

SEGA®



X-MEN®

2

MEGA HIT SERIES

GENESIS®



KIDS TO ADULTS

KA

CONTENT RATED BY
ESRB

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of 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.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- 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 Sega cartridge.

CHECK OUT SEGA ON THE INTERNET



web site: <http://www.sega.com>
email: webmaster@sega.com
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Learn SEGA game secrets
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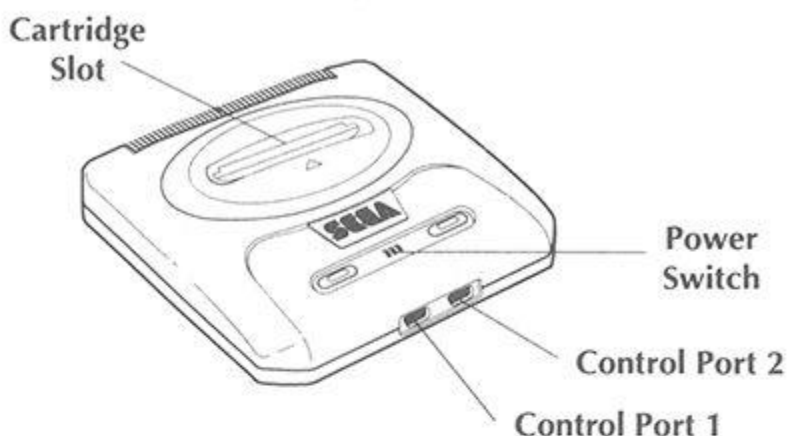
U.S.: 1-900-200-SEGA \$.95/min. (recorded), \$1.50/min.
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TTD phone required. Sega of America
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STARTING UP



1. Set up your Genesis System, following the instructions in the Genesis manual.
2. Make sure the power switch is turned OFF.
3. Plug a control pad into Control Port 1. For two players, plug a second control pad into Control Port 2.
4. Fit the game cartridge into the cartridge slot and press it down **FIRMLY**.
5. Turn the power switch ON — and start playing! One of the X-Men, selected at random, will jump directly into the first mission, Siberia.

Note: Press the **Reset** button on the Genesis console to start with a different X-Man, also selected at random.

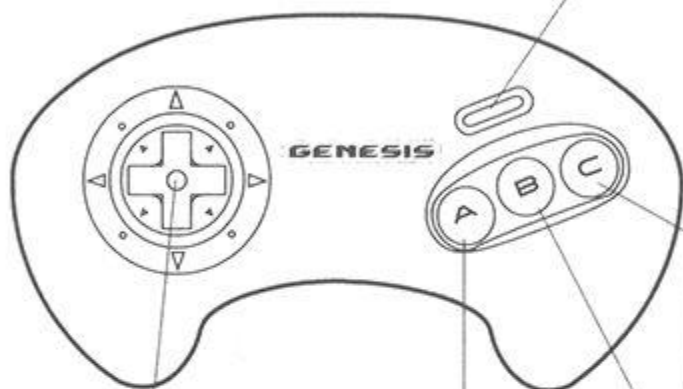
6. Press **Start** on Control Pad 2 to begin a two-player team game. A second, randomly selected X-Man will join the fight.

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

PLAY CONTROLS

START

- Begin the game from the Cerebro character selection screen.
Note: Both players in two-player games must press **Start** to begin.
- Pause/resume the game.
- Speed through text screens.



BUTTON C

- Jump.

BUTTON B

- Normal attack.

BUTTON A

- High-powered attack.
- For certain X-Men, press and hold to activate the Charge Meter, then release for supercharged mutant power.

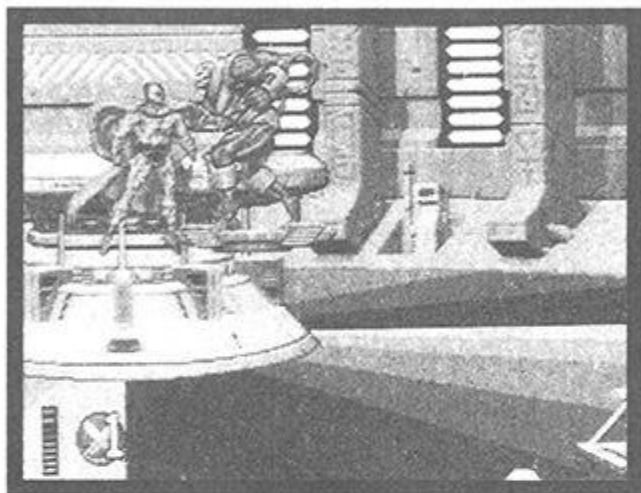
D-PAD

- Select an X-Man by pressing RIGHT or LEFT on the Cerebro screen.
- Move your X-Man in any direction.
- Crouch by pressing DOWN.

Note: See pages 9 to 15 for special X-Men moves and attacks.

THE PHALANX COVENANT

The Phalanx, a technological virus, has invaded Earth! Bent on world domination, the deadly alien has begun to infect all Earth beings on contact. Slowly but surely, the Earthling becomes one with the alien mind . . . and must obey!



The Uncanny X-Men are the only obstacle to the Phalanx onslaught. They are impervious to the virus's power. To combat them, the Phalanx has already begun to replace powerful X-Men foes with its own clones. These robotic versions of the villains are programmed to seek out and destroy the X-Men.

As a second line of offense, the Phalanx is also reactivating the Sentinels, huge mechas created to destroy mutants. And for the *coup de grâce*, the Phalanx is targeting Magneto, the sworn X-Men arch-enemy!

The Phalanx has a final bio-horror in store that even the X-Men cannot escape. With the merest touch, any Phalanx being can extract strands of genetic DNA from any mutant. Once an X-Man's genetic blueprint falls into the Phalanx's control, it can be copied . . . and copied again.

The result: X-Men clones!

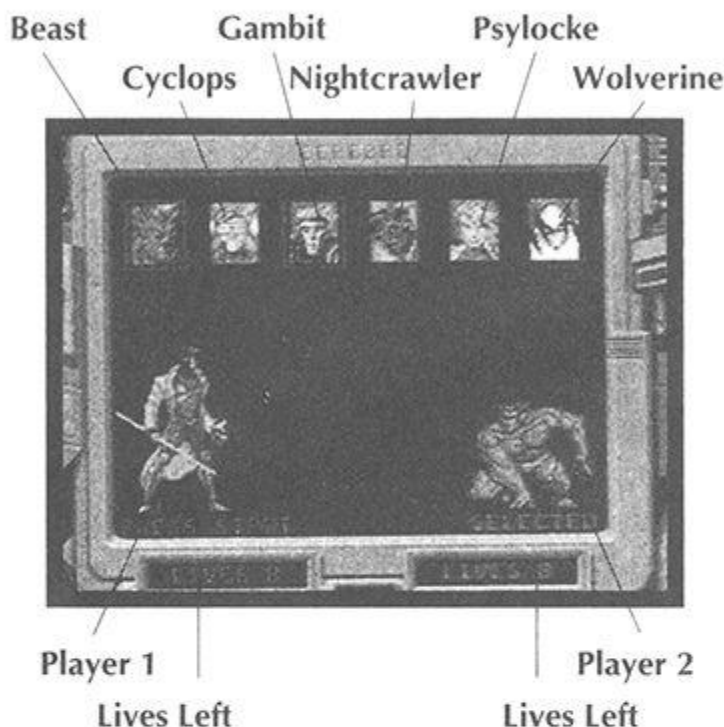
The X-Men could charge into combat, only to perish at the hands of their own mirror images! Psylocke could fall by the psychic knife while staring into her own enraged face. The Beast could be crushed by his own sledgehammer fists. Wolverine could be slashed to ribbons by his own lethal adamantium claws!

Once the Phalanx annihilates the X-Men, the rest of the world will be ripe for enslavement. Will all the X-Men's enemies succumb to the Phalanx virus? Will Magneto be replaced by a Phalanx dupe? Or will he change his allegiance and join with the X-Men to combat this seemingly unstoppable, all-consuming being?

The X-Men are about to square off with their worst enemies, including themselves. They must destroy the Phalanx, or face their doom!

USING CEREBRO

Cerebro, Professor X's computer, monitors the X-Men's progress and gives you combat orders. This is where you begin each mission.



SELECTING YOUR X-MAN

- Press the **D-Pad** RIGHT or LEFT to box the portraits of different X-Men. All X-Men prepare for battle by performing a punch attack.
- Press **Start** to select a hero and begin play.
Note: In two-player games, both players must select heroes and press **Start** before the mission will begin.
- The number under your character shows how many lives you have left (0 to 9). Lives carry over from one hero to another, no matter which X-Man you choose.

RETURNING TO CEREBRO

- You return to Cerebro only when you complete a mission or lose a life.
- After each successful mission, you return to Cerebro to receive the next combat order and select the X-Man for the upcoming mission.
- If you lose a life during a mission, you can select any X-Man, and then press **Start** to restart the mission level.
- When you lose the last life, you've failed the mission.

DOUBLE-TEAMING IN TWO-PLAYER GAMES

- In two-player games, two X-Men team up to fight the forces of the Phalanx. Each player chooses an X-Man independently, though players can make selections at the same time.
- Both players cannot choose the same X-Man for the same mission.
- To begin, both players must press **Start**.
- When one X-Man loses a life, the other X-Man continues the level alone. You will return to Cerebro only after both X-Men lose their lives, or the remaining X-Man completes the level.

X-MEN POWER

HEALTH METER

The Health Meter uses lighted bars to show the X-Man's condition. When all the bars, including the top two bars, are lit, an X-Man is in peak health. In this state, his or her attacks are extremely powerful.



When an X-Man is injured, one or more of the bars in the Health Meter dims. At the danger level, with only two bars left, the meter will flash a warning. When all nine bars are dimmed, the X-Man loses a life.

X-MEN DNA DOUBLE STRAND

Collect floating double strands of DNA to improve your hero's health. Small double strands light up one bar in the Health Meter; large double strands light up three bars at a time; sparkling DNA strands restore ALL an X-Man's health at once!



CHARGE METER

Some X-Men have a Charge Meter to supercharge their mutant abilities. To use the meter, press and hold **Button A** until the red line goes over the top. Then release the button for a full blast of mutant power! (See pages 9-15 for more details.)



X-MEN TEAM

BEAST

Name: Henry "Hank"
P. McCoy

Bio: Beast is endowed with super-human strength and stamina.

As a biochemist, McCoy underwent a series of genetic mutations by means of his own mutagenic serum. The serum caused his blue-hued appearance, and hyper-enhanced his already powerful physical abilities, allowing him to perform his unique acrobatic combat.



SPECIAL MOVES

Earthquake fist smash ~ ~ Button A

Punch ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ Button B

Low slap ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ D-Pad down + Button B

Vertical mule kick ~ ~ ~ ~ ~ D-Pad up + Button B

Jump ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ Button C

Somersault spin kick ~ ~ ~ ~ Button C + Button A

Flying punch ~ ~ ~ ~ ~ ~ ~ ~ Button C + Button B

Wall stick ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ Button C + D-Pad in direction
of wall + Button B

Dive & roll ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ D-Pad down/right or
down/left + Button C



CYCLOPS



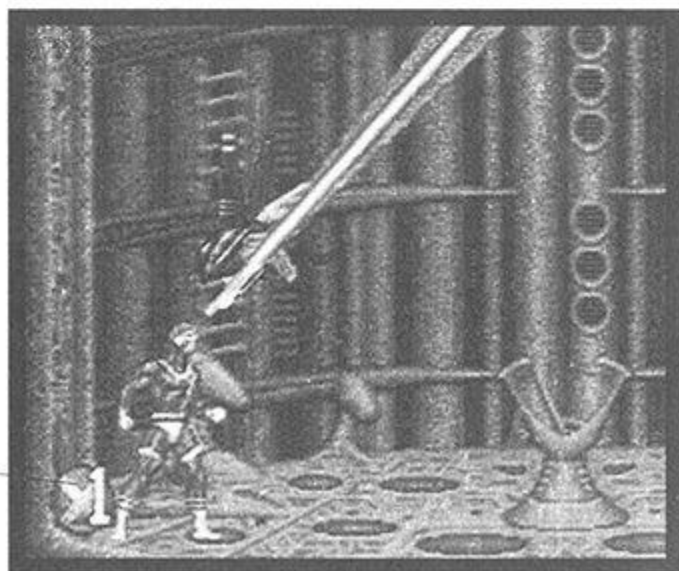
Name: Scott Summers

Bio: Devastating optic blasts erupt uncontrollably every time Cyclops 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!

SPECIAL MOVES

- Optic blast ~~~~~ Button A + D-Pad to aim
- Supercharged ~~~~~ Hold Button A to charge
optic blast (watch Charge Meter),
release to fire + D-Pad to aim
- Punch ~~~~~ Button B
- Combo punches ~~~~~ Button B twice
- Jump ~~~~~ Button C
- Flying death kick ~~~~~ Button C + Button B

Charge
Meter



GAMBIT



Name: Remy Lebeau

Bio: A former professional thief, Gambit is aided by his uncanny ability to throw playing cards with impressive accuracy. Gambit charges the cards with kinetic energy, causing them to explode violently on contact with this target.

SPECIAL MOVES

Charged card attack ~~~~~ **Button A + D-Pad to aim**

Supercharged card attack ~~~~~ **Hold Button A to charge (watch Charge Meter), release to fire + D-Pad to aim**

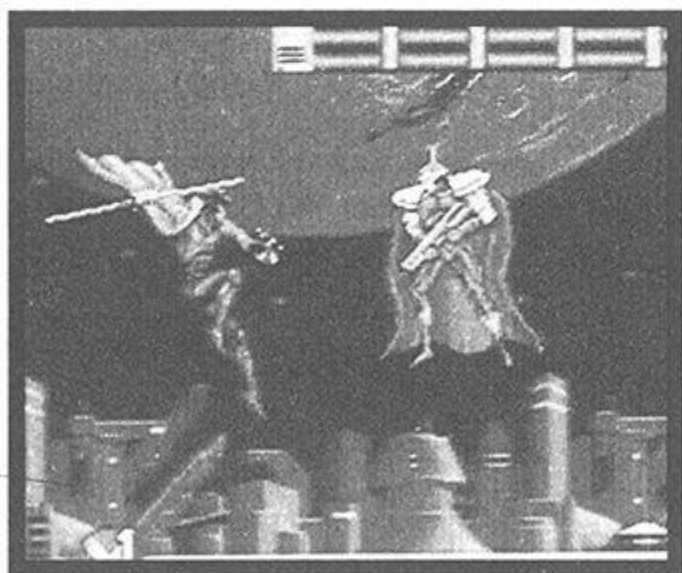
Staff swing ~~~~~ **Button B**

Double staff swing ~~~~~ **Button B twice fast**

Jump ~~~~~ **Button C**

Flying death kick ~~~~~ **Button C + Button B**

Charge
Meter



NIGHTCRAWLER



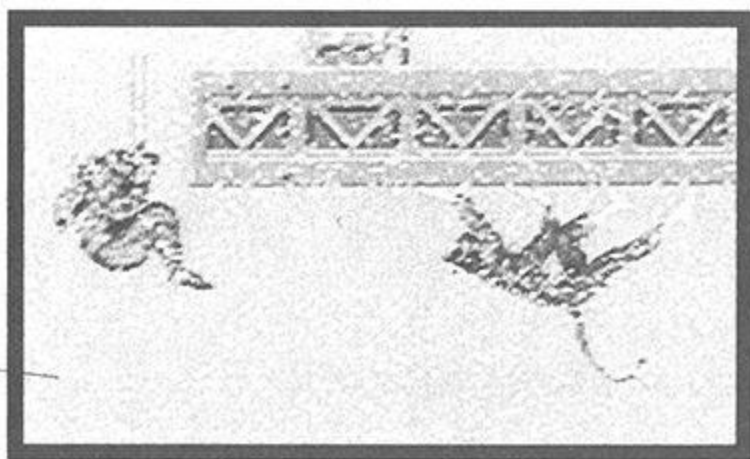
Name: Kurt Wagner

Bio: Instantly teleports by transmuting through an unknown dimension. Nightcrawler's bizarre blue skin, pointy ears and prehensile tail are the effects of genetic mutation, as are his amazing acrobatic and teleportation skills.

SPECIAL MOVES

- Teleport ~~~~~ Button A + D-Pad to aim
- Supercharged teleport ~~~~~ Hold Button A to charge (watch Charge Meter), release to fire + D-Pad to aim
- Punch ~~~~~ Button B
- Jump ~~~~~ Button C
- Somersault spin jump ~~~ Button C twice fast
- Flying death kick ~~~~~ Button C + Button B + D-Pad to aim
- Wall stick ~~~~~ Button C + D-Pad in direction of wall or ceiling + Button B
- Wall crawl ~~~~~ D-Pad while on wall or ceiling; Button C to dismount

Charge
Meter



PSYLOCKE

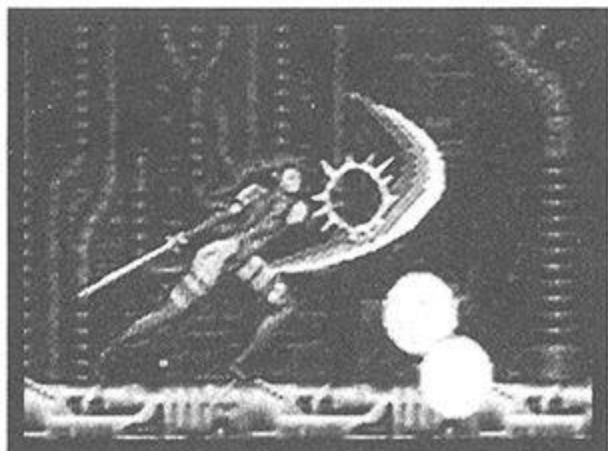
Name: Betsy Braddock

Bio: Psylocke possesses a "psychic knife," a blade of telepathic energy capable of overpowering her foes. Trained in the ancient ways of the mysterious ninja, Psylocke is a master of a variety of martial arts. She is also a mutant, with telepathic powers, including her "psychic knife," that are hers to command as she battles beside her fellow X-Men.



SPECIAL MOVES

- Use psychic knife ~~~~~ **Button A**
- Sword slash ~~~~~ **Button B**
- Double sword slash ~~~~ **Button B twice fast**
- Jump ~~~~~ **Button C**
- Double jump ~~~~~ **Button C twice fast**
- Flying circle slash ~~~~~ **Button C + Button B**
- Wall stick ~~~~~ **Button C + D-Pad in direction of wall + Button B**
- Floor sweep ~~~~~ **D-Pad down/right or down/left + Button C**



WOLVERINE



Name: Logan

Bio: Wolverine is blessed with a quick-healing ability and super-humanly keen

animal sense. Years ago, Wolverine's natural healing

abilities helped him survive the top-secret Weapon X project, which gave him an unbreakable skeleton and slashing, razor-sharp adamantium claws.

SPECIAL MOVES

Power slash ~~~~~ **Button A**

Slash ~~~~~ **Button B**

Double slash ~~~~~ **Button B twice fast**

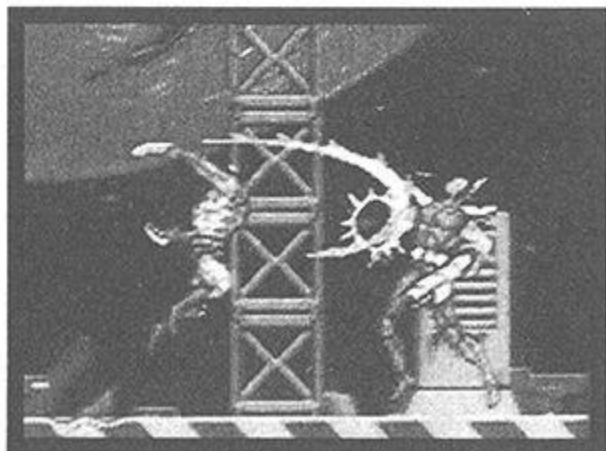
Jump ~~~~~ **Button C**

Somersault spin jump ~~~ **Button C twice fast**

Wall grab ~~~~~ **Button C + D-Pad in direction of wall or ceiling + Button B**

Wall climb/ceiling crawl ~~~~~ **D-Pad while on wall or ceiling; Button C to dismount**

Note: With his quick-healing ability, Wolverine is the only X-Man who can restore his own health. When his Health Meter is down to one or two bars, it will automatically heal, up to three bars total. Like all healing, this takes some time, so Wolverine is still in danger of losing his last health bar, and his life, if he takes too much injury.



CLONE WAR MISSIONS

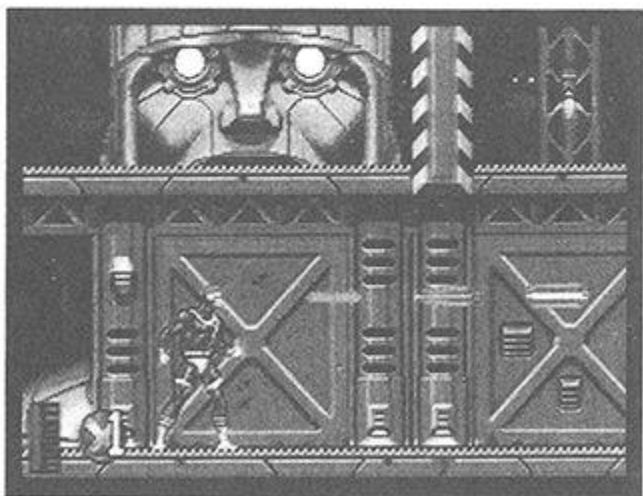
SIBERIA

Toxic radioactive barrels and a driving blizzard set the tone! The X-Men fight their way to the Sentinel factory through an onslaught of the Phalanx's red Ninjas of the Hand.



THE SENTINELS

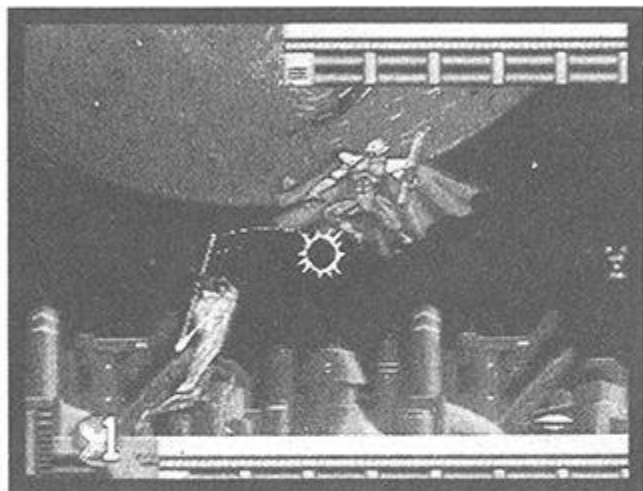
The X-Men invade the Sentinel manufacturing plant to annihilate its deadly defenders. Stop the Phalanx from exploiting control of the Sentinels, the huge semi-humanoid robots designed to locate and terminate super-human mutants.



AVALON

The Phalanx has infiltrated Avalon, Magneto's Earth-orbiting base. The X-Men do their own infiltration against the Acolytes and Exodus . . . and end up in the crosshairs of the Phalanx's weapons.

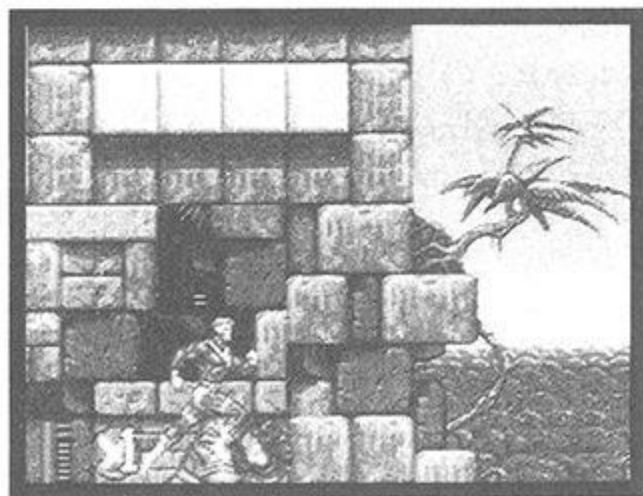
Magneto is in danger of being cloned! Rescue him and he becomes an X-Men ally!



APOCALYPSE'S FORTRESS

Apocalypse's fortress and computer system have fallen into Phalanx hands. Raid his installation under a hail of boulders. Fight off the attacking Tusks and Tuskettes and penetrate the tomb-like corridors for the showdown with Apocalypse.

Magneto will battle fiercely on the side of the X-Men as an uncomfortable ally . . . for now.



SAVAGE LAND

Advance through an army of natives in a nearly impassable jungle and poison-gas swamps. Invade a flooding fortress.

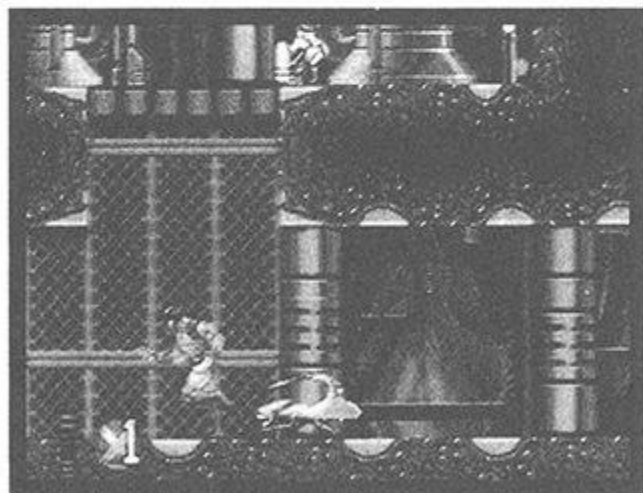
Defeat Brain Child, a hideous master clone or die!



THE PHALANX MOTHERSHIP

Destroy the Phalanx cloning factory, powerfully defended by Deathbird, Cameron Hodge, Brood and Brood Queen.

Beware! Any mutant who gets too close to the sensor arrays . . . will be cloned!



CREDITS

Producer	Ed Annunziata
Product Manager	France Tantiado
Associate Producer	Steve Patterson
Marketing Associate	Jaime Wojick
Programmers	Dan Rosenfeld, Alex Tyrer, Meilin Wong, David Eaden, Jay Carlson, Joshua Singer
Art Director	Steven Ross
Animations & Backgrounds	Steven Ross, Spencer Boomhower, Doug Nishimura
Additional Art	Scott Anderson, Robert Hanon, Yongki Yoon, Brandon McKinney
Sound Design	Neuromantic Productions, Mark Steven Miller, Kurt Harland, Jim Hedges
Test Lead	Tony Lynch
Assistant Leads	Steve Bourdet, Rey Alferez, Caroline Trujillo, Dave Dodge
Testers	Lorne Asuncion, Mike Baldwin, Joe Cain, Don Carmichael, Ed Chennault, Nathan Clark, Janine Cook, Ben Cureton, Sean Doidge, Al Dutton, Atom Ellis, Howard Gipson, Rick Greer, Mark Griffin, Tracy Johnson, Jeff Junio, Nick Katakis, Lloyd Kinoshita, Aaron Loichinger, Jeff Loney, Chris Lucich, Sancho Martinez, Lance Nelson, Rob Owen, Ed Riel, Jon Ries, Leonard Sayers, Tim Spengler, Nathan Tan, Leroy Tripette, Maria Tuzzo, Jennifer Vernon, Christina Watson, Steve Wong, David Wood
Manual	Carol Ann & Neil Hanshaw
Special Thanks	Vy Nong, Christine Bertoglio, Clint Dyer, Frank McGinn

NOTES

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