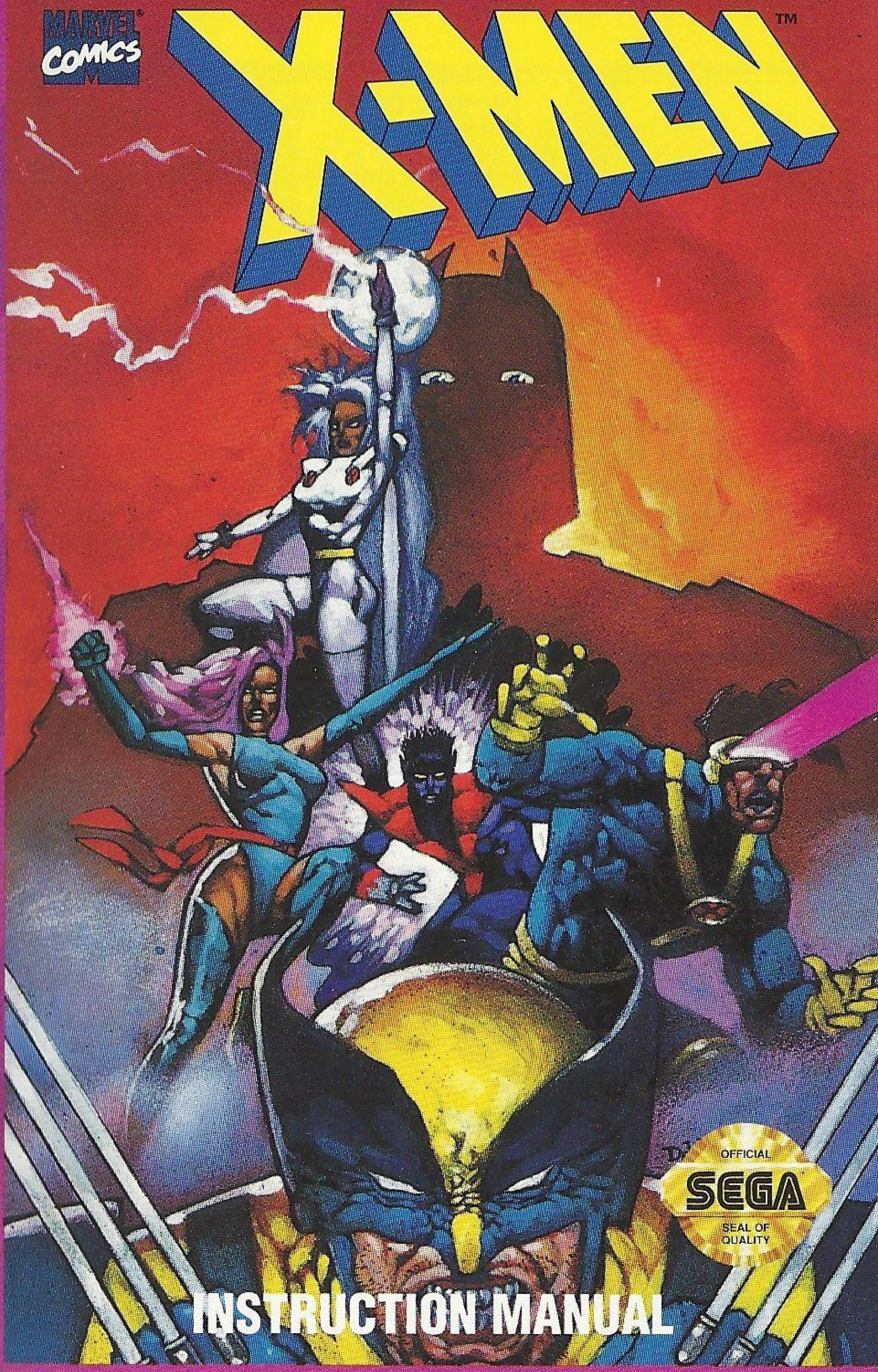
GAME GEAR™

MARVEL® COMICS

X-MEN™



OFFICIAL SEGA SEAL OF QUALITY

INSTRUCTION MANUAL

SEGA™

EPILEPSY WARNING

Read Before Using Your Sega Video Game System

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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.**

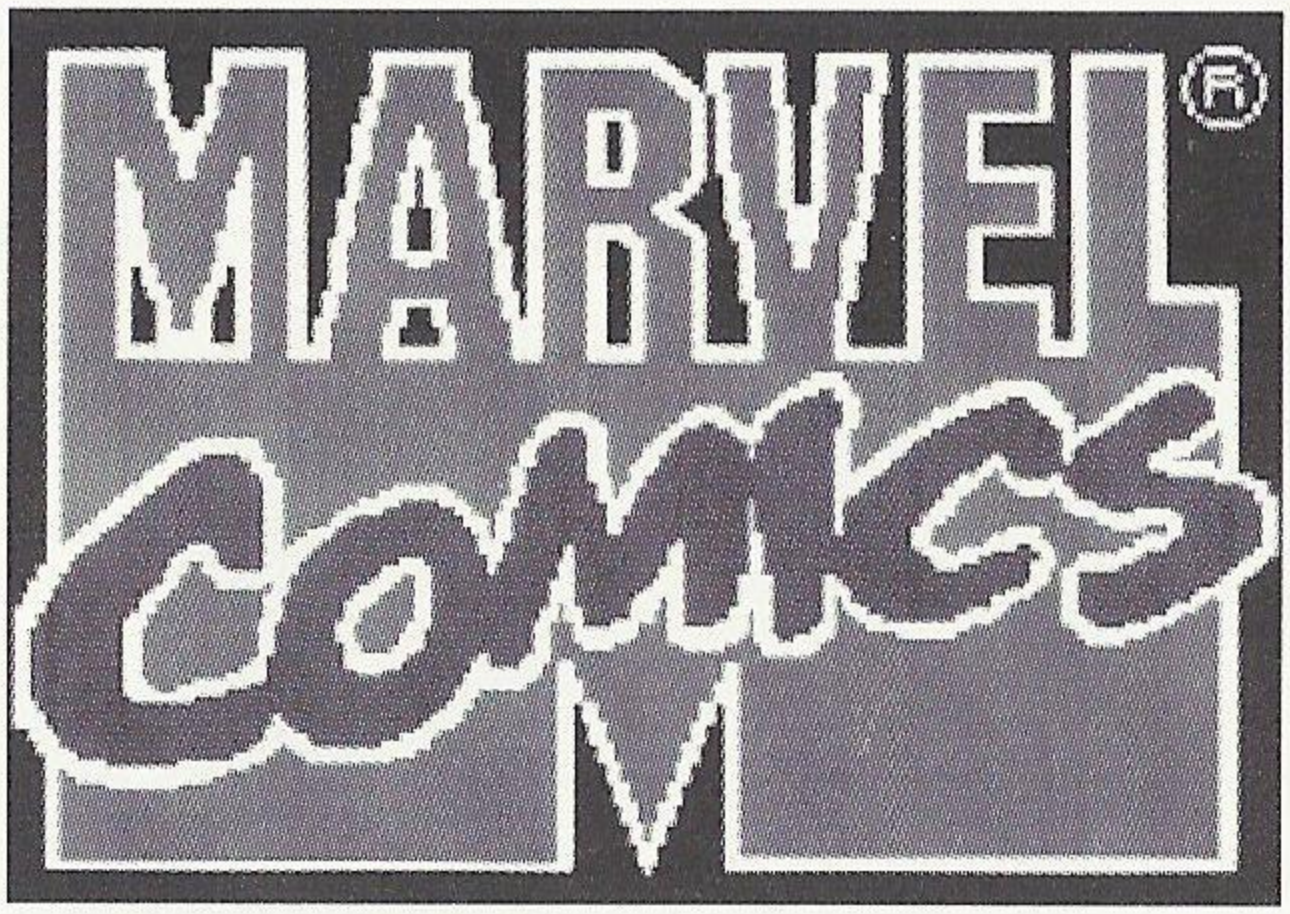
HANDLING YOUR CARTRIDGE

- The Sega cartridge is intended for use only on the Sega Game Gear.
- Do not bend the cartridge, crush it or get it wet.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the cartridge.

SEGA'S GAMEPLAY HOTLINE

1-415-591-PLAY

WE USE RECYCLED PAPER.



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ASSAULT OF THE MUTANT FORCE!

A new evil threatens the lives of the X-Men! When Professor X hears that his evil half-brother, the Juggernaut, is attacking Hoover Dam, he sends Cyclops and Wolverine to stop him. Meanwhile, Storm, Iceman, Rogue, Nightcrawler and Psylocke are called away to help the U.S. Army defeat a mysterious group of evil mutants running amok in Central Park.



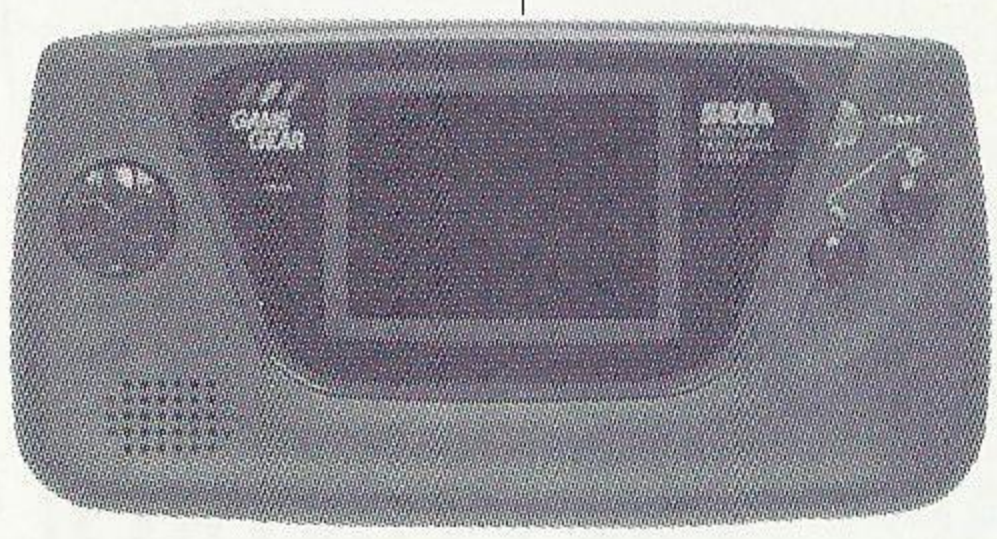
Wolverine and Cyclops find no trace of Juggernaut at Hoover Dam, and return home. In the meantime, the rest of the X-Men have disappeared from their battle in Central Park! Eye-witnesses report that the evil mutants have taken the X-Men hostage. The military could only look on helplessly. But who are the X-Men's captors? What is the motive for the abduction?

Professor X uses Cerebro to track down the missing mutants. Each one is being held in a separate stronghold. And it becomes increasingly obvious that Magneto is responsible.

Now it's up to Wolverine and Cyclops to launch a counterstrike to save their captured comrades. Wolverine is ready to slice and dice whatever gets in his way with his razor-sharp adamantium claws! Cyclops will use his searing optic blast to destroy his enemies with a glance! But will even these uncanny powers be enough against overwhelming odds? The answer is up to you!

Defeat Magneto's lackeys and free the rest of the X-Men fast. You'll need the entire team when you face the Master of Magnetism in the final battle. The forces of evil are waiting! There's no time to lose! The fate of the X-Men is in your hands!

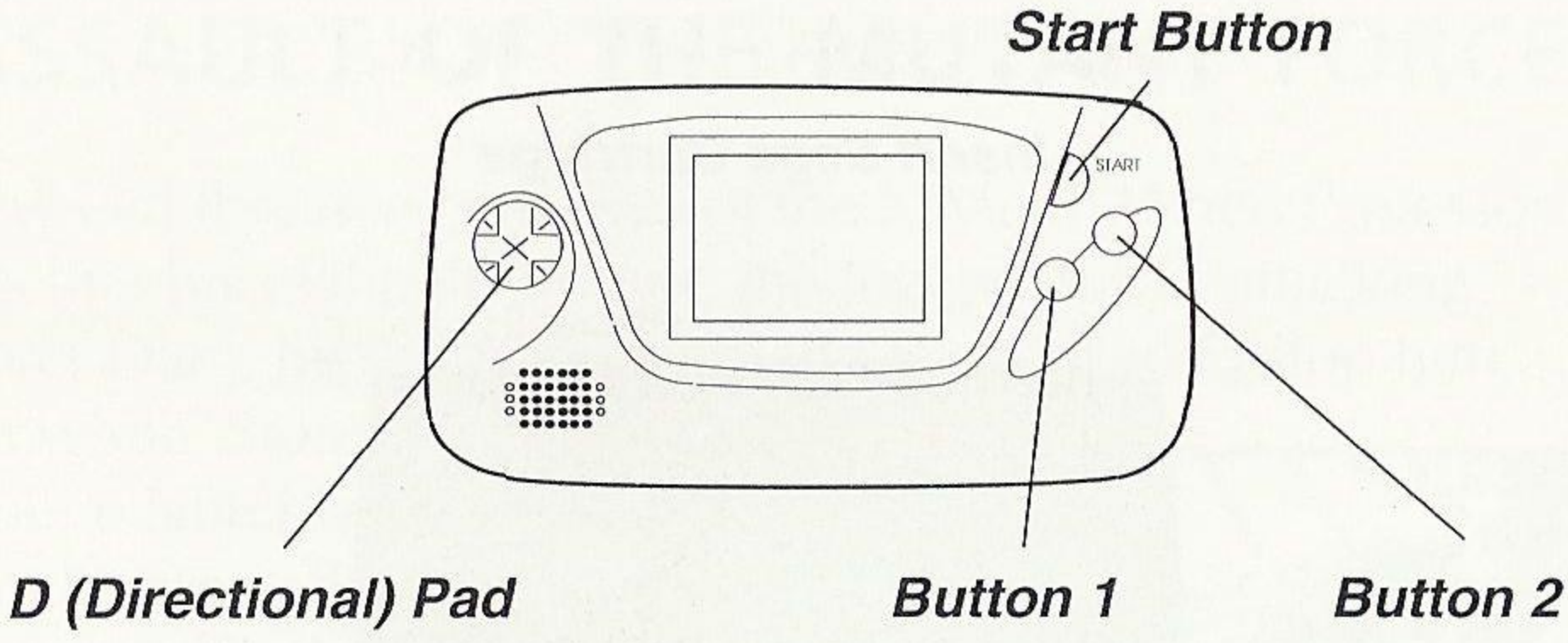
Insert Sega Cartridge



Always turn the power switch OFF before inserting or removing the cartridge.

SETTING UP

1. Set up your Sega™ Game Gear™ and make sure the power switch is OFF.
2. Insert the *Marvel Comics' X-Men* cartridge into your Game Gear and turn the power switch ON.
3. In a moment, you'll see the Title screen, followed by game demos of the X-Men in action.
4. Press the **Start** button to go back to the Title screen.
5. Press **Start** again to begin.



BUTTON CONTROLS

START:

- Select a difficulty level on the Options menu and go on to the Danger Room.
- Start the game from the Danger Room.
- Turn mutant power ON/OFF. (Press **Button 1** to use it.)
- Hold down briefly to **Pause**. Press again to resume.

D-PAD:

- Choose a difficulty level on the Options menu.
- Choose your superhero and destination in the Danger Room.
- Move your X-Men during the game.

BUTTON 1:

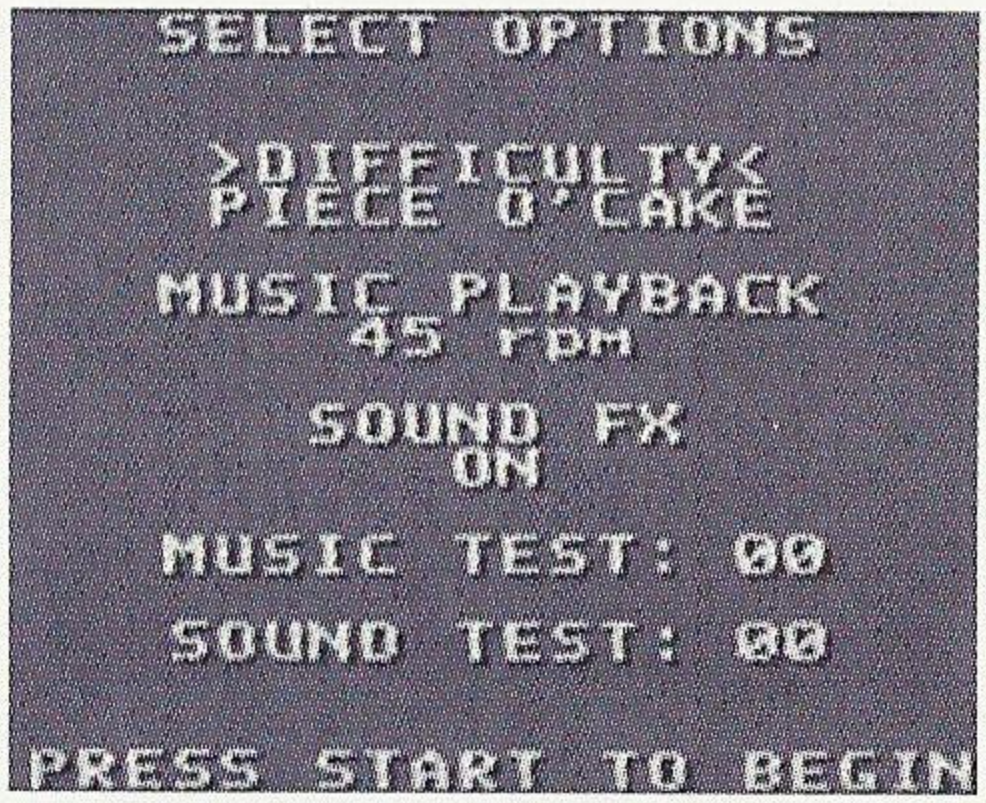
- Punch.
- Use your mutant power for attacks after pressing **Start**.
- In **Pause** mode, return to the Danger Room.

BUTTON 2:

- Jump. Press twice for a spin jump.
- For Rogue and Storm, press **Start** once, then press **Button 2** twice to fly.
- For Nightcrawler, press **Start** once, then press **Button 2** twice to stick to walls.

CHOOSING OPTIONS

Press the **Start** button on the Title screen to see the Options menu:



1. Use the **D-Pad** to highlight your choice and change its setting.
2. Press **Start** to go on to the Danger Room.

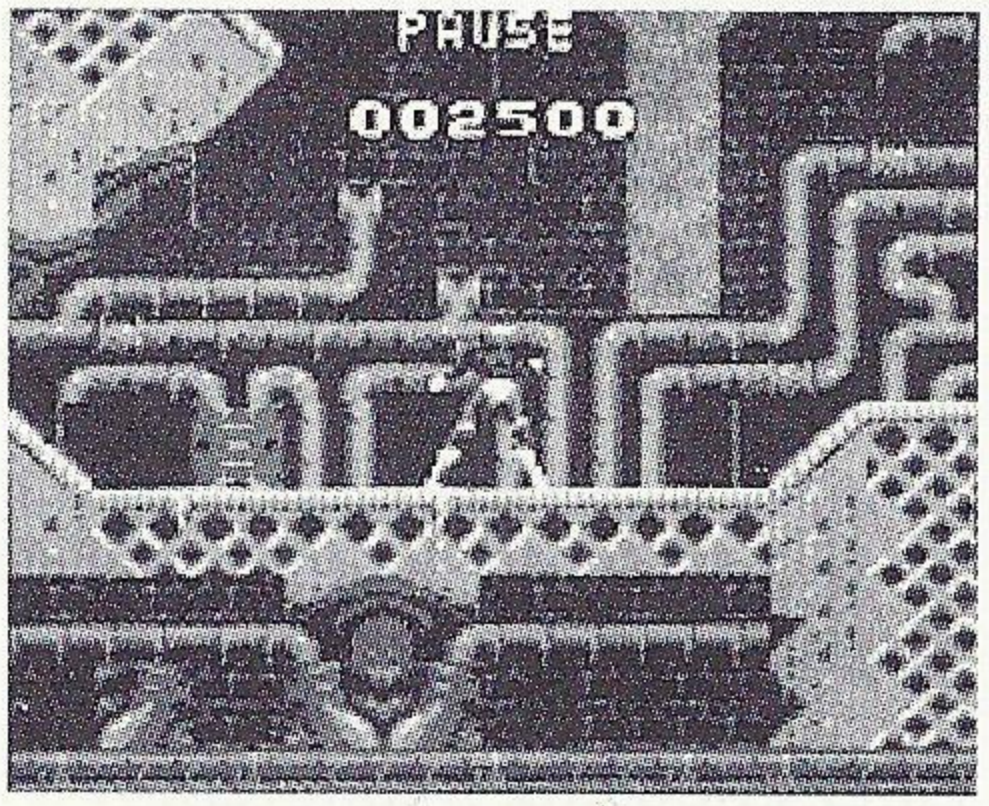
DIFFICULTY:

Piece O' Cake: Play through four of the six levels while you learn the button controls.

I Don't Think So: Take the challenge! Play all six levels and face all of Magneto's archvillains and henchmen!

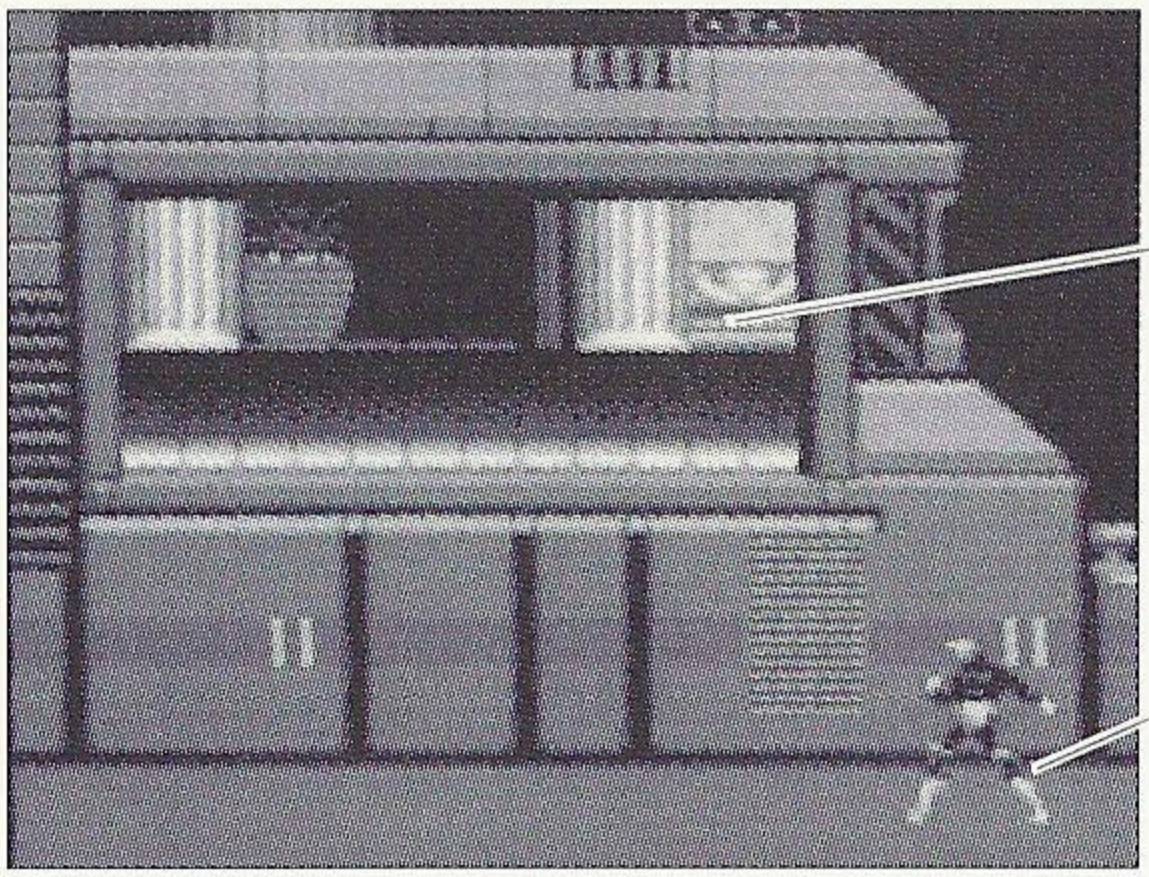
PAUSING THE GAME

During a game, hold down the **Start** button briefly to pause the action. When the Pause screen appears, you can:



- Check out your current score.
- Press **Start** again to resume the game.
- Press **Button 1** to return to the Danger Room, where you can select a different X-Men and/or level. (See page 6 for details.)

USING THE DANGER ROOM



TO SET UP YOUR X-MEN MISSION:

1. Press the **D-Pad** RIGHT or LEFT to select your combatant from the X-Men available. (You gain more X-Men as you complete the levels.)
2. Press the **D-Pad** UP or DOWN to select your destination. (The final level, Avalon, becomes available after you complete all the other levels.)
3. Press **Start** to begin the mission.

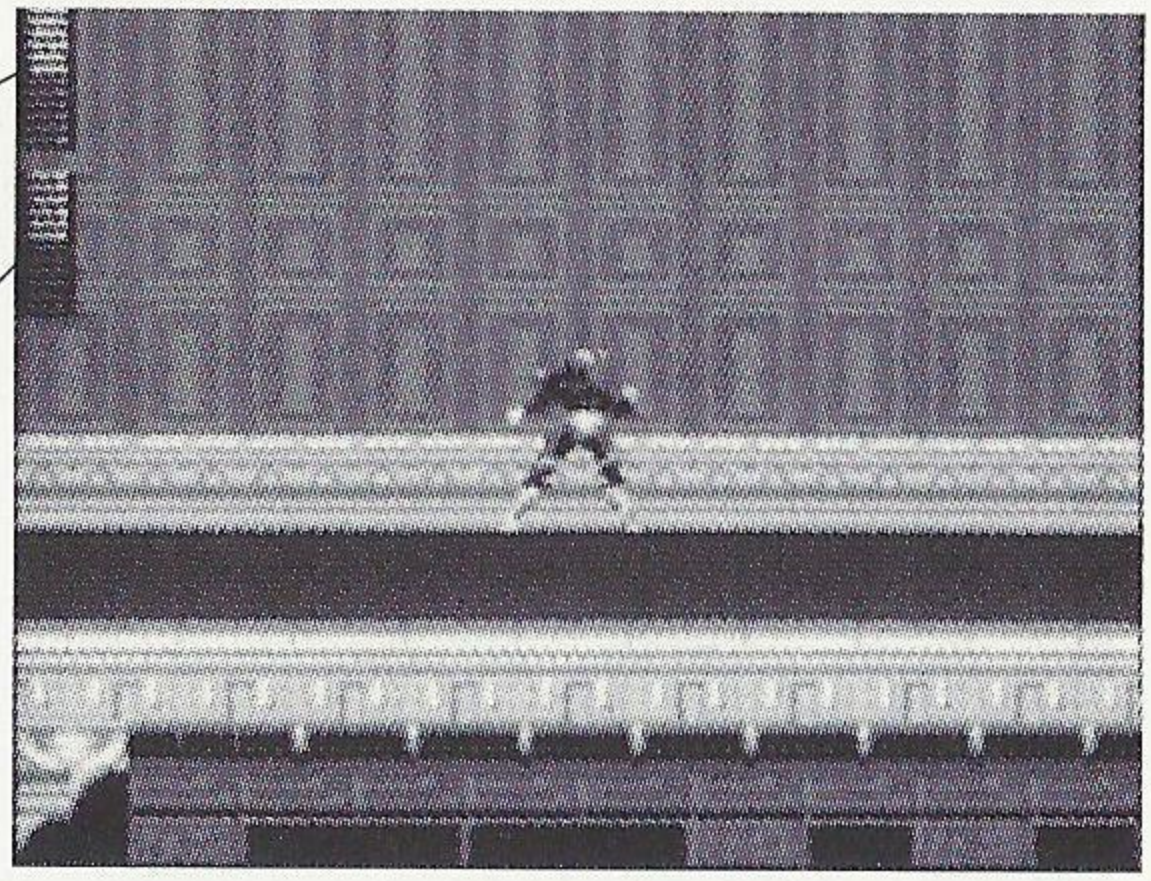
TO RETURN TO THE DANGER ROOM:

You return to the Danger Room when you clear a zone, when your superhero is overpowered, or when you press **Button 1** while the game is paused.

After choosing a different X-Men and/or level, press **Start** to continue.

> ***Note:*** *Once a hero is disabled, you cannot choose him or her again.*

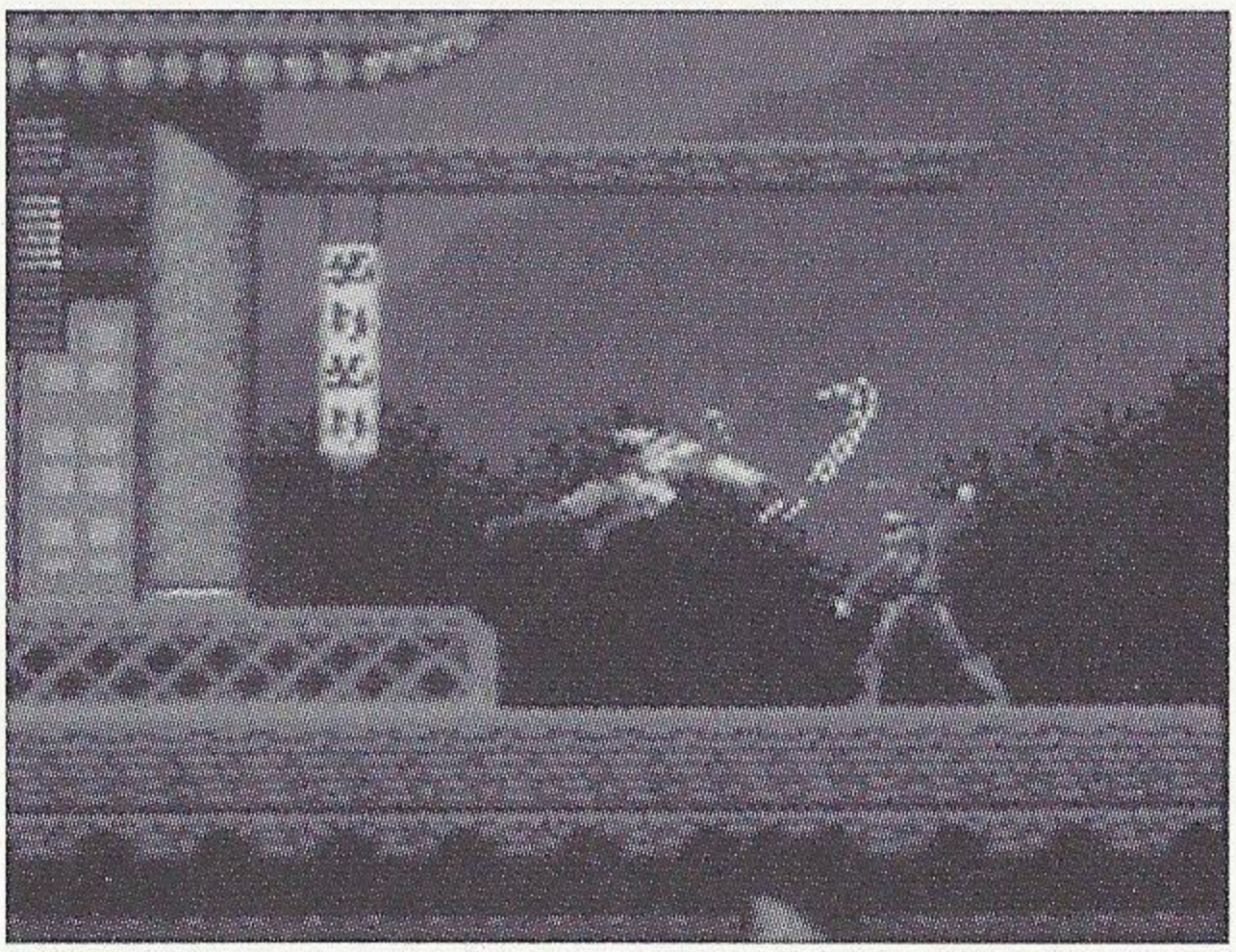
X-TREME ACTION!



An unknown force has snatched the X-Men away-team and imprisoned each member in a different stronghold. Lead the do-or-die counterattack to liberate your comrades — as the fate of all mutants hangs in the balance!

- Your **health** decreases with every hit you take. If your health bar disappears, your hero is disabled and you return to the Danger Room. If all available X-Men are overcome, evil triumphs!
- Wolverine alone has the power to heal himself. His health bar restores itself if he remains unhurt for a period of time.
- Your **mutant power** decreases each time you use it, and slowly regenerates between uses. Use this unique ability wisely. If the bar zeroes out, your power disappears with it.
- Danger lurks on every ledge, behind every wall and down every tunnel. Assailants fight dirty and attack from all directions. Stay alert!
- Every zone is a maze. You must find hidden passages and use a lever to shift an impassable obstacle. Keep your eyes open to figure out how to advance.

COMBAT X-PERTISE

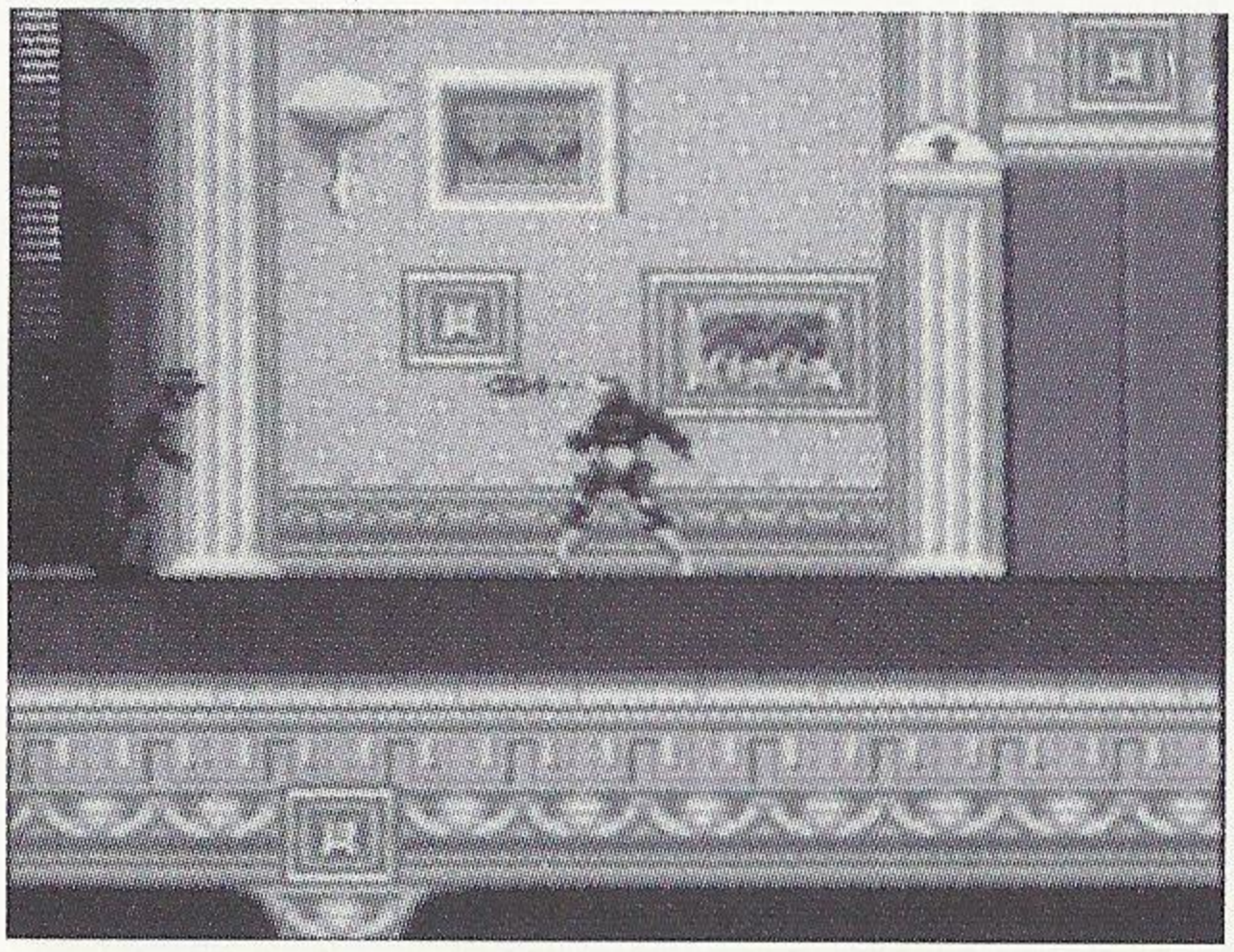


WOLVERINE

Button 1 ---------- Punch.
D-Pad DOWN + Button 1 ---- Punch from a crouch.
Button 2 ---------- Jump.
Button 2 twice ---------- Spin jump.
Button 2, then Button 1 ------- Flying punch.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, extending Wolverine's lethal adamantium claws.
2. Press **Button 1** to slash.
3. Press **Start** again to withdraw the claws.



CYCLOPS

Button 1 ---------- Punch.

D-Pad DOWN + Button 1 ---- Punch from a crouch.

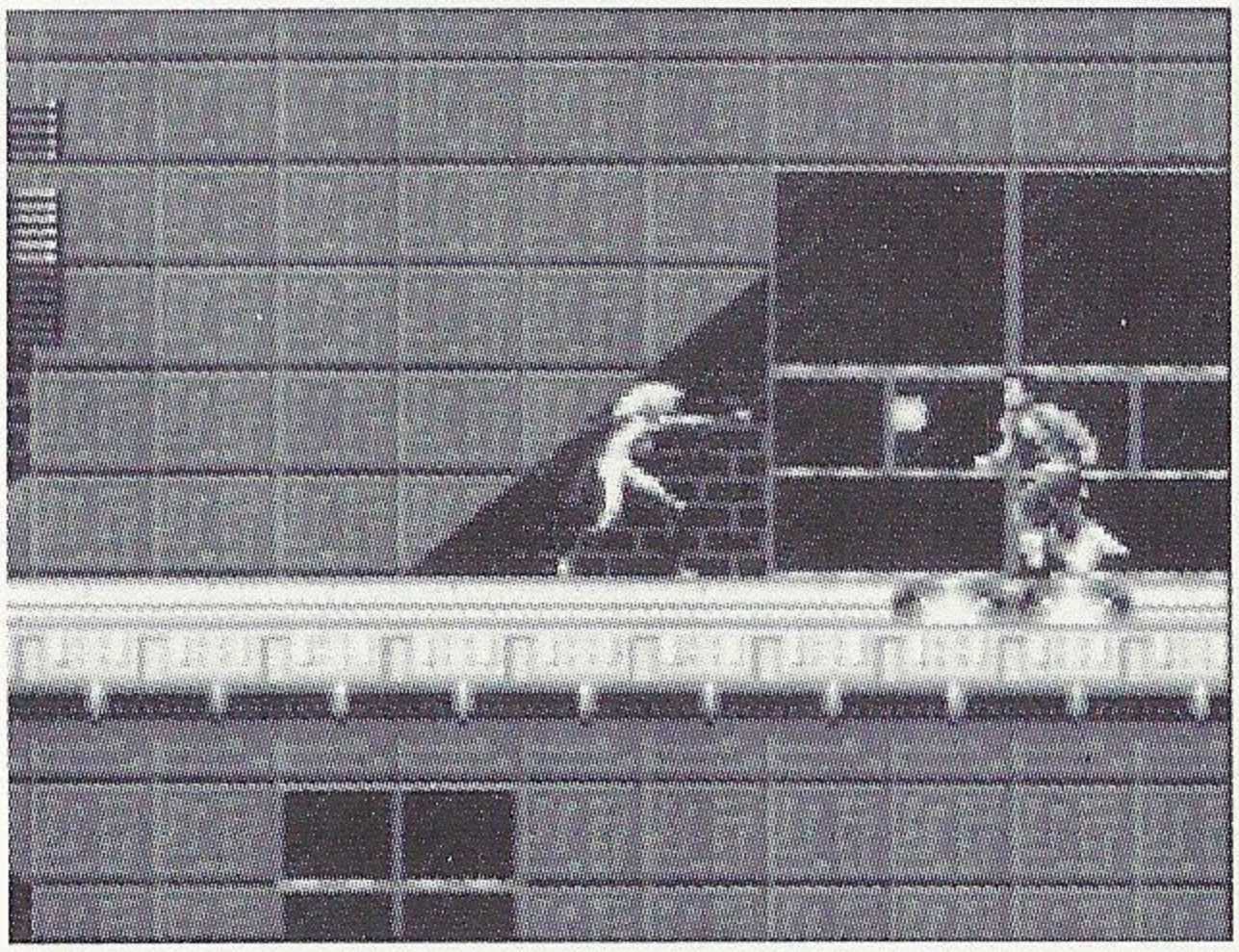
Button 2 ---------- Jump.

Button 1 + Button 2 ---------- Flying kick. (Press the **D-Pad** for direction.)

Button 2 twice ---------- Spin jump.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, enabling Cyclops' devastating optic blast.
2. Hold down **Button 1** and press the **D-Pad** to aim. Release **Button 1** to fire.
3. Press **Start** to turn mutant power OFF.

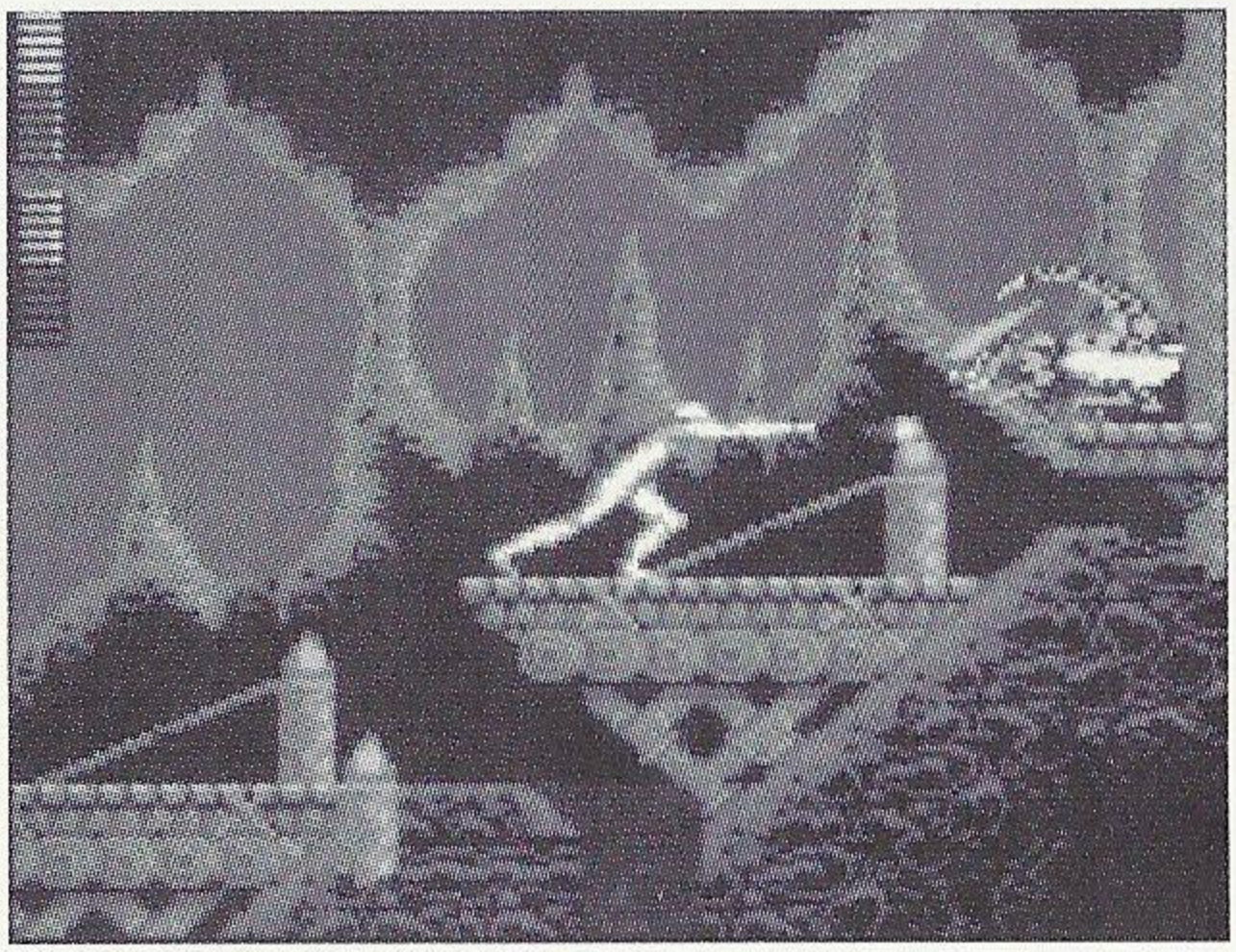


STORM

Button 1 ---------- Punch.
D-Pad DOWN + Button 1 ---- Kick from a crouch.
Button 2 ---------- Jump.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, enabling Storm's lightning balls and flying ability.
2. Press **Button 1** to launch blazing balls of white lightning.
3. Press **Button 2** twice to fly. Use the **D-Pad** for direction.
4. Press **Start** to turn mutant power OFF.

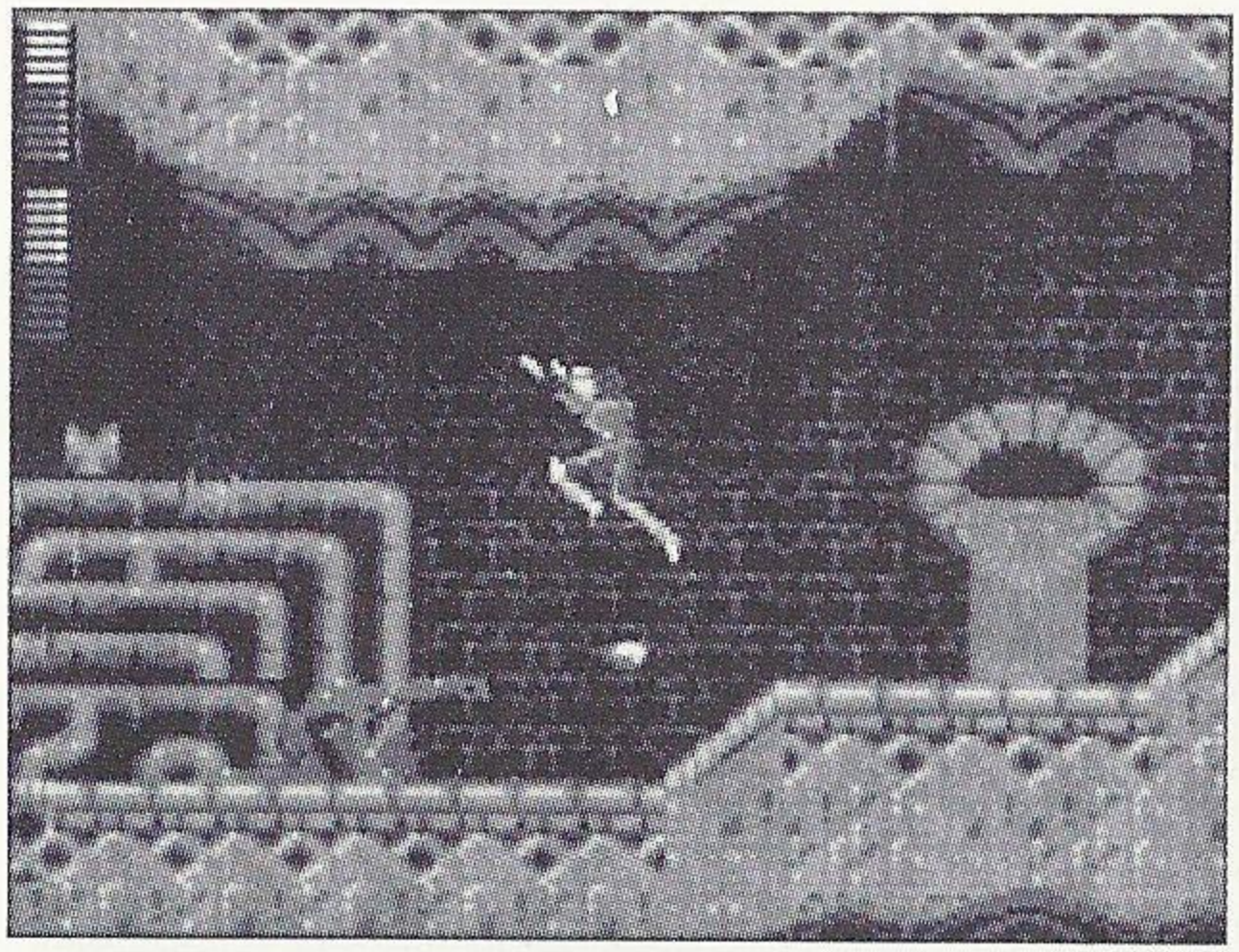


ICEMAN

Button 1 ---------- Punch.
D-Pad DOWN + Button 1 ---- Kick from a crouch.
Button 2 ---------- Jump.
Button 2 twice ---------- Jump spin.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, enabling Iceman's super-intense subzero cold.
2. Press **Button 1** to launch freezing balls of deadly ice.
3. Press **Start** to turn mutant power OFF.

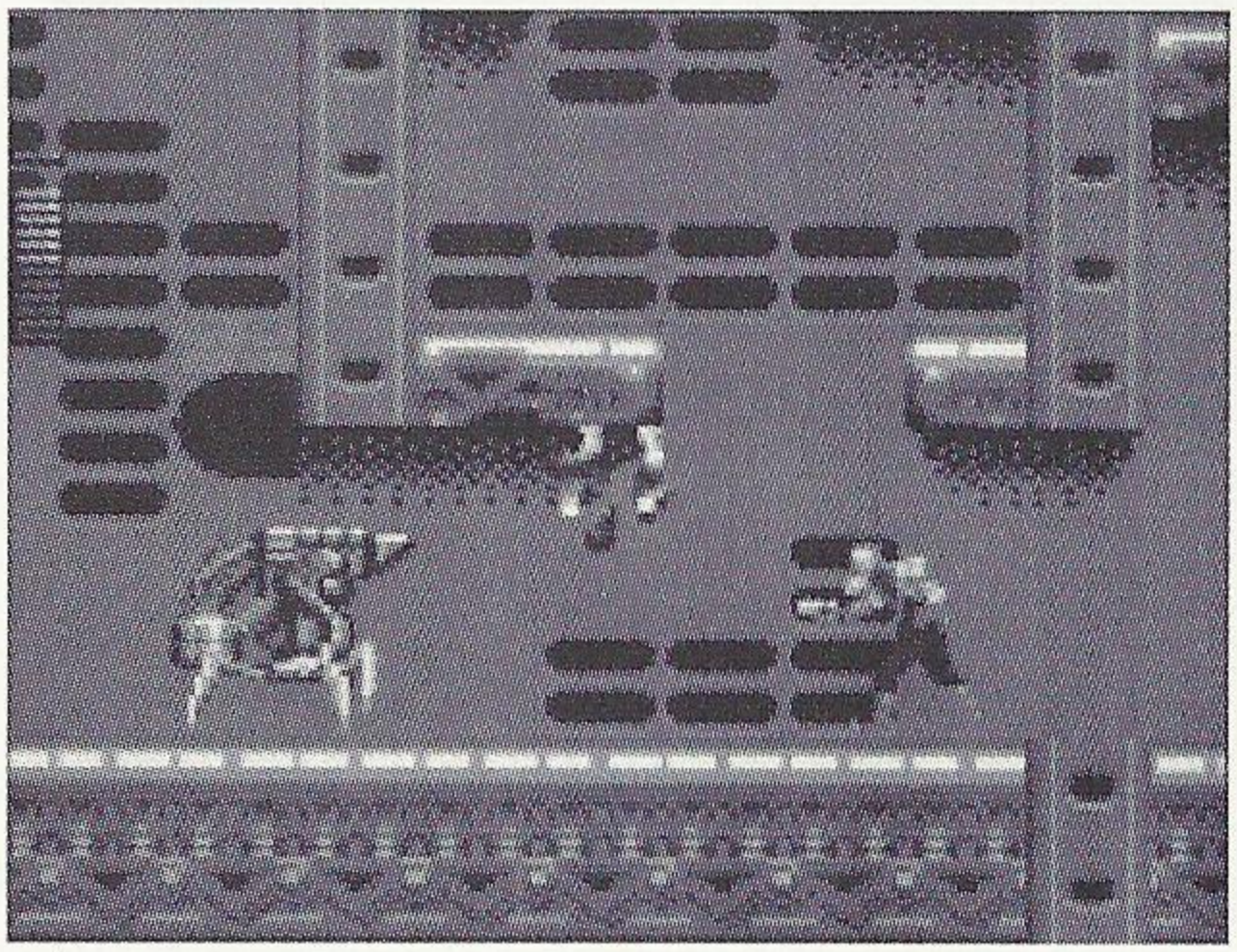


ROGUE

Button 1 ---------- Punch.
D-Pad DOWN + Button 1 ---- Kick from a crouch.
Button 2 ---------- Jump.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, enabling Rogue's superhuman strength and flying ability.
2. Press **Button 1** to attack with all Rogue's massive power.
3. Press **Button 2** twice to fly. Use the **D-Pad** for direction.
4. Press **Start** to turn mutant power OFF.

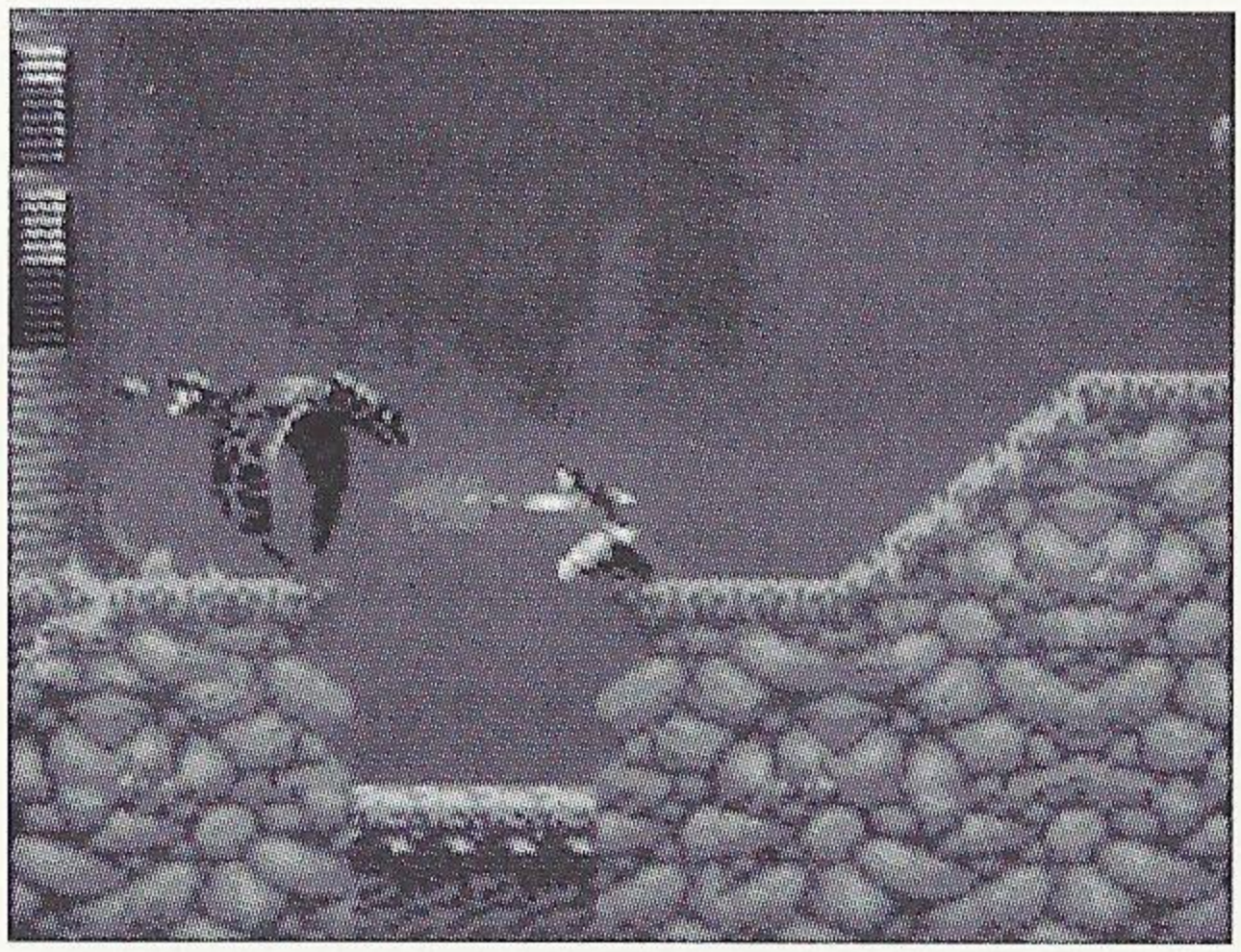


NIGHTCRAWLER

Button 1 ---------- Punch.
D-Pad DOWN + Button 1 ---- Kick from a crouch.
Button 2 ---------- Jump.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, enabling Nightcrawler's teleportation and ability to stick to solid objects.
2. Press **Button 1** to teleport through obstacles. Use the **D-Pad** to aim his teleportation.
3. Press **Button 2** twice, then hold, to stick to solid objects.
4. Press **Start** to turn mutant power OFF.



PSYLOCKE

Button 1 ---------- Punch.
D-Pad DOWN + Button 1 ---- Kick from a crouch.
Button 2 ---------- Jump.
Button 2 twice ---------- Jump spin.

MUTANT ABILITY:

1. Press **Start** to turn mutant power ON, enabling Psylocke's overpowering "psionic blade."
2. Press **Button 1** to hurl the blade at your enemies.
3. Press **Start** to turn mutant power OFF.

THE X-MEN TEAM

WOLVERINE

Real Name: Logan

Mutant Power: Razor-sharp adamantium claws, superhumanly keen animal sense and the power to heal almost any wound in minutes.

History: Years ago, Wolverine's natural mutant healing ability was augmented by the top-secret Weapon X project, which gave him an unbreakable skeleton and razor-sharp adamantium claws. Ever since, he has been a fearless fighter for justice, first as a Canadian secret agent, and more recently as a member of the uncanny X-Men. Despite his obvious heroism, Wolverine must be ever-watchful that a part of him remains submerged — the mindless, murderous savage that stirs deep within his soul.

CYCLOPS

Real Name: Scott Summers

Mutant Power: The uncanny ability to fire beams of devastating energy force from his eyes.

History: A founding member of the foremost team of mutant heroes known to man, Cyclops keeps himself under tight rein. And no wonder — powerful optic blasts erupt uncontrollably every time this mutant opens his eyes! Only his ruby-quartz visor can contain the concussive force of his eye-beams — power he uses to his advantage as he leads the X-Men's Blue Team in their continuing battle against evil!

STORM

Real Name: Ororo Munroe

Mutant Power: Manipulates the weather to create hurricane-force winds, lightning, rain and snow.

History: Storm rules the skies by force of will alone. The weather obeys her every whim! Wind, rain, lightning — she controls them all. Although she was raised as a thief in the streets of Cairo and later was worshipped as a goddess in Kenya, this American-born mutant defies her checkered past in her current role. She is the courageous co-leader of the mutant superhero team known as the X-Men!

ICEMAN

Real Name: Robert Drake

Mutant Power: Projects blasts of super-intense, subzero cold to create structures of ice.

History: Born with the mutant ability to freeze moisture in the air and cover himself in a sheath of ice, Bobby Drake joined the X-Men and learned to master his powers under the guidance of Professor X. As Iceman, he became adept at creating ice barriers and ice slides and shooting ice balls from his hands. And, most importantly, he learned how to be a hero. Although he still sometimes wishes for the quiet life of a normal human being, Iceman is always ready to use his chilling talents for the greatest good — fighting evil alongside his fellow X-Men.

ROGUE

Real Name: Unknown

Mutant Power: Superhuman strength, flight and the ability to absorb the powers and memories of others.

History: Rogue's mutant ability to absorb the powers and personality of anyone with whom she has skin contact has left her scarred for life. During a battle with Ms. Marvel, Rogue permanently acquired not only the superheroine's powers of flight, invulnerability and super strength, but her memories as well. Devastated by the incident, Rogue sought sanctuary with the X-Men. Though they distrusted her at first, the X-Men now consider Rogue a key member of the team, respecting her for her strength of character as well as her courage in battle.

NIGHTCRAWLER

Real Name: Kurt Wagner

Mutant Power: Instantly teleports from one spot to another by transmuting through an unknown dimension. Also able to climb walls and ceilings.

History: Despite his blue skin, pointy ears and prehensile tail, the German-born mutant known as Nightcrawler is not nearly as frightening as he looks. In fact, he is a man of keen intelligence, vivid imagination, a swashbuckling sense of humor and great compassion. His bizarre body features are attributable to genetic mutation, as are his ability to teleport and his amazing acrobatic skills, which he puts to good use as a courageous member of the British-based superhero group, Excalibur.

PSYLOCKE

Real Name: Betsy Braddock

Mutant Power: The ability to project a "psionic blade" of telepathic energy that overwhelms her target.

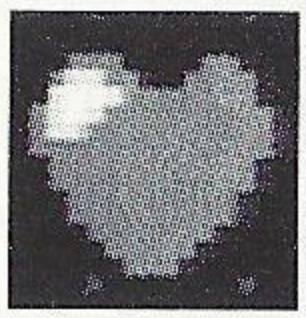
History: Originally a fighting partner of her twin brother, the superhero Captain Britain, Psylocke used her telepathic powers to combat villainy in Great Britain. Abducted by ninja warriors, she was retrained in the martial arts, her mind was altered, and she was mystically changed into an Asian woman. Escaping the ninja's clutches, Psylocke joined the X-Men, with whom she now uses her already-expansive mental powers, as well as the "psionic blade" she projects from her right hand, to overpower all enemies of man and mutantkind.

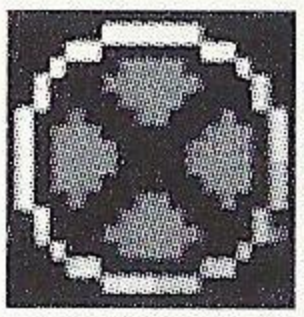
POWER-UPS



Red X's restore your mutant ability.

Hearts replenish your health.





Special Blue Bonus power-ups give unknown benefits. Unlock the X-Men's secrets!

COMBAT ZONES

THE SAVAGE LAND

Battle a bloodthirsty tribe of Leopardmen while escaping the deadly whistle of prehistoric giant bees. Conquer an attack of Pterodactyls to face Sauron. **Rescue Iceman!**

HELLFIRE CLUB

Avoid the Hellfire Club's henchmen and deadly traps. Watch out: Sebastian Shaw grows stronger with each attack! Maneuver him into his own traps. **Rescue Rogue!**

MORLOCK TUNNEL

Look out for the Morlocks! Slippery ledges and disastrous toxic sewage make your mission seem impossible! Beware Callisto and her deadly power staff. **Rescue Storm!**

MADRIPOOR

A deadly ninja assassin strike force lies in wait with twirling nunchucks and shurikens. Battle Omega Red, whose carbonadium tendrils make any battle with him a brush with fate. **Rescue Nightcrawler!**

BROOD CAVE

One of the most terrifying races humanity has ever faced, the Brood enemies protect their Queen with mutant-shredding intergalactic weapons. **Rescue Psylocke!**

AVALON

Magneto's asteroid stronghold is a maze of hidden corridors, patrolled by the evil super-villain's Acolytes and robots. This is your last chance to save mutantkind!

FIGHTING THE ARCHVILLAINS

Clearing each zone brings you face to face with a murderous archvillain. His or her strength bar appears at the top right of the screen. Attack with everything you've got, forcing the villain to weaken and retreat!

CREDITS

Producer	Jerry Markota
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Music & Sound Effects	Paul Hutchinson
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Story	Steve Patterson, Jerry Markota
Marketing	Ami Blaire
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Lieutenant	Jeff Loney
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Game Stills	Joe Jusko
Cover Painting	Dave DeVries, after Jim Steranko
Manual	Ami Blaire, Carol Ann Hanshaw, Neil Hanshaw, Jerry Markota
Special Thanks	Mike Thomas, Dana Moreshead

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that this Sega Game Gear Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective Cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive United States warranty service, call the Sega Consumer Service Department at **1-800-USA-SEGA**.

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR SEGA GAME GEAR CARTRIDGE TO YOUR RETAIL SELLER. Return the Cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective Cartridge to us. The cost of returning the Cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

MARVEL COMICS

X-MEN™

X-MEN Night Of The Sentinels

X-MEN Deadly Reunions

X-MEN Enter Magneto

X-MEN Captive Hearts

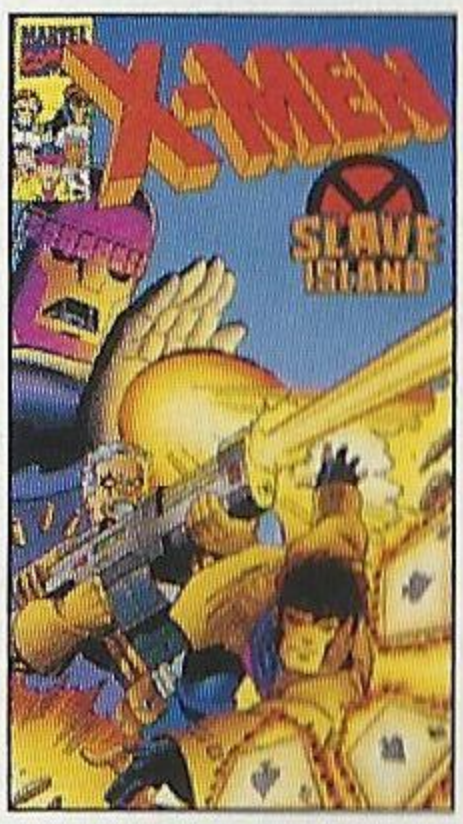
X-MEN Cold Vengeance

on home video

collect the entire series



Unstoppable Juggernaut



Slave Island

PolyGram Video

SABAN ENTERTAINMENT

FOX KIDS NETWORK

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