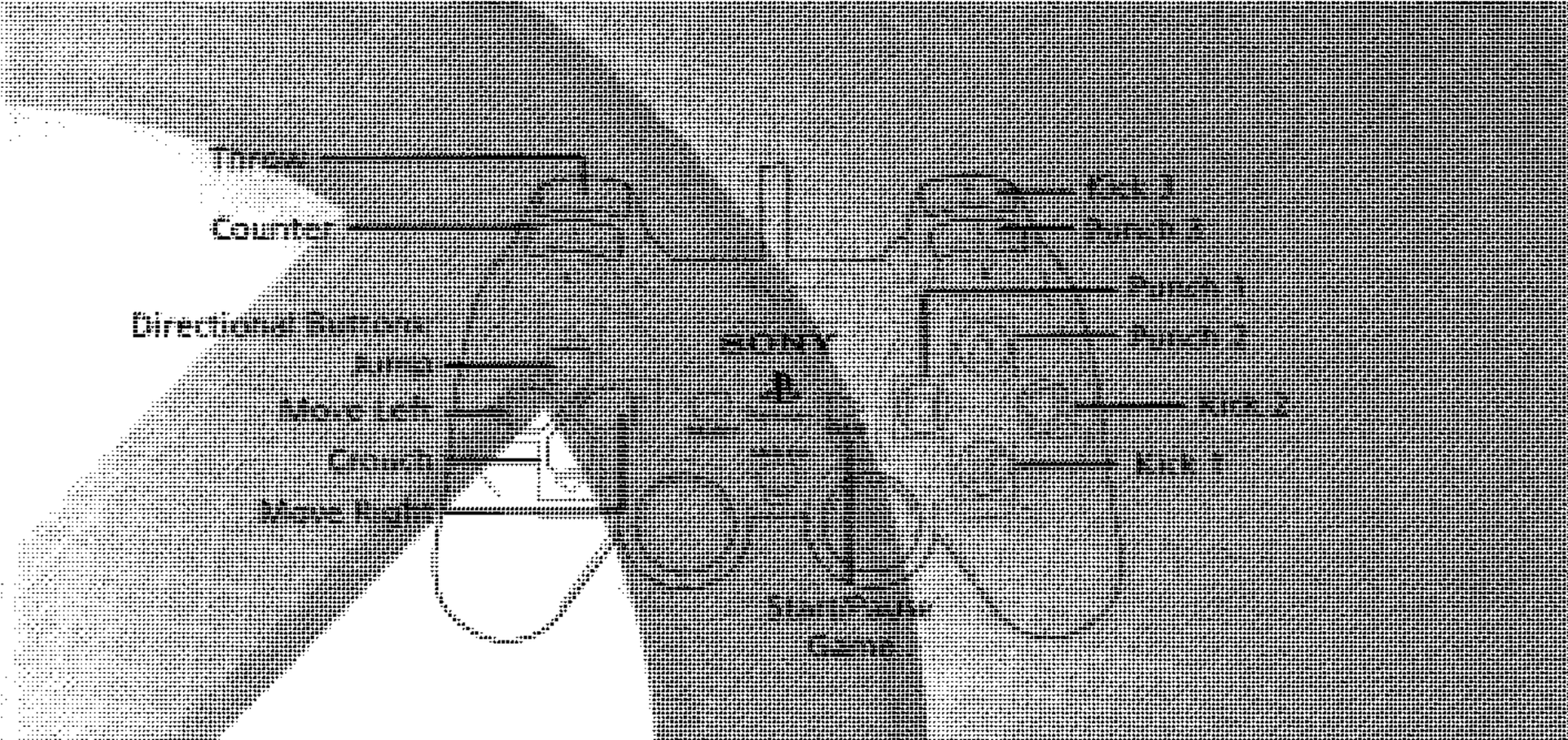

PlayStation
NTSC U/C
PlayStation
FEATURES COSTUMES FROM THE MOVIE!
X-MEN
MUTANT ACADEMY
TEEN
CONTENT RATED BY ESRB
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MARVEL
ACTIVISION

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To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the X button to accept. Screens without menus will list buttons to press at the bottom of the screen.

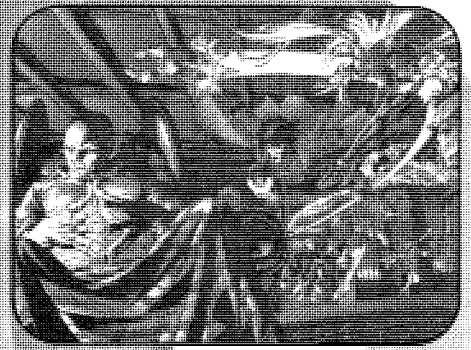
GAME RESET

To abort a game in progress, press the START button to pause the game, then choose Exit Game.

SOFT RESET

You can reset to the X-Men: Mutant Academy main screen screen at any time during gameplay by pressing and holding the START button and the SELECT button.

THE BIRTH OF THE X-MEN

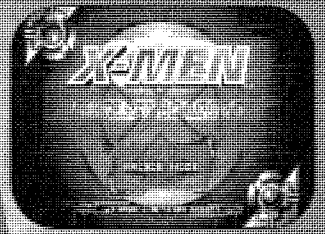


Mutations have occurred since life began. It was inevitable that eventually mutations would result in beings with extraordinary abilities. These are the mutants: men and women whose actual genetic structure endows them with super-human powers. A mutant named Charles Xavier has formed a team of these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

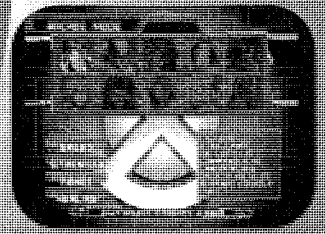
In the X-Men: Mutant Academy, each and every mutant must prove his or her worth in battle against the others. They must learn to harness their rage and utilize their individual special powers.

MAIN MENU



Choose from the following options to begin playing X-Men: Mutant Academy. Using up/down 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 can select a two-player game.

ARCADE MODE



Select Arcade mode to play a one-player game. First you will select the character you want to play as by pressing the X button, or the ■ button to select that character's alternate costume. Arcade mode will then bring you to a series of matches with all the 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 for a complete list of secrets and instructions to unlock them.

VERSUS MODE

Versus mode is for two players. You can play quick one-on-one matches against your opponent. First, each player must select a character to play by using the directional buttons and the X or ■ button to select. Then set the options for the Versus mode match.

The options are Health, Control Set, Stage, Roundtime, and Rounds. These options can only be set by the player who selects their character first.

Set your Health at 150% if you're new to fighting games. Set it to 50% if you're an expert. Choose the Stage you want to play on from the available game levels. Select the Roundtime; the default is 90 seconds. Then choose how many rounds you want to fight in each match.

Both players must accept their selections by pressing the X button to begin the match.

ACADEMY MODE

Academy Mode is designed to teach you how to best use each character's moves and abilities. Select the character you want to train as using the directional buttons then pressing the X or ■ button to accept.

Once you have chosen your character, you may select either Academy Training or Independent Study.

Academy Training is a pre-designed Danger Room session where Professor X will guide you through a series of courses and lessons. After choosing Academy Training, the Report Card screen will appear. Here, you can monitor your progress and also choose the lesson you want to start with. Make your selection and press the X button to begin Academy Training. If you successfully graduate from Mutant Academy, you will be rewarded. You may retake entire courses you wish to review or to improve your grade.

In Independent Study, you may practice your skills freely on an opponent without fear of reprisal. Press the Start button to access the Practice Settings menu.

Full Supers: When ON, gives you max energy in all Super meters at all times.

Action: Sets your opponents action to either STAND, CROUCH, or JUMP.

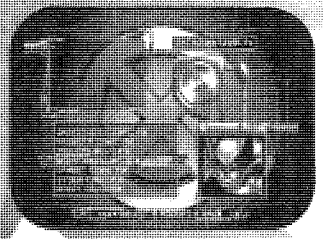
Block: Turns opponent blocking ON (always blocking), OFF (never blocking), or AUTO (tries to block when attacked to avoid combos).

All Academy Mode instructions refer to the default controller configuration (preset 1). It is highly recommended that you set your controller configuration to preset 1 before initiating an Academy Mode training session.

SURVIVAL MODE

A true test of nerves and fighting skills, Survival mode is a one-player game where you can test your fighting abilities against a never-ending series of enemies. This intense mode of gameplay challenges you to achieve as many wins as possible with only one life—if you lose a match or are K.O.'d, you're done. For each match won, you will be rewarded with extra health based on how quickly you finish off your opponent.

CEREBRO MODE



Cerebro mode is designed so that you can access all of the secrets you have unlocked by achieving various goals in the game. Within is a list of unlocked game items, organized by categories which you switch by pressing the left or right directional buttons. Scrolling through the lists displays a brief description and small picture of what the unlocked item is. Press the X button to view an unlocked item or to get instructions on how to unlock a locked item.

MEMORY CARD

Choose MEMORY CARD to save or load a saved game from your MEMORY CARD. The MEMORY CARD saves unlocked items and records personal setup preferences. Remember to save your progress before powering off or resetting the PlayStation game console.

ON-SCREEN DISPLAY

HEALTH METER

The Health Meter displays the amount of health each character has left for that match. Green indicates remaining health. Damage that is unrecoverable is indicated by the empty section of the meter.

Recoverable damage is indicated by the red portion of the meter.

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 Meters display the available Super Move power each character has. There are three bars, each corresponding to a category of Super Move: Supers, Stringed Supers, and X-Treme Supers. A meter bar must be full to use that category of Super move and triggering a Super move will deplete that category of Super's bar. The meters will regenerate power with successful attacks against your opponent.

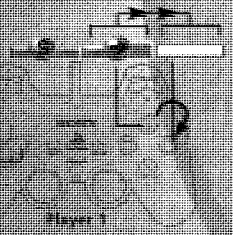
Note: meters get used up whether the Super Move is successful or not (i.e. Cyclops hitting or missing with his Concussion Blast X-Treme Super still uses up his X-Treme meter).

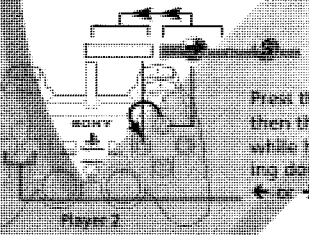
X-TREME METER

The X-Treme Meter indicates whether or not an X-Treme action can be executed. The X-Treme Meter must be fully charged to do an X-Treme move. Once you have built up your X-Treme meter to full power, quickly tap on the X button to close the arrows until they become an "X." Once the "X" is activated, you will have a short period of time in which you may execute your X-Treme move.

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, but you have enough combined power in your meters. Transferring power between meters is achieved by pressing left or right and the buttons that corresponds to their specific meters.





In the above example, to transfer power from the Stringed Super meter over to the X-Treme meter, player 1 must hold ← or → + the ▲ button. The meter will be highlighted to show it is active and ready to transfer. Then while still holding ← or → + the ▲ button, press the ○ button.

However, because the meters are in reverse order for player 2, to perform the same transfer between their Stringed Super and X-Treme meters, player 2 must hold ← or → + the ▲ button, then while still holding ← or → + the ▲ button, press the ■ button.

MOVE COUNTERS

Move counters are a way to thwart an opponent's attack and turn the tables. Move Counters are triggered by pressing the L1 button or the ▲ + ○ buttons as an opponent launches an attack. Remaining Move Counters are indicated by the three yellow slots just below the health meters. You start each match with three and must use them strategically throughout the rounds, since they will not be replenished until the end of the match.

ROUND TIMER

The Round Timer shows the remaining time in a match. If the timer runs out, victory is given to the character with the most remaining health. In the case that both players 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 corresponds with the number of rounds won needed to win the match.

OPTIONS MENU

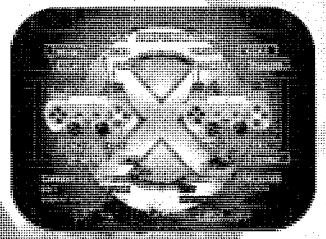
Select the option you want to change by using the directional buttons and the X button to select.

Audio Adjust—Move the sliders to change the sound effect and the music volume. Use the directional buttons to change the settings and the X button to accept.

Screen Adjust—Select Screen Adjust to move the picture around slightly on your monitor. Use Screen Adjust if part of the game's action or menu screens are cut off on the edges.

Game Option—Select Game Option to adjust the difficulty level of your computer-controlled opponents and to switch demo play on or off.

Controller Configuration—Here you can change the default controller configuration to make the controller work as you want it to. You are given a choice of four presets by pressing left or right on the directional buttons, or you can make your own custom configuration. When you choose Custom, you will notice a move type highlighted. Pressing the key you want to activate this move type will assign that key. You must assign a key to all the slots to complete the configuration.



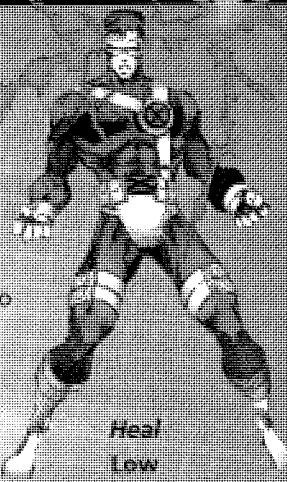
Vibration On/Off—Change the vibration setting of the DUALSHOCK Controllers to on or off.

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

Exit—Press the ▲ button to go back to the main menu.

CHARACTERS

CYCLOPS



Real Name: Scott Summers

Place of Birth: Anchorage, Alaska

First Appearance: X-MEN (first series) #1

History: When Scott was a child, he suffered a head injury after an attack that killed his parents. The injury damaged the part of Scott's brain that would have enabled him to control his optic blasts.

Height	6'3"
Weight	195 lbs.

Speed	*Strength*	*Range*	*Heal*
Medium	High	Very High	Low

Known Superhuman Powers: Ability to project a beam of concussive force from his eyes.

Special Skills and Abilities: Experienced battle tactician, strategist.

Fighting Skills: Extensive training in hand-to-hand combat.

Special Limitations: Due to a brain injury, Cyclops is unable to shut off his optic blasts at will and must therefore wear a visor or glasses with ruby quartz lenses that block the beams.

WOLVERINE



Real Name: Logan (last name unrevealed)

First Appearance: THE INCREDIBLE HULK #180, 1974

History: Logan was taken by a group of scientists as part of the Weapon X program to perfect and use a technique that would bond the indestructible element adamantium to human bone cells. Logan's skeleton was bonded to the adamantium, and he was indoctrinated into the Weapon X assassin program.

Height 5'3"
Weight (without adamantium skeleton) 200 lbs., (with adamantium skeleton) 300 lbs.

Speed	*Strength*	*Range*	*Heal*
High	Very High	Very Low	Very High

Known Superhuman Powers: Wolverine possesses retractable bone claws that are housed in his forearms. At will, Wolverine can release these claws through his skin between the knuckles on each hand. The skin between the knuckles tears and bleeds, but bleeding is quickly halted by his healing factor. The claws are naturally sharp and tougher than that of normal human bone structure. Strengthened by adamantium, his claws are able to cut through almost any material.

Special Skills and Abilities: Wolverine is a master of multiple forms of martial arts.

GAMBIT



Real Name: Remy LeBeau

Place of Birth: New Orleans, Louisiana

First Appearance: X-MEN (first series) #130

History: A homeless boy wandering the streets, Gambit was adopted by Jean-Luc LeBeau, head of the council of the Thieves Guild. Gambit is a master thief aided by his mutant power to charge objects with explosive energy. He employs playing cards charged with kinetic energy as his trademark weapon.

Height 6'1"
Weight 175 lbs.

Speed	*Strength*	*Range*	*Heal*
Very High	Low	High	Very Low

Known Superhuman Powers: Gambit has the mutant ability to tap into the potential energy contained within an object and transform it into kinetic energy. When thrown at a target, the object releases this energy explosively on impact.

Special Skills and Abilities: Bilingual in English and French; ability to throw small objects, including knives, throwing spikes, and playing cards with extraordinary accuracy.

Fighting Skills: Excellent hand-to-hand combatant, utilizing street fighting techniques and acrobatics.

Personal Weaponry: Playing cards; Bo Staff.

STORM



Real name: Ororo Munroe

Place of Birth: New York City, New York

First Appearance: GIANT-SIZE X-MEN #1

History: Storm is the descendant of an ancient line of African priestesses, all of whom have white hair, blue eyes, and the potential to wield magic. Professor Charles Xavier recruited her into the new team of X-Men he was assembling. She was given the code-name "Storm" after her power to affect the weather.

Height	5'11"
Weight	127 lbs.

Speed	*Strength*	*Range*	*Heal*
Low	Medium	Very High	Low

Known Superhuman Powers: Storm has the psionic ability to control the weather over limited areas. She can generate lightning bolts and create winds strong enough to support her weight and to sweep opponents off their feet.

Fighting Skills: Excellent hand-to-hand combatant, trained by Wolverine.

BEAST



Real Name: Henry P. "Hank" McCoy

Place of Birth: Dunfee, Illinois

First Appearance: X-MEN (first series) #1.
(in furry form) AMAZING ADVENTURES #11

History: Henry McCoy's father, Norton, worked at a nuclear power plant where he was exposed to massive amounts of radiation during an accident. Norton was unharmed, but the radiation affected his genes, and as a result his son Henry was born a mutant.

Height	5'11"
Weight	355 lbs.

Speed	*Strength*	*Range*	*Heal*
High	Very High	High	Low

Known Superhuman Powers: Superhuman agility, endurance, speed, and strength.

Special Skills and Abilities: High expertise in genetics and biochemistry; extensive knowledge in a variety of other fields.

Fighting Skills: Excellent hand-to-hand combatant, employing a unique style of acrobatic combat.

Other Distinguishing Features: Covered with fur, unusually large hands and feet, pointed ears, fang-like teeth.

PHOENIX

Real name: Jean Grey Summers

Place of Birth: Annandale-on-Hudson, New York

First Appearance: X-MEN (first series) #1

History: Jean Grey is the younger daughter of John Grey, a history professor at Bard College in New York State, and his wife Elaine. When Jean was ten years old an automobile killed her best friend. Jean's outpouring of emotion as she held her dying friend activated her latent telepathic powers.

Height	5'6"		
Weight	110 lbs.		
Speed	*Strength*	*Range*	*Heal*
Low	Very Low	Very High	Low

Known Superhuman Powers: Telepathy (enabling her to stun the minds of others with "mental bolts"), telekinesis (enabling her to levitate other living beings and objects).

Special Skills and Abilities: Highly adept in wielding psionic powers.

Fighting Skills: Fair hand-to-hand combatant, coached by Wolverine; relies on psionic powers in combat.

TOAD

Real name: Mortimer Toynbee

Place of Birth: York, England

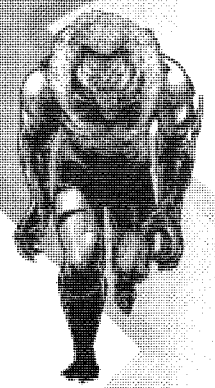
First Appearance: X-MEN (first series) #4

History: Mortimer Toynbee was discovered by Magneto and recruited for his Brotherhood of Evil Mutants. Magneto gave Toynbee the alias of the Toad because of Toynbee's powers, appearance, and personality.

Height	5'8"		
Weight	260 lbs.		
Speed	*Strength*	*Range*	*Heal*
Medium	High	High	Low

Known Superhuman Powers: The Toad is a mutant with superhuman leaping ability. He has been observed reaching an altitude of twenty-four feet and covering a distance on the ground of thirty-six feet in a single leap. Although the Toad usually stands in a crouching position, he can stand erect if he wishes. The Toad has no knowledge of hand-to-hand combat. However, his powers enable him to execute a leaping kick of superhuman force at an opponent. The Toad may also choose to lash his opponents with his inhumanly-long tongue or spew burning acid mucus projectiles.

SABRETOOTH



Real name: Victor Creed

Place of Birth: Unrevealed

First Appearance: IRON FIST #14

History: The full origin of Sabretooth is unknown. However, he is a supernumanly powerful mutant. Sabretooth is said to be the ultimate warrior and survivor, and for years he has been driven by psychotic needs to hunt, fight, and kill other human beings.

Height	6'6"		
Weight	275 lbs.		
Speed	*Strength*	*Range*	*Heal*
Medium	Very High	Very Low	Very High

Known Superhuman Powers: Sabretooth can regenerate damaged or destroyed areas of his cellular structure at a rate far greater than that of an ordinary human being. Sabretooth also has a limited immunity to the fatigue poisons generated by bodily activity; hence he has greater endurance than any ordinary human being. Sabretooth's claws and teeth are strong enough to rend through substances as durable as bone.

Fighting Skills: Excellent hand-to-hand combatant, trained by the Foreigner, the CIA, and others.

MYSTIQUE

Real name: Raven Darkholme

Place of Birth: Unknown

First Appearance: (as Raven Darkholme) MS. MARVEL #16; (as Mystique) MS. MARVEL #18

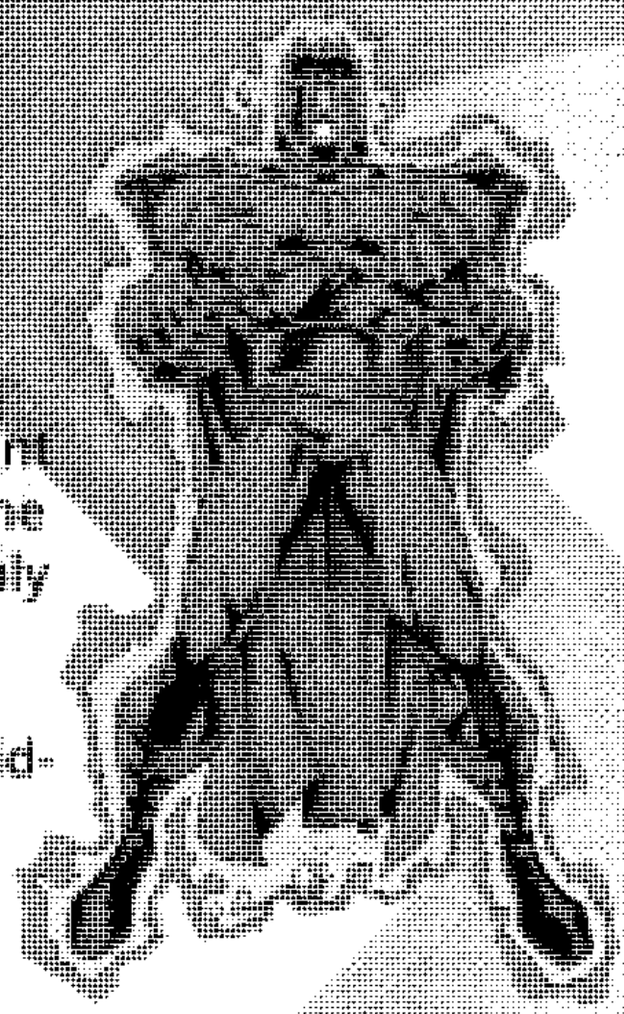
History: Mystique has concealed her superhuman powers and criminal intentions so well over the years that she was able to rise rapidly through the US Civil Service to the trusted position of Deputy Director of the Defense Advanced Research Planning Agency (DARPA) in the United States Department of Defense.

Height	5'10"		
Weight	120 lbs.		
Speed	*Strength*	*Range*	*Heal*
Medium	Low	High	Very Low

Special Skills and Abilities: An expert assassin, she wields high tech weaponry, such as her plasma rifle, with deadly accuracy. She has the ability to shape-shift into the form of any organic being she touches, but cannot take on any of their abilities. It is for this reason she generally does not metamorph when engaged in one-on-one combat.



MAGNETO



Real name: Erik Magnus Lehnsherr

Place of Birth: Unrevealed

First Appearance: X-MEN (first series) #1

History: The man now known as Magneto spent his early teens imprisoned with his family at the Nazi death camp in Auschwitz, Poland. The only member of his family to survive the camp, Magnus here learned how brutally human beings could treat minorities whom they considered different.

Years later Magnus remerged as Magneto, who was determined to conquer the human race to prevent their oppression of mutants.

Height:	6'2"
Weight:	190 lbs.

Speed	Strength	Range	Heal
Very Low	Very High	High	Low

Known Superhuman Powers: Magneto has the mutant ability to control magnetism and other related electromagnetic forces, allowing him to levitate or manipulate any object containing metal (including living beings).