encounter another hacking puzzle. As promised, this one's a little more complicated. There are now two streams in the outer ring. Trial and error will get you past this. Enter the door to your left. You'll have to engage in one more hacking puzzle; this time even trickier.

Nice going—you've just helped Reed make his escape.

Mission's End

Each time you finish a mission, an end of mission screen rates your effectiveness at accomplishing the primary and secondary objectives. This screen—a report card of sorts—also details how many special combat moves you pulled off and any secrets you uncovered.

Accomplishing secondary objectives—in **Reed's Escape**, these include defeating every single enemy—will result in your heroes gaining extra health, powers, or unlockable bonus content you can access from the main menu.

You'll also gain points for how well you fight. Combo attacks, special moves, and more all add up to help your heroes become stronger, faster, so don't neglect them!

Johnny Storm becomes the Human Torch

This level begins with Johnny Storm surprising a nurse—and himself—with his fiery abilities. Alerted to the Fantastic 4's powers by Reed Richards' defensive aggression, however, the security robots immediately set about extinguishing the man who has just become the Human Torch.

Move from your hospital room into the corridor. Take on the security robots. In the room up the hallway and to your left is an F4 secret. Grab it and you'll unlock a special room in Fantastic 4's Arena Fight mode (described above).

This is a good opportunity to learn Johnny's Fireball attack, an indispensable move which allows him to strike targets across rooms and corridors with only a small hit to his cosmic energy. Power this attack up as you play, and it eventually becomes extremely powerful. You can use the TARGET button to target enemy

robots or soldiers at any time – this way you can direct Johnny’s ranged attacks at the enemy you wish.

You can also dodge while an enemy is targeted. While you’re holding down the TARGET button to shoot fireballs (or in Sue Storm’s case, force projections) at the enemy, simply move the analog stick left and right to avoid incoming attacks.

After you’ve knocked out this wave of enemies, more security robots will attack you from behind. Take them out, then hustle back up the corridor to engage another pair of these tin menaces. The doors in front of you will open up to a records-keeping room, where you’ll encounter some more security bots. Destroy them and make for the door on the other side of the room, which leads to a corridor.

More robotic soldiers will come at you from the doorway at the other end of the corridor. This is a great opportunity to use your targeting and your Fireball attack. Once you’ve eliminated them, move to the end of the corridor and enter the doors there into the next corridor.

A horde of robots bum rushes you when you enter this corridor, but clever actions can help the situation. Right by the doors where the robots have entered, you’ll notice a set of gas canisters. Because Fantastic 4 allows full interaction with objects in the game environments, let a few fireballs fly at those tanks. This will set off a fiery explosion that will destroy and/or weaken the waves of sentry robots.

At some point during this fight, your actions may earn you the opportunity to upgrade Johnny’s attacks. Take advantage of the opportunity to upgrade the Torch’s Fireball attack. Later in the game, you’ll have more options regarding upgrade paths.

Once you’re done clearing out this area, move on to the room behind the (hopefully ablaze) gas canisters. You’ll encounter a few more sentry robots here, and Johnny’s first mini-game challenge, designated by the glowing red Four-spot on the floor. Move to it and activate it. Succeed and the Torch will use his flames to carve a hole in the steel doors. Each member of the F4 will be challenged with these sorts of mini-games throughout the game.

You’re almost finished. Once you get through these doors, you’ll be attacked again. You’ll also learn how to perform Johnny’s whirling ultra-powerful FIRE VORTEX ATTACK, which allows you to damage multiple enemies at the same time. You’re going to need it because right after you come through these doors, a gaggle of security bots are going to swarm you.

Destroy them all. You’ve just finished your second mission!

Sue becomes invisible

Now it's Sue Storm's turn.

When Sue wakes up, you'll learn how to help her turn invisible. Each character in the Fantastic 4 has multiple strengths. Sue's is invisibility, which allows her to sneak through areas the other members of the F4 cannot. Be careful—when Sue is using her invisibility, her power meter will drain. Once it hits zero, she becomes visible again. Upgrades can help her power last longer.

Use Sue's power to make your way past the security bots outside her hospital room without being detected. Move up to the guard Bot behind the desk. Freeze the guard Bot with Sue's Freeze attack, which traps the target in a force field. Now jump over the desk. If you'd like, you can keep moving forward by jumping over the next desk and moving into the next corridor.

We recommend experimenting with Sue's powerful invisible attack. Later in the game, you'll need it. When Sue's invisible, if you maneuver her directly behind an enemy and press the ATTACK button, she'll execute a powerful, acrobatic move that will deal heavy damage to an enemy—sometimes even disabling them with a single blow.

After you've moved past or defeated the guard Bot, activate your invisibility again. Sprint down the hallway and make a left. If you maintain your invisibility, none of the guards will see you and you'll be able to make it to the room at the end of this hallway. If you lose your invisibility, you'll set off the alarms and have to fight your way into the room.

Once you get here, take out the small sentry. Sue will find Reed, and they'll have a short conversation about what's happening to them. Immediately afterwards, they'll be attacked by a group of mechanized sentries.

This will be your first taste of group combat. The action is similar to playing with the F4 members individually, except that you can switch between the members of the Fantastic 4 by using the DIRECTIONAL PAD on your controller. Dispatch these metal annoyances. While you're fighting, feel free to switch between Reed and Sue. Later in the game, you'll want to actively switch between members of the Fantastic 4 to maximize your effectiveness in combat.

Once you've succeeded, switch to Reed and move over to the computer panel (designated by a blue 4-spot). You'll activate another hacking puzzle. Solve it and you'll open the door by the computer panel.

Before you go through the door, make sure you shield Reed so that he can pass through the energy field without taking damage. Fantastic 4 allows each of the F4 members to help each other and also to call for help. This process is called buddy buffing, and is easy to activate. Now that's teamwork.

Solve one more hacking puzzle and you're finished. You're almost at the end of the entire level.

Ben's rampage

It's clobberin' time. Ben Grimm has been transformed into the orange pile of rocks known as Thing, and he's not happy about it. He's also not happy about being attacked by those pesky security bots. Let's rectify the situation.

Strong and able to withstand a great deal of punishment, Ben is a classic toe-to-toe brawler. Right off the bat, learn his COSMIC JUMP – it can deal a tremendous amount of damage to and knock back any surrounding enemies. Use the Cosmic Jump to disable the first group of sentry drones. Fun, huh?

More security bots are on the way, which will give you plenty of opportunity to practice Ben's array of moves. As examples, he can pick up poles and other objects and use them as weapons. He can also grab an enemy and punch them out while he's holding them. Finally, he can POWER CHARGE enemies.

Tip: Try to destroy as many objects as you can in this level. If you destroy 15 objects, The Thing will receive a nice bonus at the end of this level.

Once you've cleared the room, Sue, Johnny, and Reed will find Ben, who is more than a wee bit ashamed of his new looks. To let the other members of the newly formed Fantastic 4 in, you'll have to engage in a fast-twitch mini-game that challenges you to rapidly press the controller button as fast as you can.

Unfortunately, once you've accomplished this and opened the doors with Ben's super strength, an ultra-powerful security Bot will enter the room. In classic arcade boss battle style, you're going to have to take this hunk of metal out in a frantic, challenging four-way battle to win.

Switch between the members of the Fantastic 4 – and don't forget they can buff each other to enhance and/or combine powers. Once you've done a significant amount of damage to the Guardian Bot, switch to The Thing and attack him. You'll trigger a finishing sequence which will challenge you with a timing mini-game. Get it right, and Ben will execute a devastating (and awesome-looking) attack upon the robot.

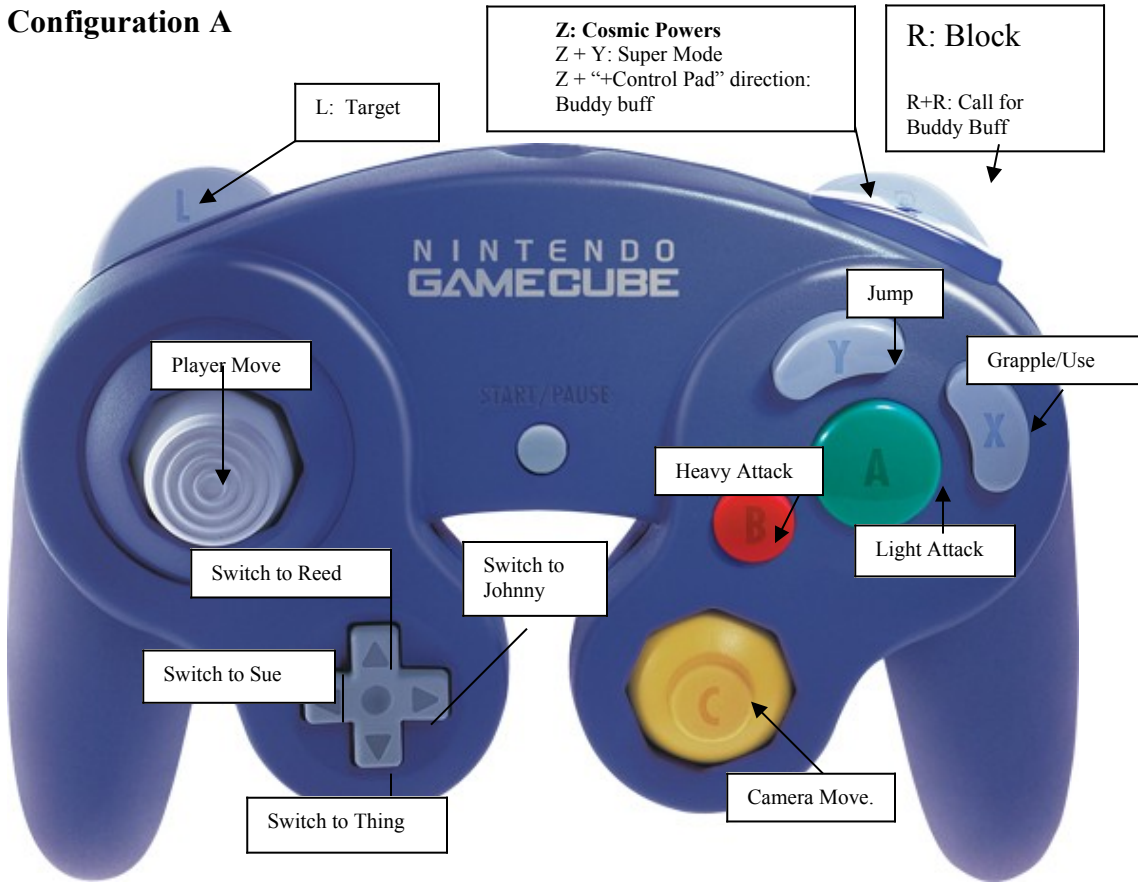
Nice going – you just finished your first complete F4 mission. Don't get too cocky though—the rest of the game won't be this easy.

We encourage you to enjoy the rest of the Fantastic 4. Amazing locales and stunning battles await you. Again, if you have any questions or comments, please feel free to contact us.

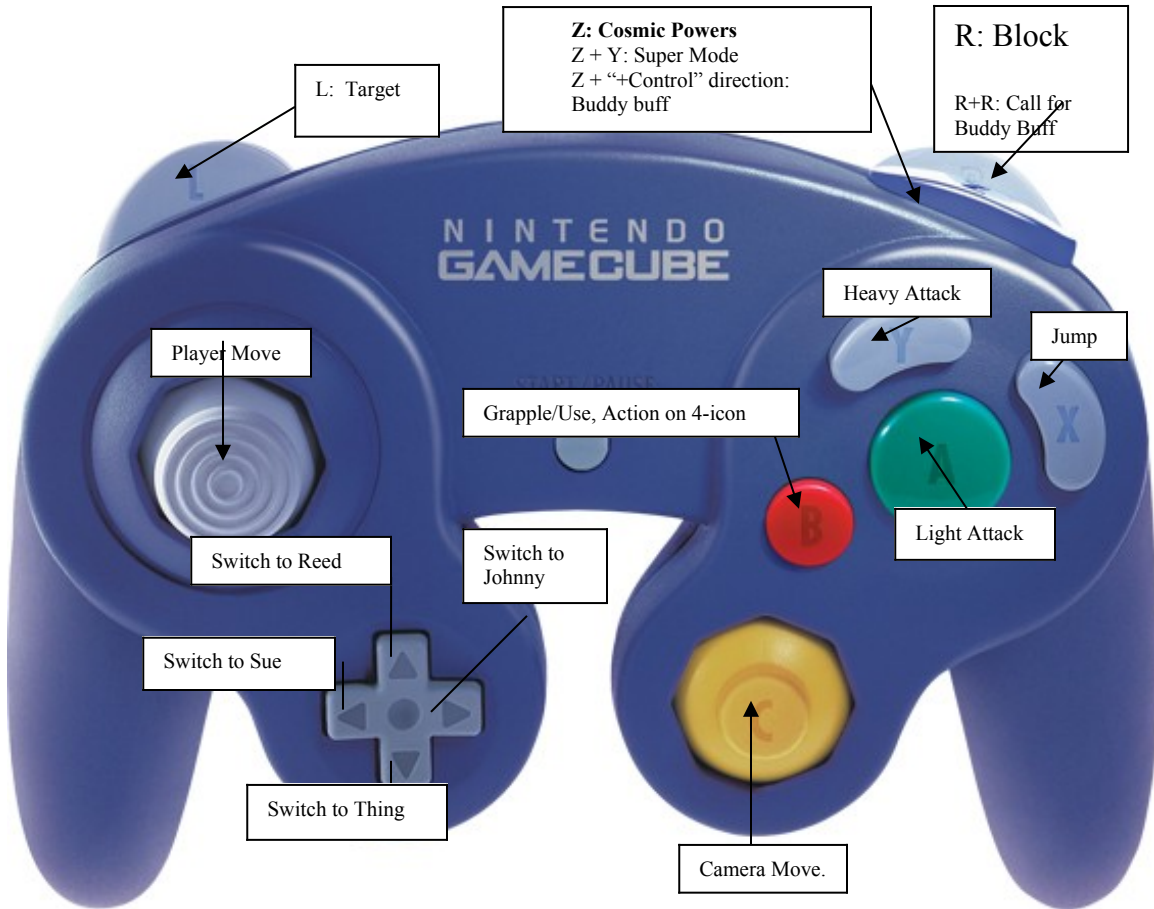
GameCube Control Scheme

Fantastic 4 features three different control schemes, which allows players to establish the most comfortable method for controlling Reed, Sue, Johnny, and Ben.

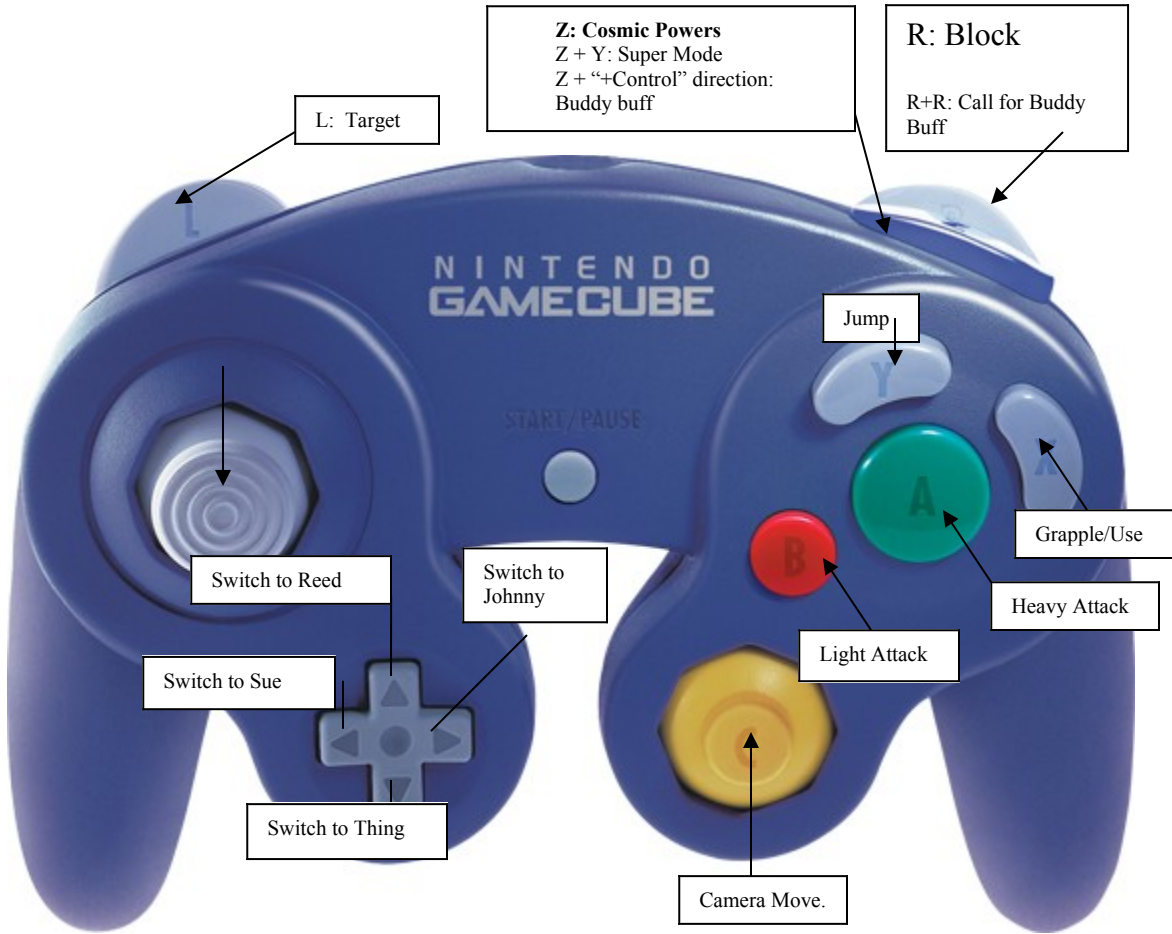
Configuration A



Configuration B



Configuration C



5 Exciting Key Missions

Fantastic 4 features an endless series of amazing adventures. Here's a brief description of five of the most entertaining missions.

The Brooklyn Bridge: Feeling lonely, ugly, and outcast, Ben is walking down the pedestrian walkway of the Brooklyn Bridge when he witnesses a horrific accident. A fire truck collides with a smaller car and chaos ensues on the bridge. Reed, Johnny, and Sue arrive shortly afterwards, and the four heroes attempt a daring rescue of civilians trapped in their cars and the fireman still trapped in the fire truck, which is precariously dangling off the edge of the bridge. This frenetic level requires the player to switch between all four members of the Fantastic 4, and includes a number of varying gameplay objectives. This mission occurs early in the game, shortly after the events described above in the walkthrough.

Moleman's monstrosity: This mission occurs about a third through the game. Having pursued Moleman through his underground lair, the Fantastic 4 rejoin the surface world to destroy the Moloid King, a giant creature Moleman has unleashed which has smashed through the underside of a New York City street. The Fantastic 4 must fight together as a team to destroy this monstrosity and drive Moleman back underground.

Invasion of the Natural History Museum: This mission occurs midway through the game. In a desperate bid to save his daughter, Alicia Masters, from the Thing, who he perceives as a threat, the Puppetmaster brings to life the mummies in New York City's museum of natural history. Ben and Reed must protect the civilians from danger, shut down the museum's security system, and find a way to save Sue Reed, who gets trapped in the early stage of the invasion.

The Vault (and Dragonman): About two-thirds through the game, the Fantastic 4 stage a daring rescue of Ben Grimm from the Vault, a high-security lockup for the world's most dangerous super villains. The end of this level is a riveting boss battle against Dragonman that consists of a frantic chase through the Vault, which the crazed villain is destroying. After a few slippery escapes, the heroes catch up to him and duke it out in a manic, tension-filled battle on an out-of-control elevator that is one of the best in the game.

Final Battle: You'll have to play this far to find out what happens, but the game's final battle against Doom is a fast-paced multi-stage affair that's exhilarating and exhausting.