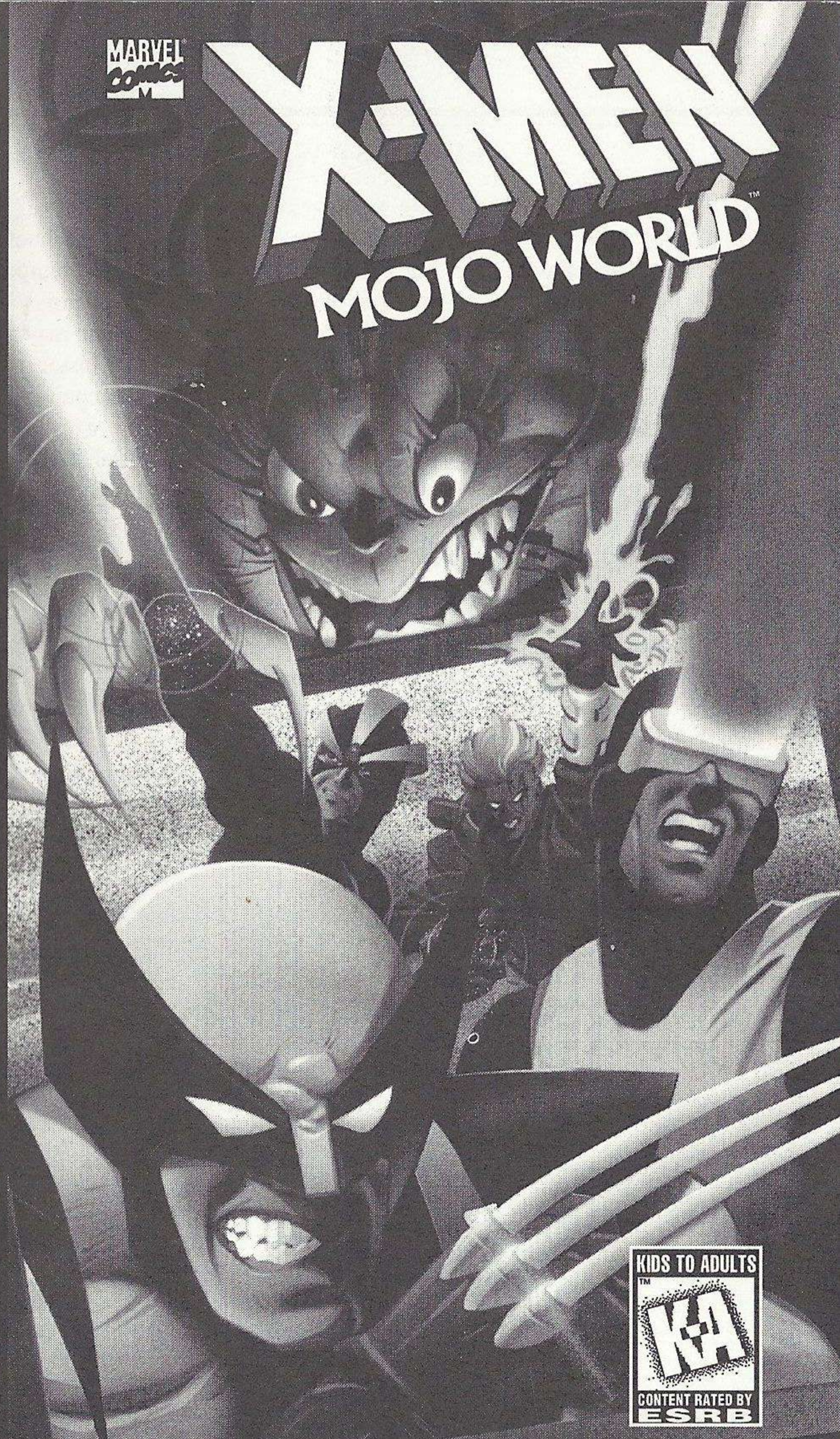
SEGA®

MARVEL COMICS

X-MEN™ MOJO WORLD™



SEGA GAME GEAR™

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

KIDS TO ADULTS

CONTENT RATED BY ESRB

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.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

For More Information, Visit Sega's Internet Sites at:
web site: http://www.sega.com
email: webmaster@sega.com
Compuserve: GO SEGA



CONTENTS

HANDLING YOUR SEGA GAME GEAR.....2

GETTING STARTED.....2

INTRODUCTION.....3

MAIN GAME MENU.....4

USING THE CONTROLLER.....5

MAIN GAME SCREEN.....6

THE X-MEN.....7

MOJO'S MINIONS.....8

LEVELS.....10

CREDITS.....13

NOTES.....14

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HANDLING YOUR SEGA GAME GEAR

- The Sega Game Gear game cartridge is intended for use exclusively with a Sega Game Gear System.
- Do not bend it, crush it, submerge it in liquid.
- Do not leave it in direct sunlight, near a radiator or any other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself and the game cartridge.

GETTING STARTED

1. Set up your Sega® Game Gear™ System as described in its instruction manual.
2. Make sure the power switch is OFF. Insert the MARVEL COMICS® X-MEN 3: MOJO WORLD™ game cartridge into the Game Gear unit.
3. Turn the power switch ON. In a moment, the Sega logo will appear.
4. If the Sega logo does not appear, turn the power switch OFF. Confirm that your system is set up correctly and the cartridge is properly inserted. Turn the power switch ON again.

   IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the Game Gear cartridge.

INTRODUCTION

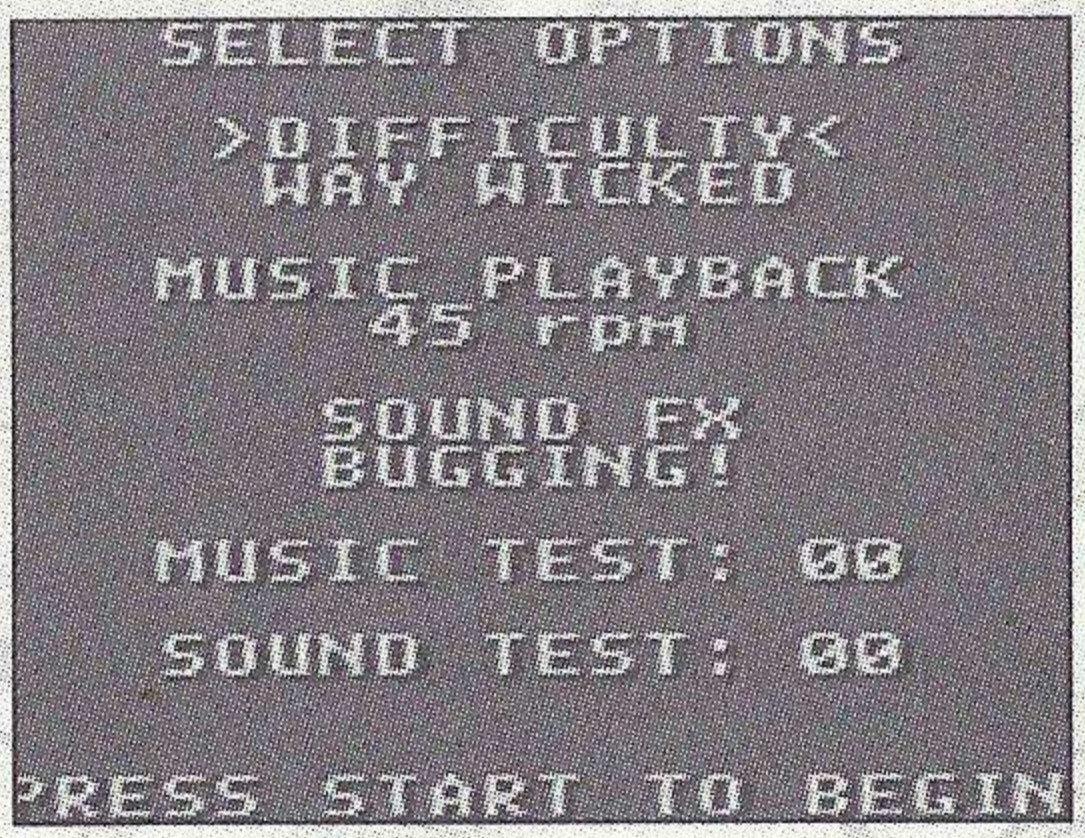
The diabolical Mojo has crafted his greatest plot ever!

In order to secure his rein of power over Mojo World, Mojo has chosen to televise the X-Men's greatest battles for all to see. To carry-out his twisted desires, Mojo has commissioned the beautiful, yet dangerous, Spiral to gather the X-Men legends of the past, present and future and pit them against the most relentless team of mutant villains ever gathered!

Only you can save the X-Men and see to it that Mojo never siezes power again!

MAIN GAME MENU

To make a selection on the Main Game Menu, press the D-Pad UP or DOWN to position the cursor beside a game option. Press the D-Pad LEFT or RIGHT to toggle between the various choices under that option. Press START to begin.



Difficulty
What'll it be: "Mental" or "Way Wicked"?

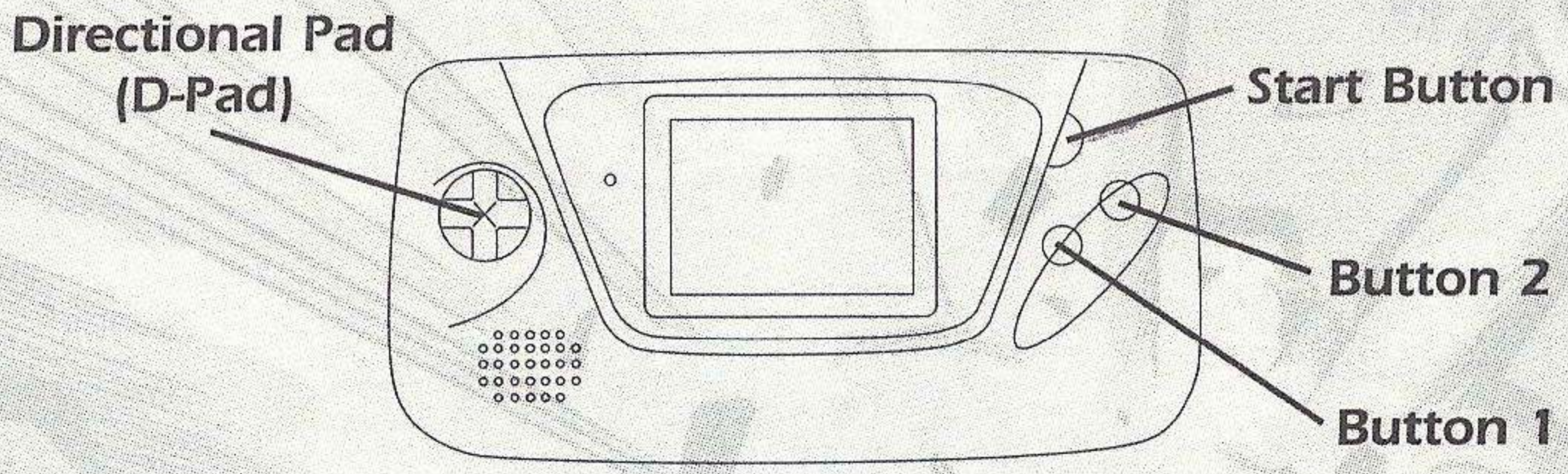
Music Playback
Set the mood music at 33 rpm, 45 rpm, or play with no music at all.

Sound Effects
Play with the SFX ON or OFF.

Music Test
Sample the various background music tracks. Press the D-Pad LEFT or RIGHT to choose a track and press Button 1 to hear that selection.

Sound Test
Sample the various SFX in the game. Press the D-Pad LEFT or RIGHT to choose a SFX and press Button 1 to hear that selection.

USING THE CONTROLLER



MOVE: Press the D-Pad in any direction.

ATTACK: Press Button 1.

ACTIVATE MUTANT ABILITY: Press the START Button to toggle the X-Men's Mutant Abilities ON or OFF.

JUMP: Press Button 2.

DOUBLE JUMP: Press Button 2 twice (Rogue will fly if Mutant Power is ON and Double Jump is activated).

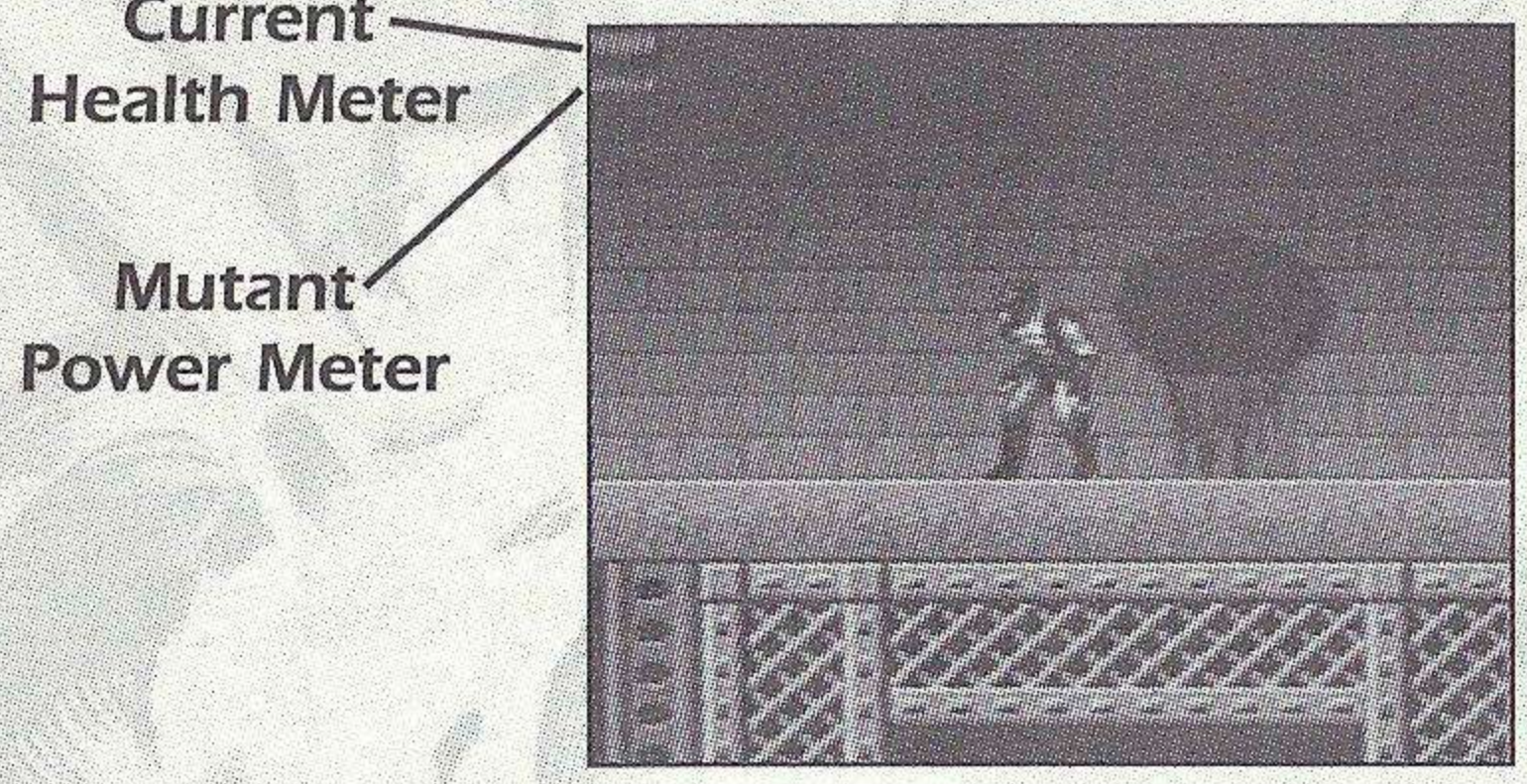
CROUCH: Press the D-Pad DOWN.

CROUCH WALK: Press the D-Pad DOWN/LEFT or DOWN/RIGHT.

PAUSE GAMEPLAY: Press and hold the START Button.

RETURN TO CHARACTER SELECTION SCREEN: Pause game then press Button 1.

MAIN GAME SCREEN



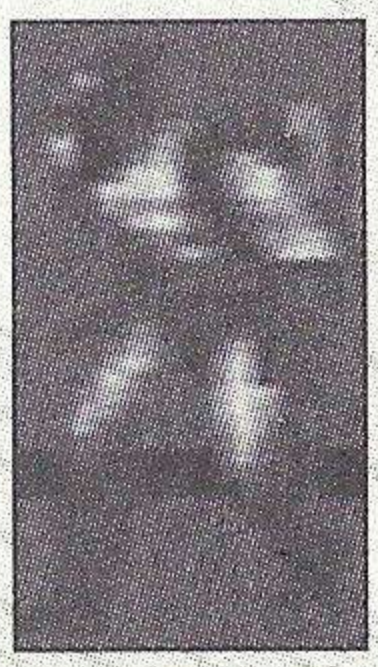
On the Main Game Screen there are two status bars:

1. Current Health Meter
Displays the amount of health remaining.

2. Mutant Power Meter
Displays the amount of Mutant Power remaining. Appears only when Mutant Abilities are activated.

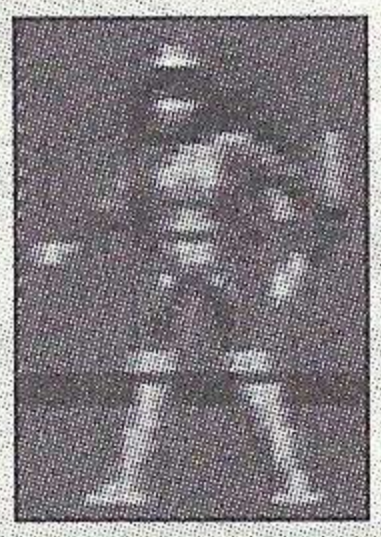
THE X-MEN

The following is a brief description of each member of your X-Men team.



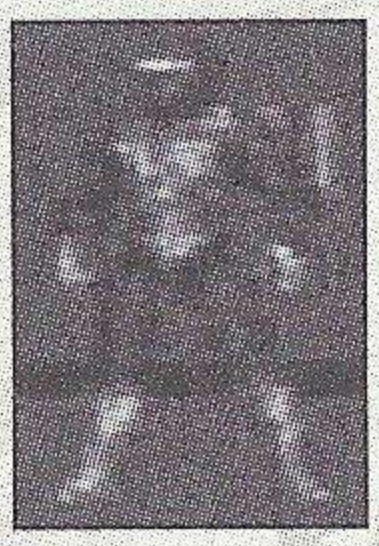
Wolverine

Before he joined the X-Men, he was known as Weapon X, a special operative of the Canadian government. Now Logan goes by another name, that of the razor-clawed Wolverine! His skeleton and claws laced with adamantium, a virtually indestructible metal, Wolverine has unleashed his berserker rages on countless foes. With his mutant healing factor, Wolverine can recover from any injury his enemies can dish out!



Rogue

With but a touch, the young woman known only as Rogue can absorb the powers and memories of anyone! Super-strong and virtually impervious to harm, Rogue is a former member of the Brotherhood of Evil Mutants. She has since realized the error of her ways, and now uses her mutant power as a member of the X-Men.



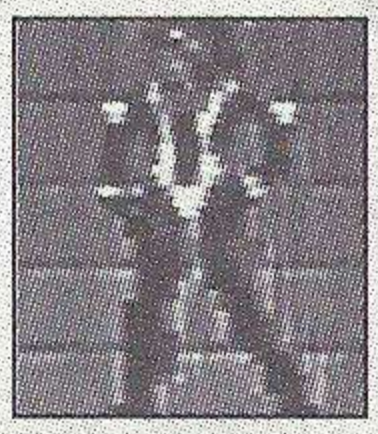
Cyclops

The stalwart field leader of the X-Men, Cyclops was the first student to fall under the tutelage of Professor Charles Xavier. Known to his teammates as Scott Summers, Cyclops possesses the ability to project beams of devastating force from his eyes, but is unable to control them without the aid of a special visor of ruby quartz.



Gambit

A New Orleans native, mutant Remy LeBeau can harness the potential kinetic energy in any inanimate object and release it – with explosive results! This former member of the Thieves Guild now treads the straight and narrow as the X-Man called Gambit.



Shard

The sister of the X-Man called Bishop, Shard exists in an alternate future where the mutant-hunting Sentinels rule. The ultimate street fighter, Shard uses her mutant energy powers to take down the Sentinels, and try to save what's left of her world.



Havok

The younger brother of Cyclops, Alex Summers (a.k.a. Havok) has the ability to absorb ambient cosmic energy and release it as energy blasts that heat the surrounding air, transforming it into intensely hot plasma. An instinctive tactician and strategist, Havok possesses the same leadership abilities as his older sibling.

MOJO'S MINIONS



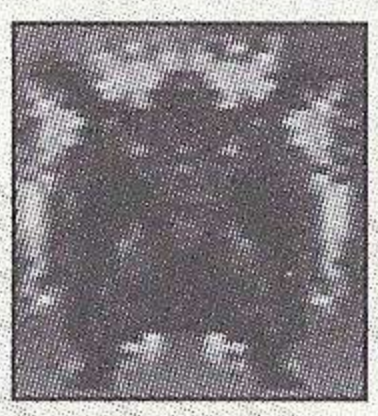
Fitzroy

Ruthlessness is a way of life in the future world of arch-criminal Trevor Fitzroy, and no one has proven himself to be a master of evil more than he. Able to pull the life force from his victims, Fitzroy also possesses the Mutant power to create portals that allow him to travel backward through time. Clad in his suite of impervious battle armor, Fitzroy is a constant threat to the safety of the X-Men.

Warwolves



The Warwolves are sentient canine/humanoid creatures whose chief purpose is to cater to the insane whims of the tyrannical Mojo. Possessing the devastating ability to drain the life essence from their prey, the genetically-engineered Warwolves are immune to psionic attacks, making them formidable foes.



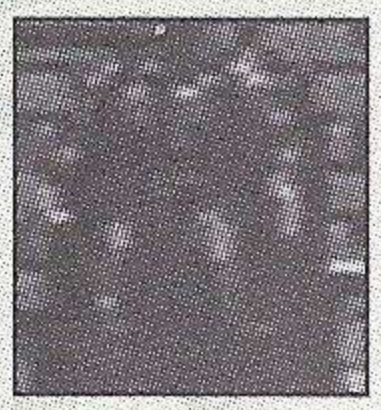
Magneto

The X-Men's first and most feared enemy, Magneto is the self-proclaimed mutant master of magnetism. Magneto has turned both his fanatical hatred of humanity and his incredible powers toward the creation of a new world order in which mutants rule over a hapless human race.



Sentinels

The brainchild of Dr. Bolivar Trask, the Sentinels are robotic constructs that exist for one purpose and one purpose only: to destroy all mutants. The Sentinels soon turned against their human maker, however, proving to be a far greater threat than the so-called "mutant menace" they were to extinguish. Only the X-Men have succeeded in thwarting these mechanical monstrosities.

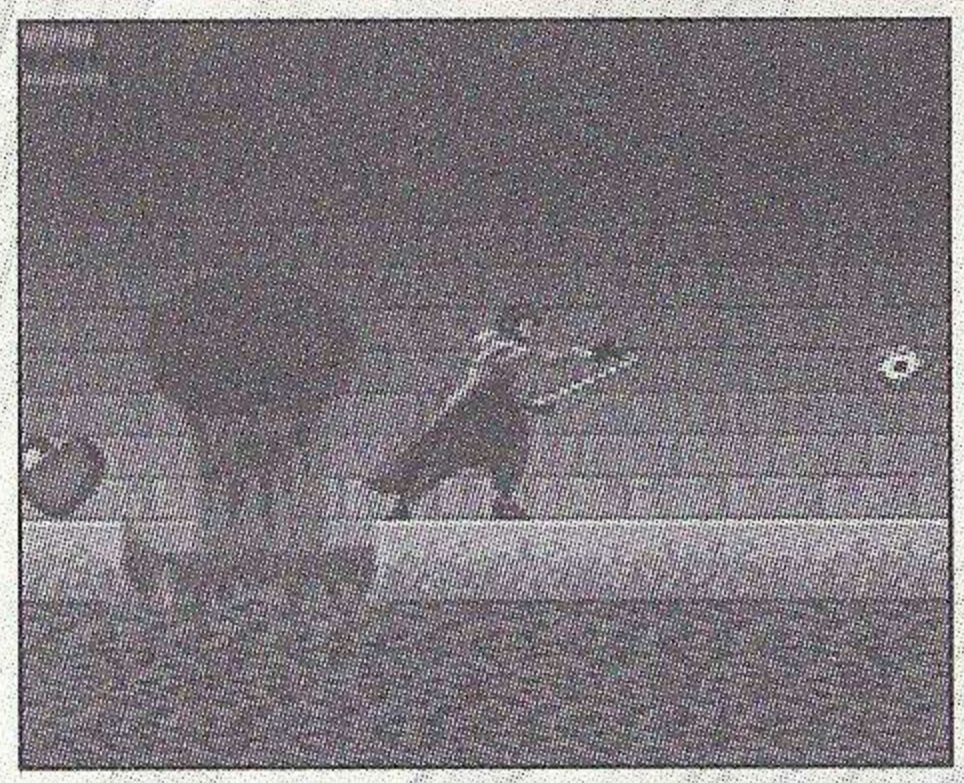


The Agent

An emissary of evil created by the maniacal Mojo, the Agent is incredibly strong, a being capable of numerous super human feats. In addition to his powers of flight and shape shifting, the Agent also has the rather unpleasant ability to trap the souls of the unwitting. The unscrupulous Agent coerces his victims into signing a "contract," which instantly transports them to Mojo World...and an eternity of TV torment!

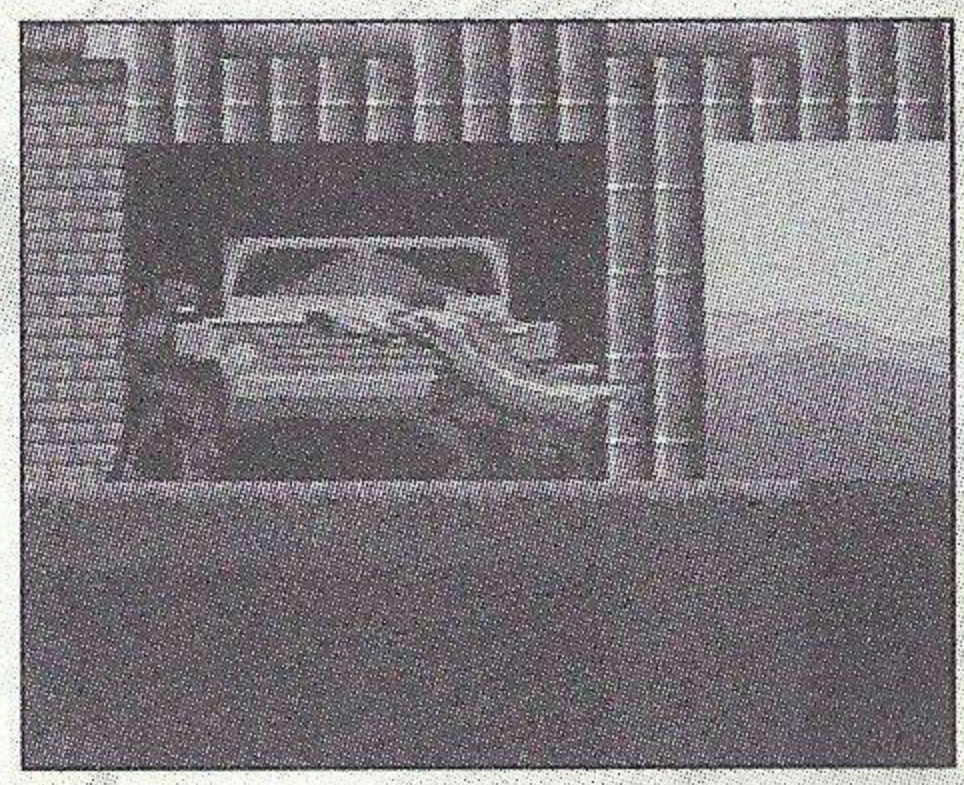
LEVELS

New Orleans



Gambit has a debt to settle and it's up to you to keep him out of trouble. He will need plenty of back-up as Warwolves infest this abandoned sewer of doom. Make sure these agents of the hand get more than just a slap on the wrist. Beware of the ten-foot Warwolf!

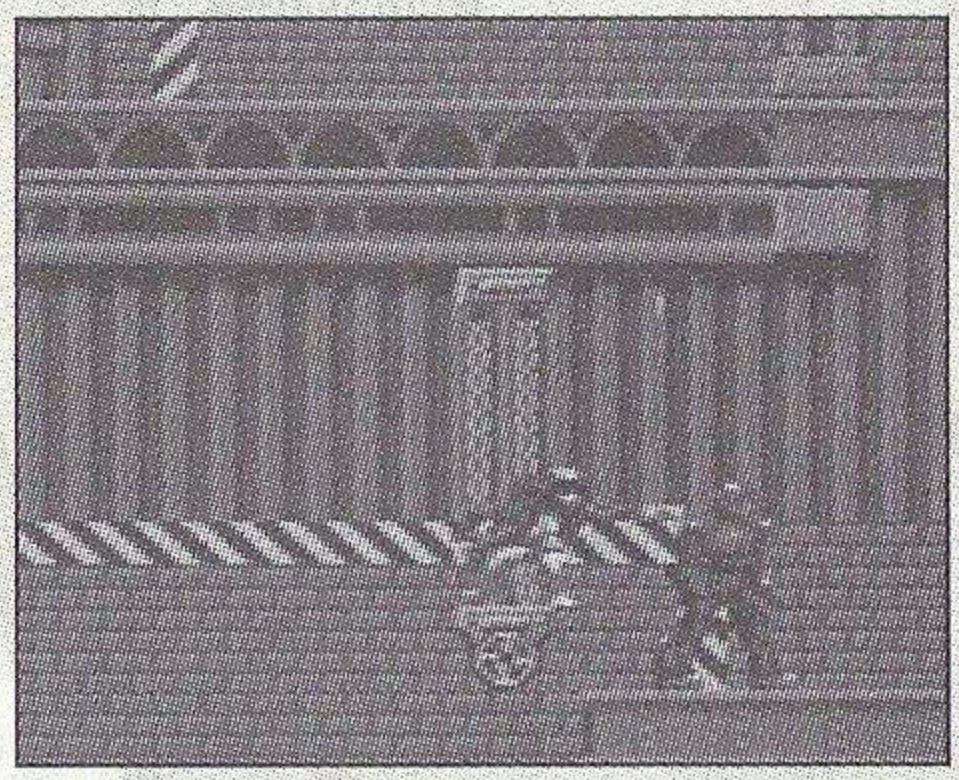
Cape Citadel

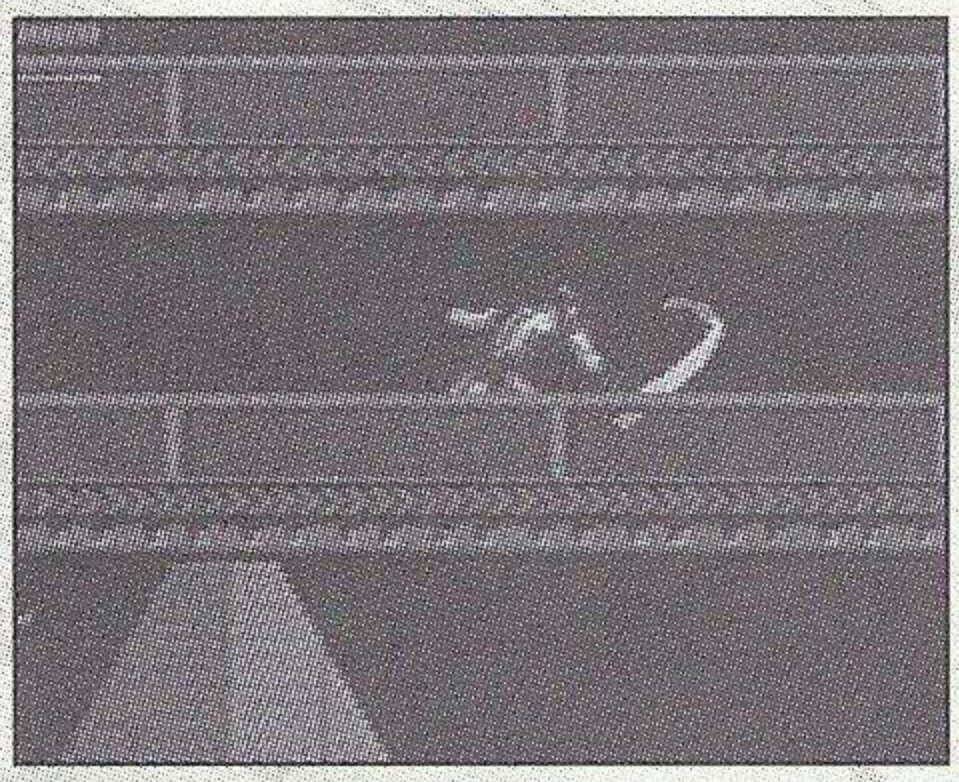


Thanks to Spiral, army forces await your entrance into the military barracks where Cyclops is being held captive by the army brass. Your mission is to take out the military personnel and dispose of the X-Men's greatest foe, Magneto. Remember to keep an eye out for Cyclops.

Sentinel Factory

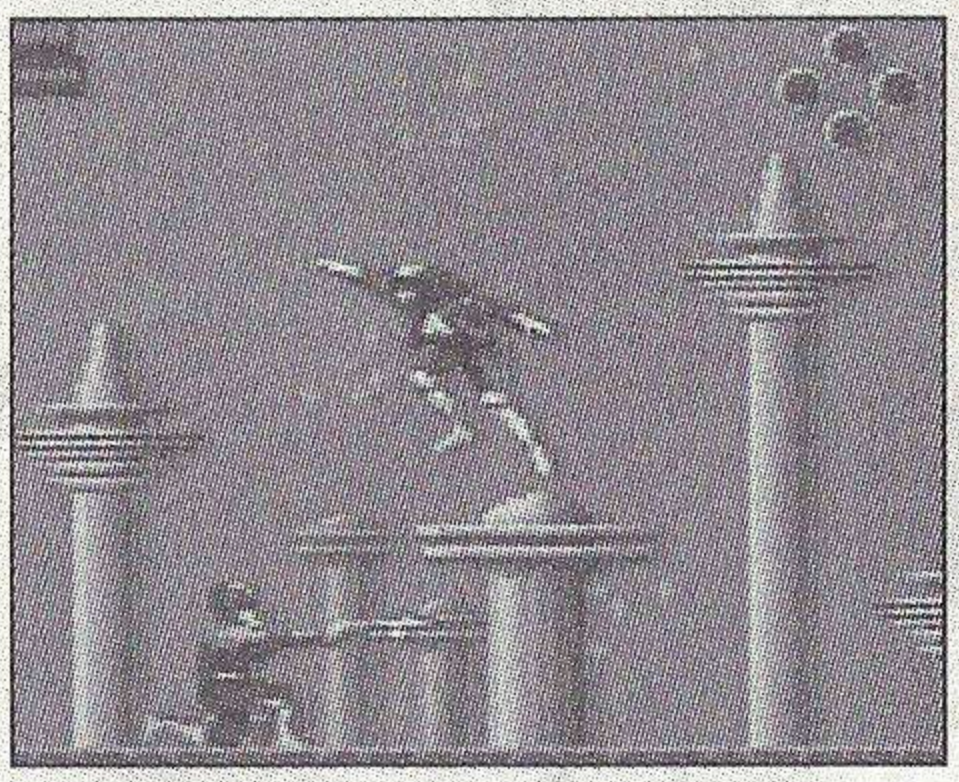
Teleported by Spiral back in time, you and your X-Men teammates find yourself in a dilapidated factory – where you must save Havok and crush the Sentinels. Conveyor belts, pulleys and scalding vapors infest this industrial madhouse. Not to mention the 50 foot Sentinel determined to erase the X-Men off the face of the earth. Watch out for his eyes!





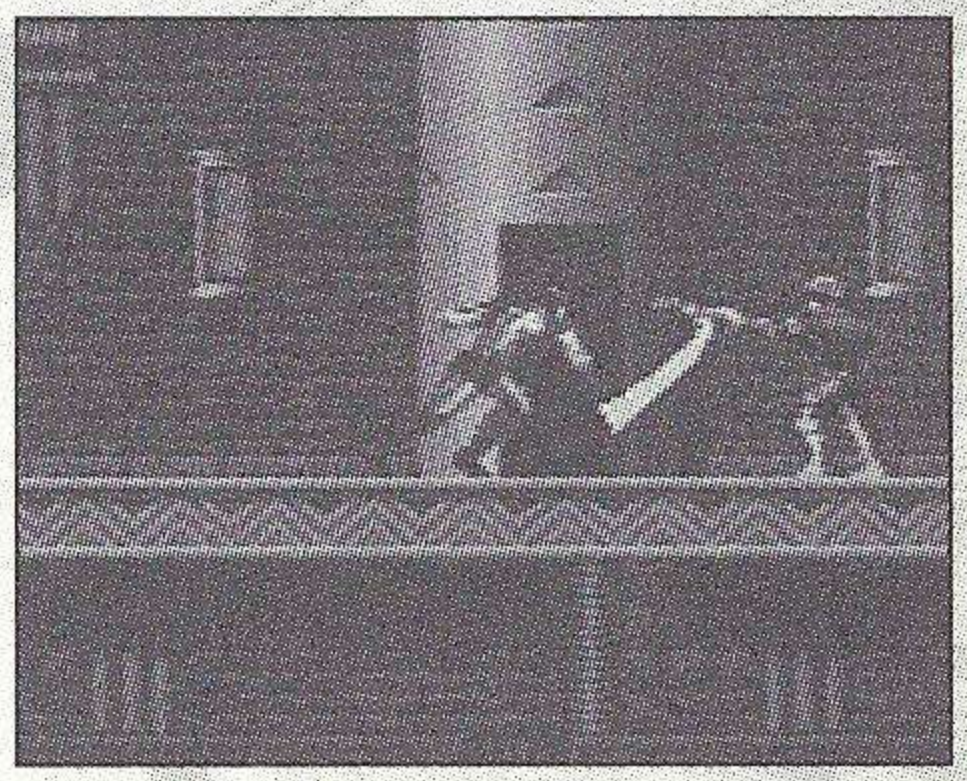
Future New York City

This time you find yourself in the New York City of the future. Here you must do battle with mutant killing forces — before facing Fitzroy and his deadly armour.



Mojo World Part 1
Your goal is to convince the diabolical Mojo to return your team to their proper places in history. Mojo's foot soldiers and his flying androids have other plans for the X-Men. If those plans don't pan out, the Agent will personally see to it that the X-Men are cancelled once and for all.

Mojo World Part 2
Mojo's palace is the ultimate in splendor. High ceilings, ornate walls, polished floors made for a king, and armed guards toting enough high-tech weaponry to blow the X-Team into the strato-sphere. Down in the basement awaits the man responsible for putting the X-Men through their most heinous test. For years, Mojo has been rising, now it's time for him to fall.



CREDITS

Producer:
Jerry Markota

Programming:
Paul Hutchinson

Product Manager:
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Product Specialist:
Mark Subotnick

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Music & Sound Effects:
Paul Hutchinson

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Jerry Markota & Paul Hutchinson

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Manual Copy/Design:
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Special Thanks:
Dana Moreshead, Mike Thomas, Steve Behling and Brenda Atkins

NOTES

NOTES

NOTES

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

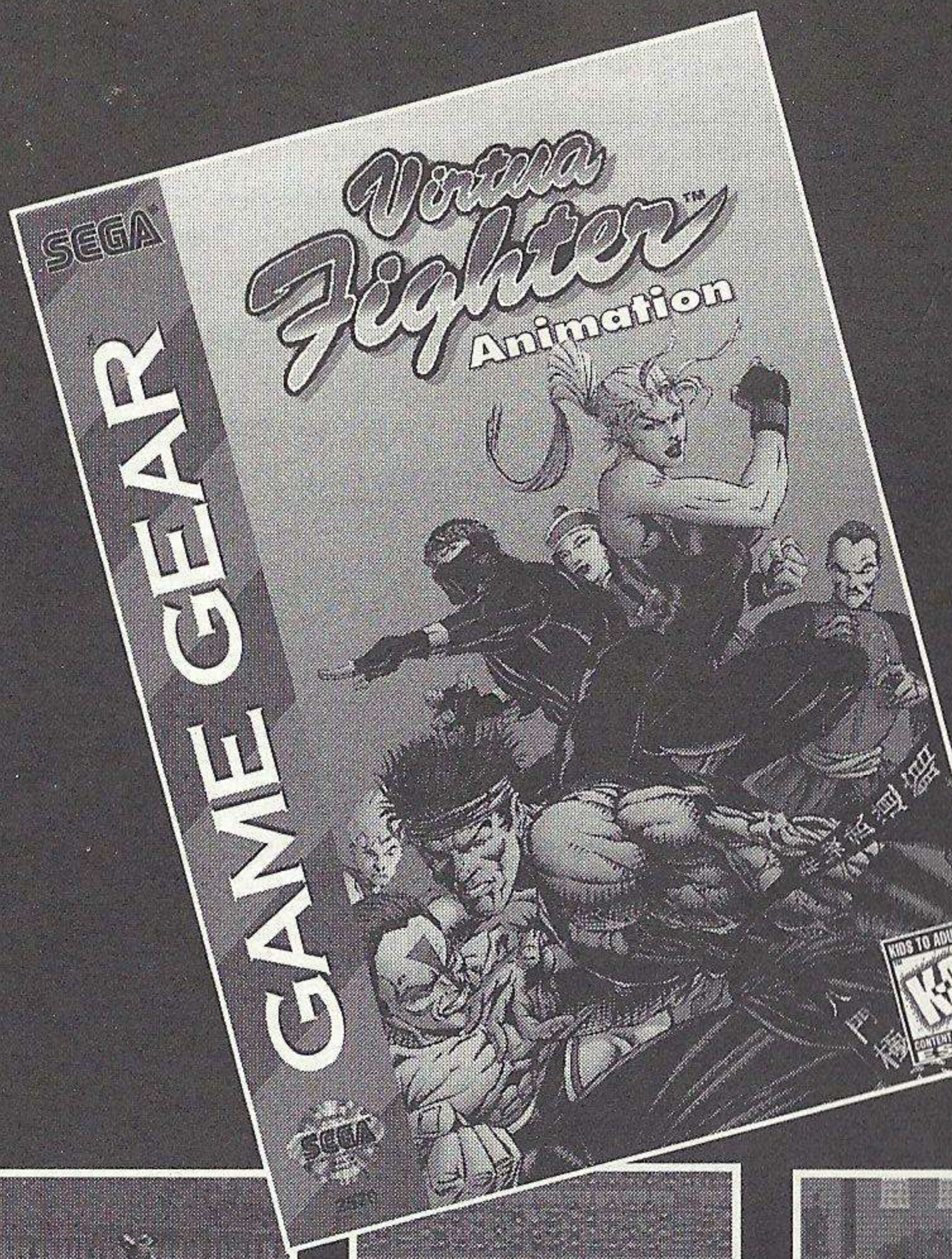
If your Sega Game Gear Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. 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.

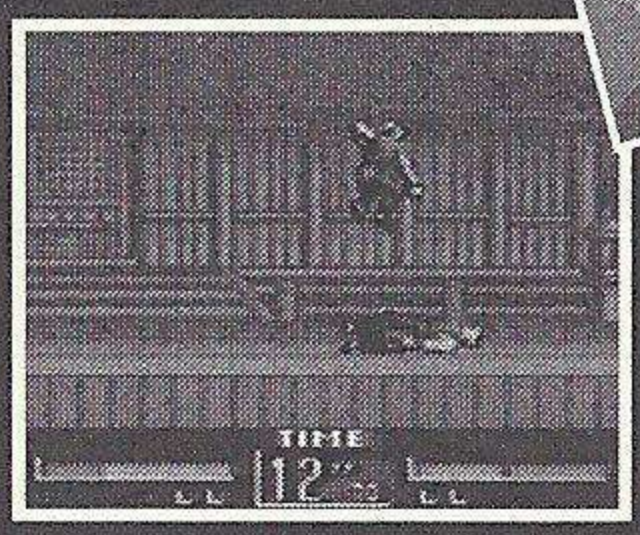
Limitations on Warranty

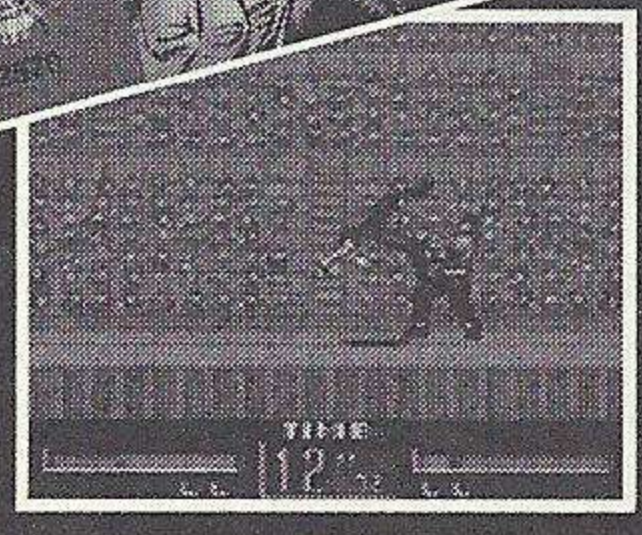
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental 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.

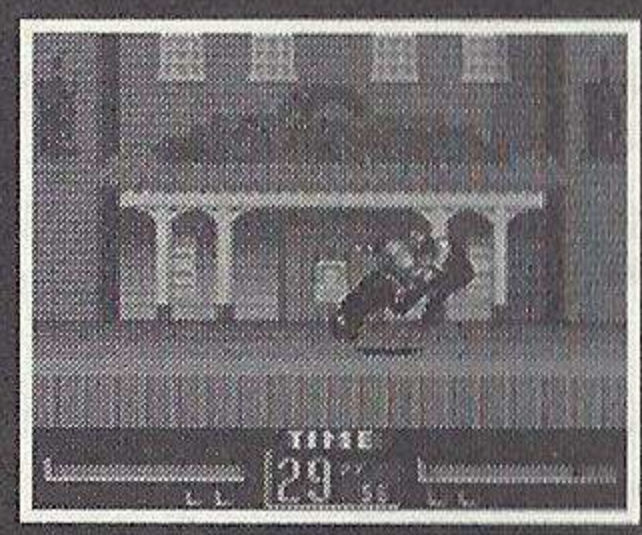
For French instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

Coming Soon to Game Gear™!









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