Treat Your Enteractive Game Carefully

- This Enteractive Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

INTRODUCTION

The entire human race is in danger! Magneto and his band of evil henchmen are on the rampage and nothing can stop them... except for you, Professor Xavier and your uncanny X-Men.

Working with Wolverine, Cyclops, Storm, Colossus, Nightcrawler and Iceman, you select the best attack team for each battle based on their combination of superhuman skills.

Cerebro, your advanced computer system, will display the different missions, all of which must be completed in order to accomplish your ultimate goal... the defeat of Magneto!

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1 HOW TO USE THE CONTROLLER

CROSSKEY
MOVE UP, DOWN, LEFT, RIGHT

"B" BUTTON
JUMP OR FLY

"A" BUTTON
USE MUTANT POWERS

SELECT
SWITCH CONTROLLED
X-MEN IN
1 PLAYER GAME

START
VIEW STATUS SCREEN

GAME GUIDE

The object of the game is simple, you must maneuver your team of X-Men through each mission, dodging or battling the many foes sent against you, as you try to put an end to Magneto’s plans for world domination. You will encounter a staggering array of enemies, fiendishly hidden dangers, and special power items to help you on your way as you search for the secret command post hidden in each mission and shut it down. Accomplish your missions correctly and who knows... maybe you’ll be able to meet the master of magnetism face to face for a final confrontation.

3 HOW TO PLAY

1 OR 2 PLAYERS

Press the START button while viewing the logo screen. The game’s legal notices will appear and then it will ask you whether you want a 1 player or 2 player game. Use the SELECT button to choose the one you want, and press the START button.

MISSION SELECTION

Use the SELECT button to choose one of the 5 missions and press the START button. Each mission takes place in a different and dangerous environment and you may choose them in any order. Not only must you be able to recognize and avoid the various hazards and obstacles, you must also discover the portals to other levels within each mission.

PRACTICE

This mission allows you to practice with each of the X-Men in the danger room without actually going into battle. There are many hazards from the other missions to test each of the X-Men’s powers on. But if they get eliminated, you can still use them in later missions. Hold down the ‘A’ button and press START when you think you’re ready to tackle a real mission.
Future City Street Fight
You are in the ruins of a once impressive and beautiful city that has been blasted to rubble and abandoned.
Magneto and his minions have taken it over and are fortifying it in order to make it his base of operations on Earth. If he is allowed to complete his work, it will be invulnerable and Magneto will be unstoppable.

Subterranean Confrontation
Your fight against Magneto takes you underground to a dark and marshy cave where the leader of the evil mutants has assembled various strange and magical evil beings and is planning to unleash them on the world. Are you strong enough to face these eerie apparitions?

Search and Destroy the RoboFactory
Magneto has built an assembly plant that is starting to produce an army of killer robots to aid him in his quest for world domination. You must battle your way through the factory and destroy it before he can complete his evil plans.

Battle Through a Living Starship
During his travels through alien star systems, Magneto has found a new life form that could be deadly to all humankind. It is a creature that can emit bursts of mind-controlling energy that will turn all humans into mindless slaves. Magneto has used it as a huge living spaceship to escape capture, but now is ready to release it’s deadly force on the earth. The energy bursts have started—who will be affected and how. Will you be in time?

X-Men Select
Use the SELECT and START button to choose two X-Men for the mission you have just picked. You must select your team carefully, because an X-Man who is great on one mission might be terrible on another. In the 1 player game, the first X-Man you pick will be the one you are in control of and the second one will be the one that is guided by the computer. You will be able to switch control between the two X-Men during the game. In the 2 player game, player 1 makes his choice first and then player 2 makes his selection.
GAME PLAY

At the start of the game, the two X-Men appear at the bottom of the screen. The screen will begin scrolling as soon as they move up towards the top of the screen. The two X-Men must stay fairly close together because the screen won’t scroll up if one of them is at the bottom. The screen does not scroll left and right.

1 PLAYER GAME

The X-Man you picked first is the one you control at the start of the game. The other one follows behind you as you make your way through the mission. You can change control to the other X-Man by simply pressing the SELECT button. The automatic X-Man will move back and forth in a limited area while punching or shooting to protect himself. After 5 seconds he will shift into follow mode. This allows him to trail along with the X-Man under your control.

2 PLAYER GAME

You and your teammate each control one of the X-Men and play at the same time. During the game, you can check the damage levels of the two X-Men by pressing the START button. A status screen is displayed showing the power levels remaining. Also shown is the number of keys and computer disks collected. Press the START button to resume the game.

If one of the X-Men gets eliminated, the other must try to make it through the mission alone. If both are eliminated, you must select two new X-Men and try the mission again. But the ones that were eliminated won’t be available for selection again. If you lose all of the X-Men, the game will be over.

GAME OBJECT

You must make your way through each mission, battling the many hazards and obstacles encountered along the way, until you can finally breach Magneto’s defenses and penetrate the control center for his latest world-dominating project. Be warned, violating the security of the control center activates a powerful time bomb, specially designed and powerful enough to utterly destroy anything and anyone foolish enough to be around when it goes off.

Time is running out and you’re probably thinking it’s a good time to get to safety, but wait, this mission isn’t over yet. Magneto has left behind one of his minions to deal with meddlesome intruders. You’ll have to defeat these super-powered henchmen before you can complete your mission and make good your escape. If you are successful, you can collect the computer disk and try to work your way back to the beginning before the bomb goes off. Only then can you take credit for a successful mission.
THE X-MEN

COLOSSUS
NAME: ROBERT KUBRUN
COLOSSUS IS BORN AND RAISED ON A SOVIET COLLECTIVE, THE MOST CONTENT IN HIS COLLECTIVE IS HIS PAIN. THERE IS A MIXTURE OF SOME UNNATURAL SUBSTANCE WITH HIS BODY THAT IS SUPPOSED TO TRANSFORM HIM INTO AN ORGANIC WEAPON. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

STORM
NAME: ORLODO MARZO
STORM SPEAKS MOST OF HER CHILDHOOD AS A PICKET FEATURE IN THE MOST POWERFUL COLLECTIVE, WHERE SHE IS THE MOST POWERFUL COLLECTIVE. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

ICEMAN
NAME: ROBERT DRAKE
ICEMAN IS KNOWN AS A COLLECTIVE WITH A TALENT FOR BRICKS. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

WOLVERINE
NAME: LOGAN
HE IS THE LEADER OF THE X-MEN AND IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

NIGHTCRAWLER
NAME: KURT MUGGINS
NIGHTCRAWLER IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

THE SUPER VILLAINS

THE WHITE QUEEN
NAME: EMMA FROST
THE WHITE QUEEN IS KNOWN FOR HER ADVANCED SKILLS AND ABILITIES. SHE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

JUGGERNAUT
NAME: CHARLIE HAWKINS
JUGGERNAUT IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

CYCLOPS
NAME: SCOTT SUMMERS
CYCLOPS IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

BOOMERANG
NAME: FEED MYERS
BOOMERANG IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

MAGNETO
NAME: UNKNOWN
MAGNETO IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.

SABRETOOTH
NAME: UNKNOWN
SABRETOOTH IS KNOWN FOR HIS ADVANCED SKILLS AND ABILITIES. HE IS THE ONLY SUPER-VILLAIN WHO POWERFUL ENOUGH TO BE USED IN THE DEFENSE OF HIS PEOPLE AGAINST THE UNITED STATES TO BECOME AN X-MAN.
POWER ITEMS

SMART BOMB
Wipes out all the energy characters on the screen.

SECURITY KEY
Capable of opening locked doors specially shielded against mutant powers. All missions will require two keys, however sometimes you will obtain both keys in the same area.

FORCE SHIELD
X-Man protected by an invisible force barrier for a fixed period.

STASIS BOMB
Completely immobilizes the enemy for a fixed period.

MAGNETIC MINE
X-Man immobile for a magnetic force bubble for a short period.

ENERGY CELL
X-Man’s life energy recovered.

COMPUTER DISK
Collect one after defeating the evil mutant in each mission. Of course you still have to make it back to the beginning in order to start all over again. Eventually you will have all four.

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STRATEGY

Some X-Men, by the very nature of their powers, are better suited for one kind of mission rather than another. This means that a team that functions well during one mission may be next to helpless in another. Get a feel for which team functions best in what situation.

Teamwork is vital in the two player game. Don’t try to compete with each other. Help defend your teammates and cover their weaknesses as they should cover yours. It is tempting in the one player game to eliminate one of your own men so that you can concentrate on the mission at hand. Don’t do it! Once you lose one of the team, he is gone for the next level. You will need them all to beat Magneto’s evil forces.

Constantly watch the energy levels of your X-Men. This is especially critical in the one player game. A warning tone will sound when one or both character’s is low on energy, but by that time it may be too late to do anything about it. Swapping back and forth to keep both X-Men protected and at full power is the key.

Only the X-Man controlled by player I can activate a portal from one level to the next. Bear this in mind when selecting the first X-Man in a team. A faster X-Man like Iceman or Nightcrawler would be able to reach a portal much quicker than a slower one like Colossus. Choose wisely.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer’s instructions, may cause interference to radio and television reception.

It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

LJN TOYS, LTD. warrants to the original purchaser of this Enteractive software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Enteractive software program is sold “as is,” without express or implied warranty of any kind, and LJN is not liable for any losses or damages of any kind resulting from use of this program. LJN agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Enteractive software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Enteractive software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE LJN. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OR MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL LJN BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ENTERACTIVE SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.