

Super-Hero Handbook

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X-MEN: MADNESS IN MURDERWORLD

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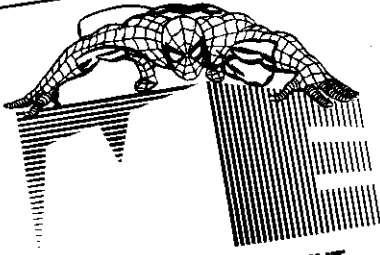
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Introduction



MARVEL ENTERTAINMENT

STAN LEE

Dear Mighty Marvel Computer Whiz:

Once again, your magniloquent Marvel Bullpenners and peerless Paragon Software stars join forces to bring you the pulsating power of comicbooks combined with the high-tech thrills of interactive entertainment software! We proudly present a sensational, one-of-a-kind new game featuring the world's most exciting and colorful superheroes - the Uncanny X-MEN.

Since they burst onto the comicbook scene in 1963, the X-MEN have become the most popular, best-selling comics series of all time! More than two decades ago, when Professor Charles Xavier welcomed his first group of "gifted youngsters" to his private school in New York, personal computers were still things of the future. But now here we are, less than thirty years later, with personal computers installed in millions of homes! Today, they allow you to budget your household expenses, expand your knowledge and even become your favorite Marvel mutie! It boggles the mind!

In "X-MEN Madness in Murderworld," Magneto has hatched his most nefarious scheme yet in his never-ending quest to assert the domination of mutants (homo superiors) over humans (homo sapiens). Magneto plans to lure the X-MEN to their doom by kidnapping their mentor, Professor X, stealing the mutant-detecting computer, Cerebro, and holding them in Murderworld, Arcade's deadly amusement park

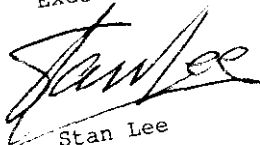
of terror. With the X-MEN dead, Magneto will have a clear path to future mutant world domination!

To save their leader, Cyclops, Storm, Wolverine, Dazzler, Colossus and Nightcrawler face their most dangerous mission ever! In Arcade's lethal Fun House of horror, the X-MEN will face deadly obstacles, battle mighty opponents, solve perplexing puzzles and collect the pieces to a machine that can de-magnetize the awesome powers of Magneto. To make matters worse, the Brotherhood of Evil Mutants, including Juggernaut, Pyro, Blob and Avalanche are lurking in the shadows of the Fun House, waiting to battle our hapless but heroic heroes!

Once again, as in the initial Marvel-Paragon release of "Spider-Man and Captain America in Dr. Doom's Revenge," an original Marvel comicbook sets the stage for the exciting adventure to follow. With "Dr. Doom" and now "X-MEN," the entire Super Hero concept has taken an exciting leap forward! You'll be amazed at the full-screen color graphics, lifelike animation and incredibly realistic sound. Now you can actually participate in adventures that, until now, you were only able to read about in your favorite comics!

So, come along, if you dare! Become the newest mutant in the most titanic team of all! Join the world's most terrifying mission as the merry Marvel madmen and your danger-loving pals at Paragon Software take you on an unforgettable journey to the savage and sinister depths of... Murderworld!

Excelsior!



Stan Lee

Getting Started

- Recommended Order of Play** For maximum enjoyment of X-Men: Madness In Murderworld, take advantage of all the materials provided with the game,
1. Read the original X-Men comic that came with your game. It outlines the background plot and sets the stage for your mission.
 2. Read this manual thoroughly. It provides useful information concerning the play of the game and will familiarize you with the X-Men and the various evil mutants you will encounter on your adventure.
 3. Review the Technical Supplement for specific loading instructions and actual keyboard/joystick commands for your type of computer.
 4. Load the game according to the instructions in the Technical Supplement. Let your imagination take over, and assume the identities of the most unique group of Super-Heroes ever... The Uncanny X-Men!

loading Before you invade Murderworld to thwart Magneto and Arcade's devious conspiracy and save Professor X, you must follow the specific loading instructions for your particular personal computer. *These instructions, plus keyboard commands, joystick commands and game options, appear in the Technical Supplement that came with your game.*

When the game starts, you will be asked a series of questions about the kinds of computer equipment you are using. Answer these questions and proceed to the title sequence.

Please read the original X-Men comic book that came with your game. It provides detailed background information.

Mutant: A human being possessing superhuman powers and abilities. Some mutants, like Professor Charles Xavier and his X-Men, use their mutant powers for the sake of good while other mutants, corrupted by power and greed, utilize their mutant abilities for selfish ends.

Magneto, master of magnetism and leader of the Brotherhood of Evil Mutants, has kidnapped Professor Charles Xavier (Professor X), founder and leader of the X-Men, and has stolen Cerebro, Xavier's mutant-detecting computer,

Magneto has conspired with the mischievous criminal "hit man" Arcade and taken Professor X and Cerebro to Murderworld, Arcade's deadly amusement park of terror. Knowing the X-Men will come to rescue their mentor, Magneto plans to kill them with Murderworld's sophisticated traps and hazards. Worse yet, Magneto has called upon the aid of the Brotherhood of Evil Mutants to help him destroy the X-Men. Juggernaut, Nimrod, Blob, and Pyro are just a few of the corrupt mutants the X-Men must battle! With the X-Men dead, and the power of Cerebro's mutant detecting ability in his hands, Magneto will have a clear path to world rule and mutant domination!

Even for Cyclops, Storm, Wolverine, Dazzler, Colossus, and Nightcrawler this is an awesome challenge. You control all six as they face the dangers and hazards of Murderworld. Battle evil mutants, avoid deadly traps, collect useful objects, solve mind-bending puzzles. and collect the parts to a high-tech machine that can neutralize Magneto's awesome force field!

Can you survive the dangers of Murderworld? Can you defeat Magneto and the evil Mutants? Can you rescue Professor X? Prepare to join the X-Men and find the answers to these questions in ***X-Men: Madness In Murderworld!***

Object of the Game

X-Men: Madness in Murderworld is an interactive strategy arcade adventure in which the player assumes the identities of Cyclops, Storm, Wolverine, Nightcrawler, Dazzler, and Colossus. These six X-Men invade Arcade's Murderworld Fun House where their mentor, Professor X, is being held hostage by Magneto.

There are two major goals that you must achieve in order to win. First, you must fully explore Arcade's multi-level Fun House and locate the components of a device that will de-magnetize the force field surrounding Professor X. The second goal is to find Professor X, defeat Magneto, then rescue Professor X without losing the lives of any of the X-Men.

You will control one X-Man at a time (see *Point Man*, page 11). You will have to solve various puzzles (see *fuzz/es*, page 13) and overcome deadly traps and tricky obstacles (see *Obstacles*, page 13). You must also fight the evil mutants and robotic enemies who guard The Fun House under Arcade's control (see *Combat* page 14).

If you defeat Magneto, de-magnetize his awesome force field, and rescue Professor X with all of your X-Men alive, you will emerge victorious. However, if all of your X-Men are killed in the Fun House, the game will end and Magneto will have conquered the X-Men and taken a giant step forward in his quest for world domination.

If any of your X-Men are killed, you cannot win the game. Nevertheless, you should play on to learn what you can about the Fun House, the X-Men and their foes,

The Murderworld Fun House

Arcade, the twisted creator of Murderworld, has designed and constructed an enormous multi-level, two-building Fun House into which he and Magneto intend to lure the X-Men. By packing his Fun House with complicated puzzles, deadly obstacles and traps, and the combined might of the Brotherhood of Evil Mutants, Arcade has created the ultimate structure of death!

The Fun House complex includes over 25 levels connected either by ladders or holes in the ceiling or floor. Be sure to examine each room carefully to determine whether there is an opening to a new level. Most levels have a distinctive look and theme with traps, obstacles and opponents centering around that theme. Be aware of the look of the particular level you are on. If you become lost in the many levels of the Fun House, look for the distinctive look of the level to help you determine where you are.

Arcade and Magneto have studied the strengths and weaknesses of the X-Men, and designed special traps and hazards specifically suited to destroy Cyclops, Storm, Wolverine, Colossus, Dazzler and Nightcrawler.

Lurking throughout the Fun House are members of the Brotherhood of Evil Mutants, including Juggernaut, the Blob, Toad, White Queen, Wendigo, and the Silver Samurai, just to name a few. As always, the Brotherhood is ready to battle their arch-enemies, the X-Men.

Hidden somewhere in the vast Fun House is Magneto, who guards Professor X and Cerebro. Magneto has created an impenetrable magnetic force field to separate Professor X from the X-Men – if they are fortunate enough to survive the tests of Murderworld.

Game Icons

Game play is controlled by selecting the icons appearing below the action scene on the computer screen. The *Technical Supplement that came with your game shows the icons as they appear on your type of computer*. The Technical Supplement also provides specific instructions on how to select the icons.

- Team Status This icon is especially helpful in selecting the most appropriate Point Man for a particular sequence. An X-Men team screen appears and displays bar graphs to depict the health, stamina and mutant power of the individual X-Men.
- Change Point Man Replaces your current Point Man with another.
- Take Object Takes an object or item you have discovered in Arcade's Fun House and adds it to your inventory for later use.
- Drop Object Discards items that are harmful or no longer useful.
- Use Object For using items in your inventory. For example, you may find a key which could later be used to open a locked door. (See *Objects*, Page 12.)
- Inventory Takes you to the alphabetical listing of all of the objects the X-Men are carrying.
- Micro-Cerebro Determines if there are enemy mutants in any of the rooms surrounding you (3 rooms above, 1 room to each side, and 3 rooms below).
- Use Mutant Power Utilizes the individual mutant powers of the X-Men as follows:
Cyclops – Optic eye blasts
Storm -Wind, rain or lightning
Wolverine – Adamantium claws to cut through obstacles
Dazzler – Light
Colossus – Awesome strength
Nightcrawler – Teleportation
- Game Options Saves games to disk and restores them for continued play.
- Sound Toggles game sounds on and off.
-

You will control one member of the X-Men at a time. The member you are controlling is your Point Man. He will be responsible for battling opponents, overcoming obstacles, and solving puzzles. You will soon discover that you will need to change your Point Man often during the game. There will be obstacles, traps, and puzzles requiring clever strategy and the use of the X-Man best suited to handle each challenge. Read the X-Men Biographies section of this manual (see pages 18- 24) to acquaint yourself with the mutant powers and individual skills of each member of the team.

You will have the ability to change your Point Man at any time. When you select the Change Point Man icon, the X-Men Point Man screen will appear and allow you to replace your current team member with another member of the X-Men.

Below the action scene you will see a picture of your current Point Man and his health, stamina, and mutant power represented by three bars that increase and decrease during game play. When the health bar decreases completely, your Point Man will be dead. As the stamina bar decreases your Point Man will become slow and sluggish. Also, when the mutant power bar decreases completely, your current Point Man will lose his particular mutant power.

Health is regained gradually throughout the game.

Stamina can be increased through rest. However, stamina can be increased only to a level equal to the character's health.

When *mutant powers* are exhausted, they can be regained only by finding mystical objects that can restore mutant abilities.

Always be aware of the status of each of your X-Men. You never know when you will need the special skills of one of them to see you through a battle or obstacle. Selecting the right Point Man is a matter of skill and strategy.

In the Fun House

Movement You will be able to move your Point Man left and right, as well as up and down when you discover ladders and holes in the ceilings and floors that lead to new levels of the Fun House. *Review the Technical Supplement that came with your game for specific keyboard and joystick controls.*

When you encounter evil mutants and deadly foes in Combat Mode, combat moves will replace general movement. (See *X-Men in Combat*, page 14.)

Objects Inside Arcade's Murderworld Fun House, your Point Man will be able to discover and collect various objects that may – or may not – prove useful. It will be up to you to decide. There are several kinds of objects you might discover. These are:

- a) Objects that allow you to overcome an immediate obstacle and advance further in your adventure.
- b) Objects that are a part of a larger puzzle.
- c) Objects that can directly help or harm the X-Men.
- d) Objects that you must assemble to form the De-Magnetizer that will free Professor X from Magneto's force field. (See *Assembling Objects*, below.)

Taking Objects To take an object, simply move to the object and select the Take Object icon. The object will be described in the text bar beneath the action scene and will be added to your inventory.

Using Objects To use an object in your inventory, select the Use Object icon and specify the object you want to use. The result of the action will be described in the text bar beneath the action scene.

Assembling Objects To assemble two objects in your inventory, *drop* one object by selecting the Drop Object icon and specifying the object to drop. Next, use the other object by selecting the Use Object icon and specifying the object to use. You will then be asked what you want to use the object on. Indicate the object you dropped. If the two objects connect, add the combined object to your inventory by selecting the Take Object icon.

You will discover objects in the Fun House that are part of a puzzle. Arcade has designed a number of perplexing puzzles to test your intelligence and problem-solving skills. Puzzles

Some of these puzzles, such as discovering a key to open a locked door that blocks your path, can be relatively simple. Other puzzles may be more involved. For example, you may need to discover a coin that can be used on a fortune-telling machine that produces a combination to a safe that contains a crystal figurine that, when placed on an empty mantle, opens a secret passageway to a new level of the Fun House! The preceding puzzle does not actually appear in the game, but actual puzzles can be just as, if not more, complicated.

Throughout the Murderworld Fun House are various obstacles meant to stop the X-Men from advancing. To overcome these impediments, you will need to call upon the mutant powers of the X-Men. By selecting the appropriate Point Man and choosing the Use Mutant Power icon, you will be able to direct your Point Man's mutant power at obstacles standing in your way. Once again, it will take strategy to determine which member of the X-Men has the appropriate mutant powers to deal with an obstacle. When confronted with an obstacle, the X-Men will be able to utilize the following powers: Obstacles

- Cyclops — Optic eye blasts

- Storm -Wind, rain or lightning

- Wolverine — Adamantium claws to cut through obstacles

- Dazzler — Light

- Colossus — Awesome strength

- Nightcrawler — Teleportation

After using mutant powers, you will see the result of your action and read a description of the occurrence on the text bar appearing below the action scene.

X-Men in Combat

Combat Mode When your Point Man confronts a Sentinel, a member of the Brotherhood of Evil Mutants, or other deadly opponent, you will be thrust into Combat Mode where you must battle your opponent in action-packed fights. While in Combat Mode, you will be able to use only two icons. The Team Status icon will allow you to review the current health, stamina, and mutant power of the members of the team to best determine whom to call upon in combat. Also, the Change Point Man icon allows you to change to a new member of the X-Men at any time during a battle. If one of your X-Men is being defeated, you can review your team status and change to a new Point Man at any time during the fight. The Team Status and Change Point Man icons can be chosen at any time before, during, or after a battle.

Common Combat Moves Some moves are consistent no matter which of the X-Men you are controlling or what distance you remain from a foe.

The common X-Men moves are:

- * Walk Left
- * Walk Right
- * Jump Up
- * Duck
- * Flip, jump, or roll forward
- * Flip, jump or roll backward

Note-Walking a certain direction and then choosing to walk in the opposite direction will change your Point Man's direction and turn him around.

Review the Technical Supplement that came with your game for specific keyboard and joystick controls for combat moves.

X-Men in Combat

Some moves depend upon each of the X-Men's unique Character-Specific combat moves and fighting styles. Dazzler and Cyclops are graceful in combat, while Wolverine tends to fly into berserker rages and fight like a man possessed. Each fighting style utilizes individual mutant powers in combat. Storm can hurl lightning, Wolverine can slash with his claws, Cyclops can blast a foe with his optic bolts, Dazzler can stun an opponent with her sonic light bolts, Colossus can use his overwhelming strength, and Nightcrawler can teleport and strike an enemy in a flash!

These specific combat moves are determined by the distance of your Point Man from an opponent.

	<u>Far from Enemy</u>	<u>Close to Enemy</u>
Cyclops	Optic Blast	High Attack: High Punch Mid Attack: Midsection Punch Low Attack: Low Kick
Wolverine	Somersault Slashing Claw	High Attack: High Claw Mid Attack: Midsection Claw Low Attack: Slashing Low Claw
Nightcrawler	Teleporting "Bamf" Kick	High Attack: High Kick Mid Attack: Midsection Punch Low Attack: Whirling Low Kick
Dazzler	Sonic Light Blast	High Attack: Spinning Kick Mid Attack: Midsection Kick Low Attack: Low Kick
Storm	Lightning Blasts	High Attack: High Jump Kick Mid Attack: Mule Kick Low Attack: Low Leg Kick
Colossus	Human Cannonball	High Attack: Power Punch Mid Attack: Midsection Punch Low Attack: Kneeling Punch

Review the Technical Supplement that came with your game for specific keyboard and joystick controls for combat moves.

Foes in Combat

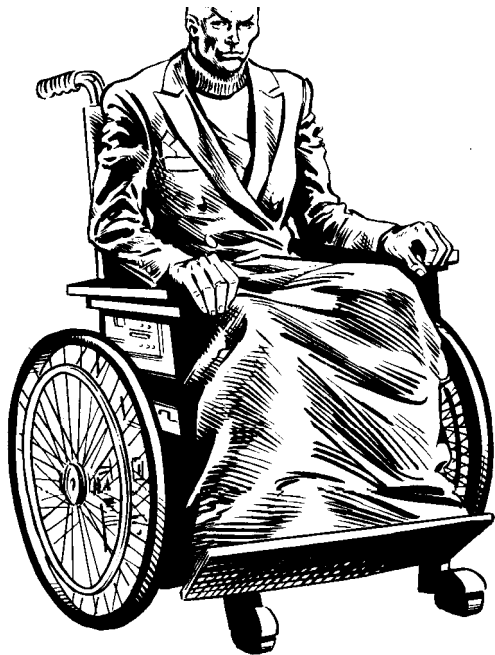
Evil Mutants The X-Men will face a variety of opponents, many of whom belong to the Brotherhood of Evil Mutants. These opponents are some of the most feared and treacherous super-villains of all time. Each individual opponent has his own unique combat moves, specialized weapons, and fighting style. This list shows each evil mutant's most devastating combat move or weapon.

- * Avalanche – Earthquaking Boulder Toss
- * Blob – Mighty Circus Kick
- * Juggernaut – Two-Fisted Hammer Punch
- * Magneto – Magnetic Force Blasts
- * Mystique – High Flying Kick
- † Nimrod – Concussive Energy Blasts
- * Pyro -Scorching Flame Thrower
- ★ Silver Samurai -Slashing Sword
- * Sentinels – Laser Blasts
- * Toad – Leaping Bullfrog Kick
- † Wendigo – Razor Claws
- * White Queen – Psionic Force Blasts

Other Foes Arcade, a true coward, has no real combat skill. He is, however, a high-tech whiz kid and robotics genius. He has created an army of robotic enemies taking on many different forms. These formidable foes are ready to battle the X-Men in the Fun House structure. Also, beware of the mutant-hunting Sentinels. There are a number of them searching through the many levels for the X-Men.

The X-Men
and Their Foes

Professor Charles Xavier



Founder and leader of the X-Men and founder of Professor Xavier's School for Gifted Youngsters. Although his body is confined to a wheelchair, his mind knows no bounds – his powers of telepathy and telekinesis are formidable.

Real Name: Charles Xavier

Occupation: Geneticist, teacher

Legal Status: Citizen of the United States with no criminal record

Place of Birth: New York City

Height: 6'-0"

Weight: 190 lbs.

Eyes: Blue

Hair: None

Strength level: Professor X possesses the normal human strength of a man confined to a wheelchair.

Superhuman Mutant Powers: Professor X is the world's most powerful psionic telepath. He can read minds and project his own thoughts into others' minds within a 250-mile radius. Xavier can also induce temporary mental or physical paralysis, and loss of memory. He can also project "mental bolts" of psionic energy which can stun a person into unconsciousness. He can project his astral form to others, allowing constant communication.

History: Even as a pre-adolescent, Xavier could use his telepathic abilities to sense other people's emotions and intentions. When Charles was still a boy, his father was killed in an atomic test. Shortly thereafter, his father's colleague, Dr. Kurt Marko, married Charles's mother for her fortune. She soon realized the emptiness of her new marriage and died heartbroken shortly thereafter.

As a side effect of his emerging powers, Xavier began losing his hair. By the time he graduated from college he was completely bald. Xavier entered Bard College in New York at the age of 16, and earned a biology degree in two years. He later earned two more degrees at Oxford.

Xavier was then drafted. He tried to return to academia after leaving the army, but could not maintain his interest. Instead, he began traveling aimlessly. While in Israel, Xavier met and fell in love with Gabrielle Huller, who would later bear his son. He also met a man known as Magnus, who would later become Magneto, Xavier's arch-nemesis. After leaving Israel, Xavier traveled to India and Tibet, where he battled an alien known as Lucifer. Xavier defeated Lucifer, who took revenge by dropping a stone block on Xavier, permanently crippling his legs.

After his injury, Xavier became a recluse earning Ph.D.s in psychology and anthropology before beginning Professor Xavier's School for Gifted Youngsters and founding the X-Men.

Glamorous, talented, beautiful and simply dazzling, Dazzler can shine light on any situation with her fantastic, illuminating ability to convert sounds into brilliant forms of colorful light.

Real Name: Alison Blaire

Occupation: Singer, actress, dancer, and member of the X-Men

Legal Status: Citizen of the United States with no criminal record

Place of Birth: Gardendale. Long Island. New York

Height: 5'-8"

Weight: 115 lbs.

Eyes: Blue

Hair: Blonde

Strength Level: Dazzler possesses the normal human strength of a woman of her age, height and build who engages in intensive regular exercise.

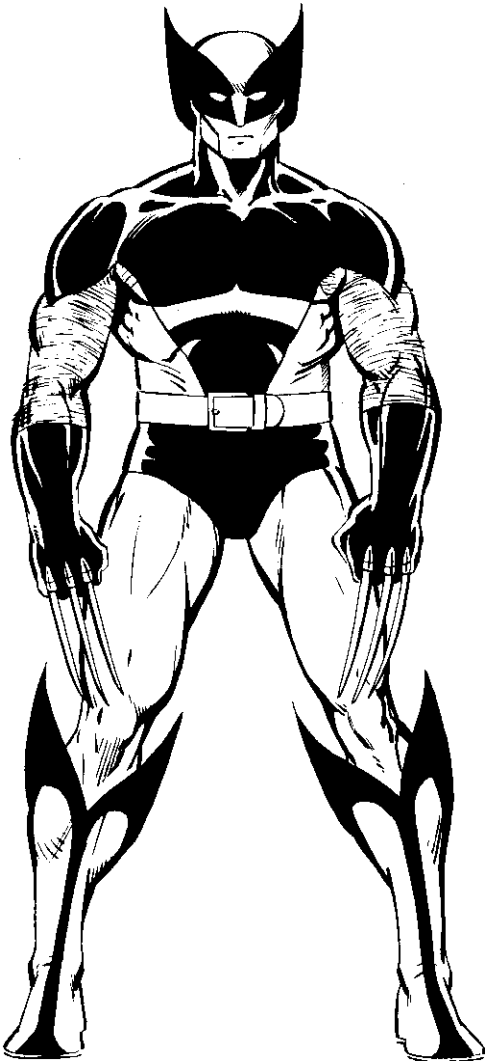
Superhuman Mutant Powers: Dazzler is a mutant with the ability to transduce sonic vibrations into various types of light. She prefers to utilize the sound of contemporary pop and rock music, particularly that which is rhythmically sustained, to create light. She can cause bright glows or create high-intensity sonic light blasts which can destroy nearly anything in her path. Dazzler is also a skilled athlete, dancer, gymnast, and has become proficient in hand-to-hand combat thanks to her intensive training in Professor Xavier's Danger Room.

History: Alison Blaire is a mutant whose superhuman powers first manifested themselves in her late adolescence. An aspiring singer, Blaire was performing at a high school dance when her ability to transform sound into light first surfaced. Upon graduation, she set out to become a 'star' in the entertainment world using her light powers as part of her performance. She used the stage name Dazzler, and audiences had no idea she was a mutant; they assumed her light show was created through technological means.

Dazzler rose in popularity until she admitted to being a mutant. Due to the public hostility against mutants, Blaire's popularity in show business declined, and she was soon sought out by Professor Xavier. Before long, Alison Blaire — Dazzler — became a new and important member of the X-Men.



Wolverine



A tough-talking, cigar-smoking, no-nonsense, former Canadian intelligence officer, Wolverine has a virtually unbreakable adamantium skeleton and retractable claws that make him the last man you would ever wish to anger. With self-healing abilities and enhanced sensory powers, Wolverine thrives on fighting.

Real Name: Logan

Occupation: Field Commander of the X-Men

Legal Status: Citizen of Canada, now permanent resident of the U.S.: no criminal record

Place of Birth: Unknown

Height: 5'-3"

Weight: 195 lbs.

Eyes: Black

Hair: Black

Strength Level: Wolverine possesses the normal human strength of a man of his physical age, height and build who engages in intensive regular exercise.

Superhuman Mutant Powers: Wolverine has the ability to automatically regenerate damaged or destroyed areas of his cellular structure faster than normal humans. His fast healing makes him nearly immune to all poisons and most drugs. Wolverine has greater endurance than normal humans and superhumanly acute senses of smell and hearing. Wolverine also possesses a nearly indestructible adamantium skeleton and unbreakable retractable claws permanently attached to his body. These claws can cut through virtually anything. In addition, Wolverine is a master of many forms of hand-to-hand combat.

History: Wolverine's past is shrouded in mystery. There is no known record of his birth, and since his mutant healing ability causes him to age more slowly than ordinary humans, his age cannot be estimated. Before his skeleton was laced with adamantium, he served in a military group called 'Devil's Brigade,' and later worked as a free-lance intelligence operative.

Wolverine's skeleton has been bonded with the artificial, virtually indestructible metal called adamantium, and he has been given adamantium claws that retract into his forearms. Wolverine is unable to remember how he received the adamantium skeletal bonding and claws, and is prone to animalistic rages and berserker tendencies.

Wolverine was a Canadian Secret Agent and the leader of Alpha Flight before being recruited by Professor X and joining the X-Men. Though ultimately gaining control over his animal nature, Wolverine still allows himself to go into berserker rages during combat, making him a frightening force to grapple with.

Cyclops

Cyclops is the solemn, steel-willed original member of the X-Men. His mutant power is his curse: his awesome optic force beam must be shielded by ruby quartz lenses or else pour uncontrollably from his eyes, destroying all before it!

Real Name: Scott Summers

Occupation: Deputy Leader of the X-Men

Legal Status: US citizen with no criminal record

Place of Birth: Anchorage, Alaska

Height: 6'-3"

Weight: 175 lbs.

Eyes: Black (glowing red when his power is active)

Hair: Brown

Strength Level: Cyclops possesses the normal human strength of a man of his age, height and build who engages in intensive regular exercise.

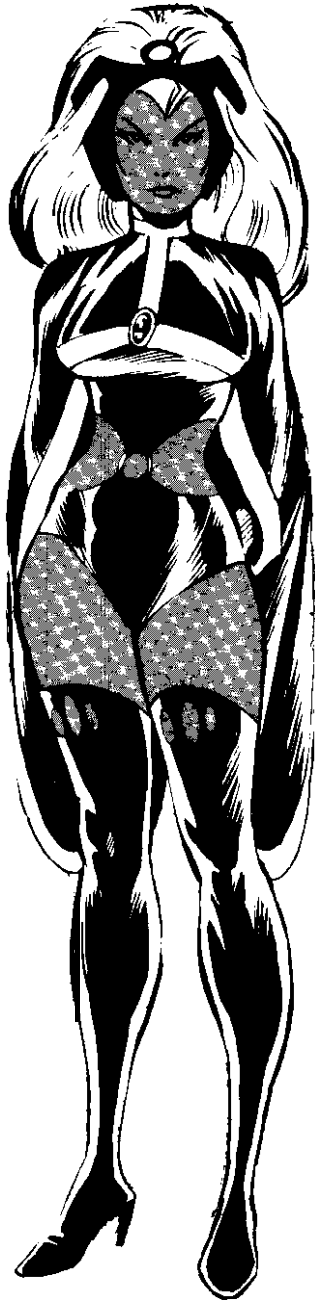
Superhuman Mutant Powers: Cyclops has the ability to project a beam of ruby-colored concussive force from his eyes. There appears to be a direct correlation between the time Cyclops has been exposed to sunlight and the intensity and longevity of the force beams. As the result of a boyhood accident, Cyclops is unable to control the optic blasts. Therefore, the energy continually pours from his eyes at a level capable of killing a human being. The blasts can be diffused by glasses or a visor with lenses made of ruby quartz. Cyclops can focus his optic blasts with his visor. His maximum beam can topple a filled 5,000-gallon tank truck or puncture a one-inch carbon steel plate.

History: Scott Summers was the older of two sons of Christopher Summers, an Air Force test pilot, and his wife Katherine Anne. When Scott was a pre-adolescent boy, his father was flying himself, his wife, Scott, and Scott's brother Alex in his private plane when they encountered a hostile alien ship which fired on the small plane, setting it ablaze. Katherine Anne pushed her two sons out of the burning plane with the only available parachute. The two boys survived; their parents did not. Alex left the hospital in two weeks, but Scott remained in a coma for over a year, after which he lived in an orphanage until his mid-teens.

Scott began having severe headaches and eyestrain. An eye specialist discovered that eyeglasses with ruby quartz lenses alleviated the problem. After Scott displayed his optic blast in public, an angry mob nearly killed him. Shortly after, he was recruited by Professor X and became the first of the X-Men. While in the X-Men, Scott fell in love with Jean Grey, also known as Marvel Girl. After she was killed as the Dark Phoenix, Summers left the X-Men and married Madelyne Pryor, whom he left years later after learning that Jean Grey was still alive.



Storm



A mysterious African princess, Storm rides the wind, creates deadly lightning, brings pounding rain, and controls the elements with a thought. Though possessing power capable of leveling a city, Storm remains sensitive, gentle and caring.

Real Name: Ororo Munroe

Occupation: Member of the X-Men

Legal Status: Citizen of the United States with no criminal record

Place of Birth: New York City

Height: 5'-11"

Weight: 127 lbs.

Eyes: Blue (white when activating her power)

Hair: White

Strength Level: Storm possesses the normal human strength of a woman of her physical age, height and build who engages in intensive regular exercise.

Superhuman Mutant Powers: Storm is a mutant with the psionic ability to manipulate the weather. She can stimulate the creation of any form of precipitation (rain, snow, sleet, hail, fog), gale force winds, temperature fluctuations and lightning. Storm can also change only the weather that is around her. Storm can fly through the air by causing herself to be supported by wind currents. Storm is also well-trained in various forms of combat.

History: Ororo Munroe is descended from a line of African witch-priestesses which can be traced back to the dawn of humanity. Ororo's mother, N'dare', who was the princess of a tribe from Kenya, married American photojournalist David Munroe. The couple resided in Manhattan, where Ororo was born. Six months after her birth, the couple moved to Cairo, Egypt where David had an assignment. Five years later, Ororo's parents were killed and her home was destroyed during an Arab-Israeli conflict.

For a while after her parents' death, Ororo wandered the back alleys of Cairo until she was found by children working for the Egyptian master thief Achmed el-Gibar. El-Gibar taught Ororo to become an accomplished sneak thief, pickpocket, lockpick, and escape artist. When Ororo was twelve, she felt a strong inner need to go south. She spent a Year traveling by foot from Cairo across the Sahara Desert until she reached the home of her ancestors, the Serengeti Plain.

By this time Ororo's mutant power to control the elements had emerged, and she used her power to help several local tribes. These tribes soon worshipped her as a goddess. She contentedly spent a number of Years in that role until Professor Charles Xavier recruited her as a member of the X-Men. Ororo joined the team and took the code-name Storm,

With a thought, Colossus turns his flesh to steel, which gives him superhuman strength and virtual invulnerability. The X-Men's resident Russian. Colossus has the gentlest of souls sheathed in armored skin.

Real Name: Piotr (Peter) Nikolaievitch Rasputin

Occupation: Member of the X-Men

Legal Status: Citizen of the U.S.S.R., now living in the U.S. under a special arrangement made for him by Professor Xavier. He has no criminal record.

Place of Birth: Ust-Ordynski Collective, Siberia, U.S.S.R.

Height: 6'-6" normal, 7'-5" armored

Weight: 250 lbs. normal, 500 lbs. armored

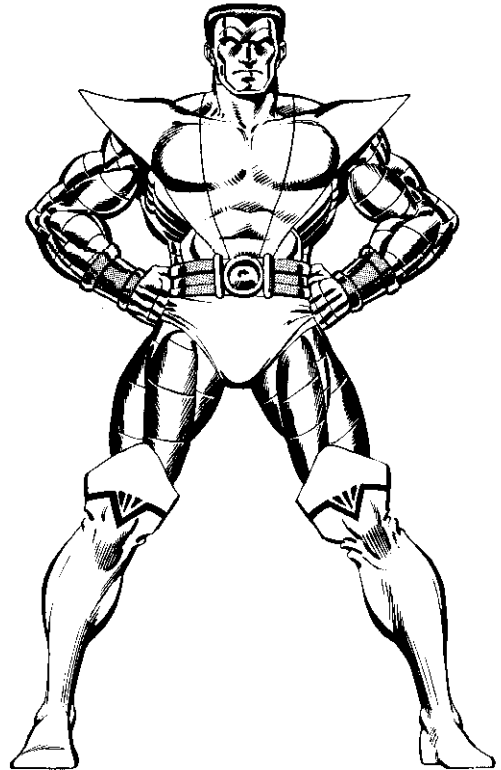
Eyes: Blue

Hair: Black

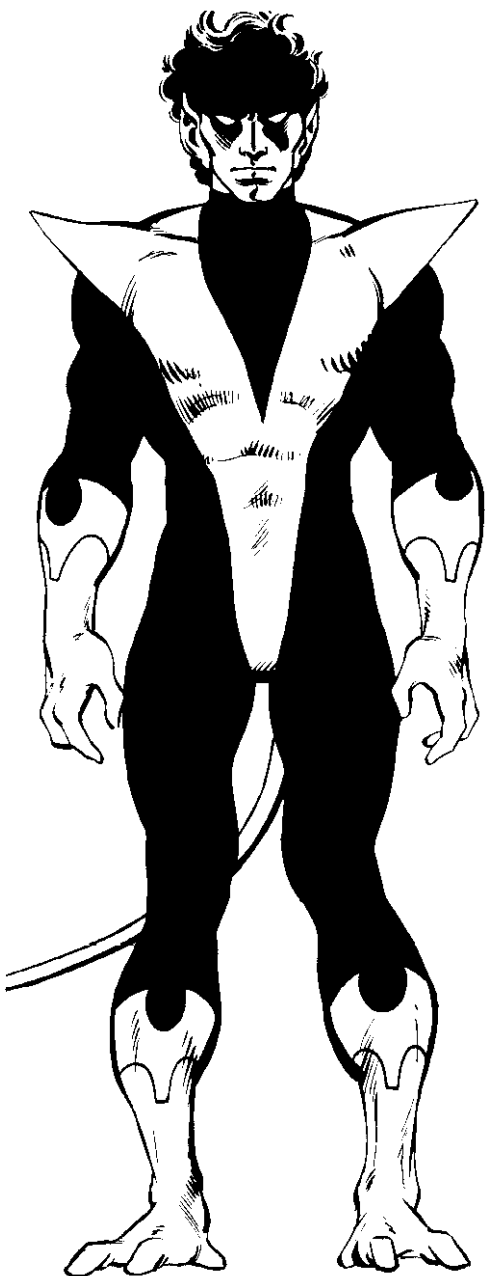
Strength Level: In his normal form, Peter Rasputin possesses the normal human strength of a man of his age, height and build who engages in very intensive weight training and regular exercise. As Colossus, in armored form, he can lift 70 tons under optimal conditions.

Superhuman Mutant Powers: Colossus is a mutant with the superhuman ability to convert the tissue of his entire body into an organic steel-like substance, granting him superhuman strength and a high degree of resistance to bodily harm. He is able to transform into his armored form at will until he consciously wills himself back to normal. In his armored state, Colossus is resistant to most forms of bodily injury. His armor can stop bullets. In addition, he can survive a collision with a loaded, one-ton, flat-bed truck at 100 miles per hour, or an explosion of 400 pounds of TNT. He can also survive extremes of temperature and hold his breath for nearly four minutes.

History: Peter Rasputin was born in the rugged Soviet territory of Siberia. His superhuman powers emerged in adolescence, and for a time he was content to use his powers simply to aid those on the collective farm where he lived. However, Rasputin was contacted by Professor Charles Xavier, who wished to recruit the young Russian for his new team of X-Men. Rasputin joined Xavier, who gave him the code-name Colossus. He has remained an active member of the X-Men and has become one of the team's strongest assets.



Nightcrawler



Nightcrawler is the swashbuckling former circus acrobat who makes his presence known by teleporting onto the scene amid a cloud of smoke, a stench of brimstone, and a loud "BAMF."

Real Name: Kurt Wagner

Occupation: Member of the X-Men

Legal Status: Citizen of West Germany with no criminal record

Place of Birth: Somewhere in the Bavarian Alps

Height: 5'-9"

Weight: 195 lbs.

Eyes: Shining yellow, no visible pupils

Hair: Indigo

Strength Level: Nightcrawler possesses at least the normal strength of a man of his age, height and build who engages in intensive regular exercise.

Unusual Features: Nightcrawler has three fingers on each hand, and two toes, each longer than a normal human's, on each foot. He has a prehensile tail about 3-1/2 feet long which can carry his own weight. He is almost entirely covered with a fine indigo-colored fur, making him so dark that he blends into deep shadows. He also has pointed ears and fang-like canine teeth.

Superhuman Mutant Powers: Nightcrawler has the ability to teleport by displacing himself into another dimension, traveling through it, and then returning at a distance from his point of departure. He consciously determines his point of return.

Nightcrawler will not teleport into a place he has not seen. If he were to teleport into an unfamiliar area, he would risk materializing in a solid object. He is a world-class athlete and acrobat, skilled in fencing and hand-to-hand combat.

History: Kurt Wagner's power of self-teleportation did not emerge until puberty. As an infant, he was abandoned in the Bavarian Alps and found by Margali Szardos, a sorceress and gypsy queen. She took the infant to the small Bavarian circus where she worked as a fortune-teller. Wagner was raised by the circus performers, who had no prejudice against "freaks."

Wagner grew up happily. By his adolescence, he was the star acrobat and aerial artist of the circus. Years later, a Texas millionaire who ran a large Florida circus heard of Wagner, bought the Bavarian circus and demanded that Wagner be placed in his freak show. Appalled, Wagner quit and made his way toward Winzeldorf, Germany, where he was nearly killed by a mob who considered him a demon. Luckily, Wagner was saved when Professor X appeared and psionically paralyzed the angry crowd. Xavier asked Wagner to join the X-Men, and the newest member of the team became Nightcrawler.

Arch-foe: Magneto

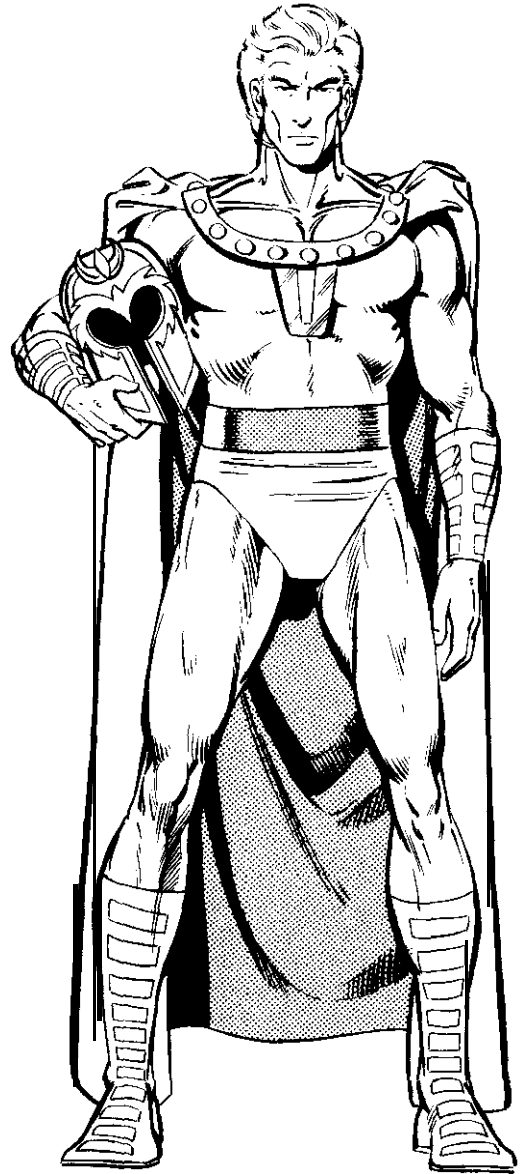
Real Name: Unknown. Magnus may be his first or last name or an alias.

Magneto is the leader of the Brotherhood of Evil Mutants and the arch-enemy of the X-Men. He is a superhuman mutant who can control magnetism. He can shape and manipulate magnetic fields that exist naturally or artificially. He can erect magnetic force fields around himself for protection and create powerful magnetic blasts.

Although his early life is shrouded in mystery, it is known that Magneto and his family were in Germany sometime during the Nazi regime, and were sent to the Auschwitz concentration camp in Poland, where he was the only member of his family to survive. This experience harshly demonstrated to Magneto how inhumane a majority could be toward a minority, a lesson that would shape his philosophy when he discovered he was a mutant.

After the Russians liberated Auschwitz, Magneto spent the next few years traveling along the Iron Curtain. During this period, Magneto married a girl named Magda and fathered a baby daughter, who would later die. The circumstances of the death of his daughter are still unknown, but it is known that Magneto used his powers for the first time in Magda's presence while defending her and avenging the death of the infant. Terrified by Magneto's power and his declarations that he would one day rule the world, Magda left Magneto without telling him she was pregnant again.

After unsuccessfully searching for Magda for years, Magneto settled in Israel. There he met Charles Xavier who became his friend for a short time. It is not known what happened to Magneto during the following years. Spending many years studying science and experimentation, Magneto soon came to the realization that the only way he could protect mutants from public persecution was to personally take control over humanity. Donning his famous costume, he formed the Brotherhood of Evil Mutants and became its leader – Magneto – Master of Magnetism. Through the years, he has been the greatest foe of the X-Men.



Foes



Arcade

Real Name: Unknown

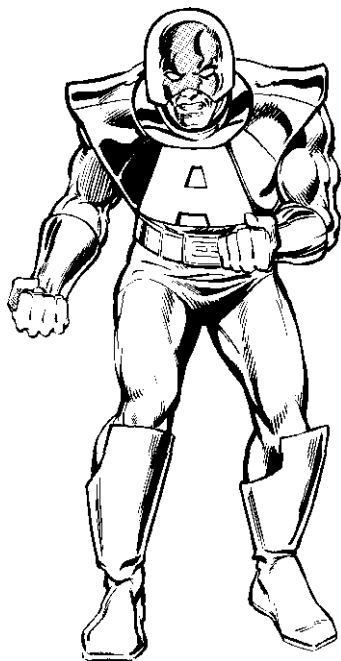
Arcade, a non-mutant, is the world's most dangerous assassin. A fun-loving playboy, he inherited a fortune after his father's mysterious death. Soon thereafter, Arcade became a world-renowned 'hit man' earning as much as a million dollars per contract. Growing bored of killing by ordinary means, he used his wealth to construct Murderworld, a complex of high-tech death traps designed in the manner of an amusement park. He constructs special traps for specific victims after studying their weaknesses. He has a genius I.Q. and a natural aptitude for mechanics, architecture, and applied technology.



Blob

Real Name: Fred J. Dukes

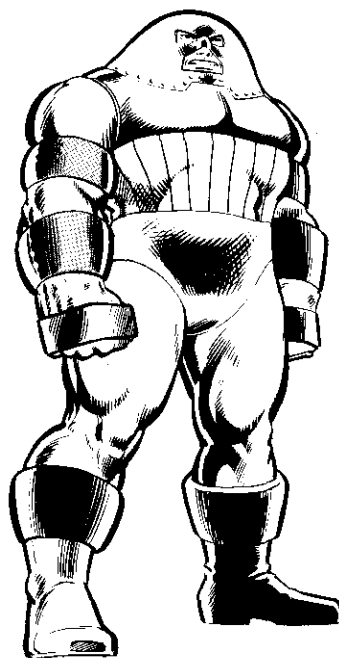
Fred Dukes, the Blob, has unique mutant powers that relate to the mass, strength, resilience, and indestructibility of his obese body. His primary ability is that he can become virtually immovable as long as he is in contact with the ground. He does this by bonding himself to the earth beneath him by force of will. He has superhuman resistance to injury. The fat tissues that comprise the Blob's epidermis are able to absorb the impact of rifle bullets, cannonballs, bazooka shells, and even torpedoes. The larger of these projectiles recoil from his body at one-half the force of impact. The smaller ones imbed themselves in his layers of fat, enabling him to eject them by merely flexing his muscles.



Avalanche

Real Name: Dominic Petroe

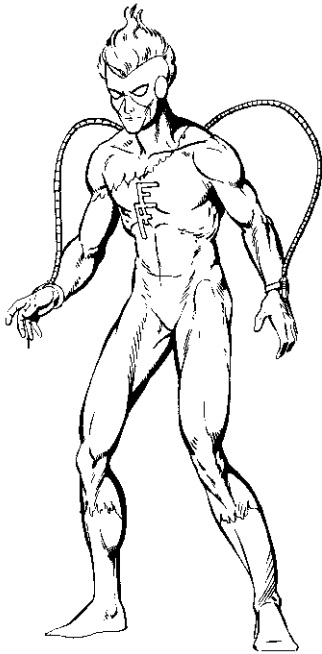
Avalanche is a mutant with the superhuman ability to generate powerful waves of vibrations from his hands, creating highly destructive effects. The vibrations can cause inorganic objects to shatter or crumble into dust. When directed against large objects like buildings or upon the earth itself, the vibrations can produce effects similar to those of an earthquake or avalanche. Avalanche need not touch an object to affect it; he can direct the vibrations against it from considerable distance. He can hurl heavy objects at an opponent by simply unleashing the vibrations from his hands.



Juggernaut

Real Name: Cain Marko

Cain Marko is Professor Charles Xavier's step-brother. Standing nearly seven feet tall and weighing 900 pounds, Juggernaut possesses awesome strength enabling him to lift over 100 tons. Once he begins walking in a certain direction, no obstacle or force on Earth has been able to stop him. With superhuman powers generated from a mystical relic, Juggernaut also has a high degree of resistance to bodily injury. A bitter enemy of Xavier, Juggernaut has always been a fearsome foe of the X-Men.



Pyro

Real Name: St. John Allerdyce

Pyro is a powerful superhuman mutant with the ability to psionically cause any fire, however small, to grow in size and intensity and to take on any form he desires, even that of a living creature. Though he can control fire he cannot create it. Therefore, he carries a flame thrower for starting fires which he can then manipulate. Born and raised in Australia, this member of the Brotherhood of Evil Mutants is a deadly opponent of the X-Men.



White Queen

Real Name: Emma Frost

The White Queen is a mutant with powerful telepathic abilities similar to those of Professor Xavier. She can read minds and project her thoughts into the minds of others. She can also project psionic force bolts which can render an opponent unconscious. The White Queen is also an above average athlete with training in the martial arts and various forms of hand-to-hand combat. A well-educated and intelligent woman. Emma Frost has remained a steady adversary of the X-Men through the years.



Mystique

Real Name: Raven Darkholme

Mystique is a mutant metomorph. She can psionically shift the atoms and molecules of her body and of whatever clothing she is wearing, thereby changing her and its appearance. As a result, she can cause herself to look and sound like an exact duplicate of any human, humanoid, or semi-humanoid of either sex, wearing virtually any type of clothing. Mystique cannot, however, duplicate the powers of the person she imitates. She is an above average athlete with extensive combat training.



Silver Samurai

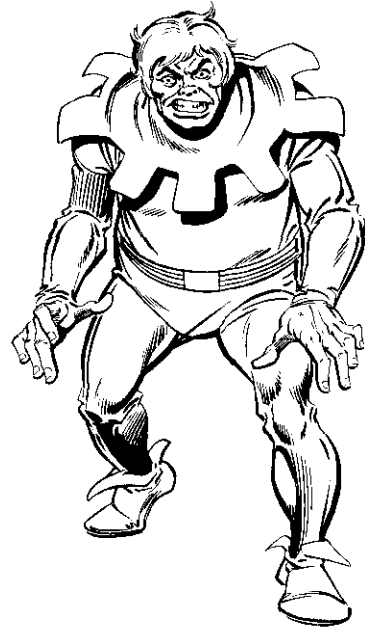
Real Name: Kenuichio Haroda

The Silver Samurai is a superhuman mutant who can generate a form of energy, probably a tachyon field, with which he surrounds his sword. He can use the sword, so energized, to slice through any known substance except adamantium. The effect is like that of a disintegrator beam. The Silver Samurai is a superb swordsman. He is also a master of the Oriental martial arts. He wields a traditional samurai longsword (katana) and wears armor constructed of an advanced lightweight steel alloy and has enough articulation in the appropriate areas so as not to impede his movements.



Wendigo

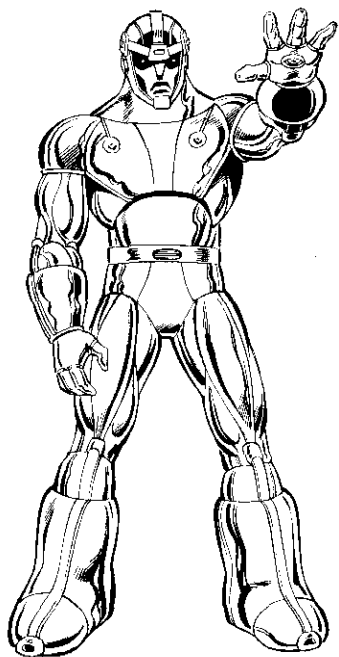
The Wendigo is a human being who has been magically transformed into a massive ten-foot tall, fur-covered creature with razor-sharp claws and knife-like teeth. The curse, the origin of which is yet unrevealed, affects any person who practices cannibalism. The Wendigo possesses superhuman strength as well as a high degree of resistance to injury and pain. It is said to be virtually impossible to kill. The Wendigo's magical nature renders it immune to all normal forms of disease and aging. To date, only Wolverine and The Incredible Hulk have battled the Wendigo.



Toad

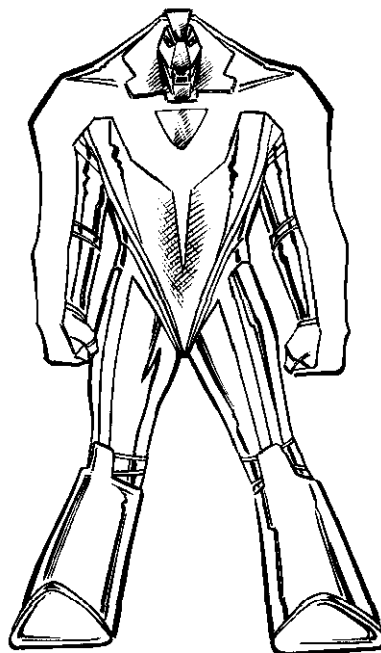
Real Name: Mortimer Toynbee

Mortimer Toynbee, the Toad, is a mutant with superhuman leaping ability and awesome strength, primarily in his lower torso. Toad can press nearly one ton with his arms and three tons with his legs. His leaps have been observed to reach an altitude of 24 feet and cover a horizontal distance of 36 feet. Although Toad is not especially skilled in hand-to-hand combat, his leaping kicks are devastating and are capable of killing an opponent. The Toad has led a sad life: he has been physically and verbally abused by nearly everyone he has trusted. Presently, he is fiercely loyal to Magneto and the Brotherhood of Evil Mutants.



Sentinels

The Sentinels are extremely large semi-humanoid robots designed to locate and either capture or kill superhuman mutants. (See the comic book which come with your game.) To date there have been five models of Sentinels, the most advanced being the Mark V model. These Sentinels have extraordinary strength and are very resistant to damage. They can fly using jet propulsion units in their feet, fire energy blasts from their palms, and emit jets of knockout gas or steam to stop their opponents. The Sentinels are programmed for one task – to hunt and kill superhuman mutants, especially the X-Men. The Sentinels in Arcade's Fun House are smaller version Sentinels. Though they are not as overwhelming as the giant Sentinels, they possess the same powers and are just as deadly.



Nimrod

Nimrod is the most highly-advanced and sophisticated Sentinel. He was created in the future of an alternate time line and transferred to our present day to hunt and kill superhuman mutants. It is not known from what materials Nimrod was constructed, but his robotic form is highly resistant to damage, even by superhuman beings. Nimrod has the unique ability to convert his outward appearance to resemble that of an ordinary human being. Nimrod contains highly-advanced computer systems as well as scanning devices that help him track mutants. Nimrod can project extraordinarily powerful concussive blasts of energy, as well as bolts of plasma and disintegrator beams. This Super-Sentinel from the future could easily be the X-Men's worst nightmare.

History of the X-Men

X-Men. Marvel's most popular and best-selling comic series, made its first appearance in 1963. The X-Men is an organization of superhumanly powerful mutants that was founded by the scientific genius Professor Charles Xavier for two purposes: first, to train mutants in the proper uses of their newfound superhuman powers, and second, to serve as a combat team that could defend the human race against attacks by similar superhuman mutants who use their powers for selfish criminal ends.

The civilian identities of most of the X-Men are unknown to the public. As civilians, the X-Men are officially students at or alumni of Professor Xavier's School for Gifted Youngsters. The school, where the X-Men are based, is housed in Professor X's mansion in Westchester, New York and is a fully-accredited institution of learning. Professor X provides his students with the equivalent of a high school and college education in traditional academic subjects while also personally training them in the use of their mutant powers. This mutant training occurs in The Danger Room, a highly-advanced combat simulator with state-of-the-art holographic images, robotics, and artificial intelligence. Here, the X-Men can face virtually any scenario that might confront them in combat. In addition, the mansion houses Cerebro, a highly-sophisticated computer that can detect new mutants as their superhuman powers begin to emerge shortly after puberty.

Charles Xavier is himself a superhuman mutant who possesses extraordinary telepathic powers. While a young man, Xavier used his mutant abilities to battle various menaces, and after being crippled by the alien Lucifer, led a reclusive life as an academic and a scientific researcher. Years later, Xavier was contacted to help a young girl named Jean Grey who was unable to control her newly-emerged mutant telepathic abilities. Over the following years, Xavier worked closely with Grey to help her control her powerful telekinetic capacity.

Xavier was aware that as more mutant adolescents began to emerge, normal human beings would eventually come to fear and persecute them. While watching a newscast, Xavier learned of a teenage mutant who nearly became the victim of mob violence after he publicly displayed his superhuman optic eye blast in public. This mutant was being investigated by FBI agent Fred Duncan. Xavier contacted Duncan and informed him of his intentions to recruit young mutants and train them in the use of their power to aid the human race. Duncan and Xavier agreed to cooperate with one another and their alliance lasted several years. However, Xavier later severed his ties with the federal government when he realized its attitude toward mutants was turning hostile.

Using Duncan's files, Xavier deduced that the young mutant being investigated was Scott Summers. Xavier recruited Summers, who became Cyclops – the first of his X-Men. Over the following months, Xavier recruited three more superhuman mutants: Robert Drake, who took the name Iceman, Warren Worthington, the Angel, and Henry McCoy, who became the Beast. Xavier then invited Jean Grey to join the team under the code name Marvel Girl.

The X-Men first publicly appeared as a team when they battled the powerful mutant Magneto, who had captured the American missile base at Cape Citadel. The American military was grateful to the X-Men for driving Magneto from the base, and initially the X-Men were regarded as heroes. However, fear and distrust of mutants continued to rise, reaching one of its first peaks, perhaps, at the time that Bolivar Trask publicly revealed the existence of his mutant-hunting robots, the Sentinels. Over the last several years the X-Men have been publicly regarded with suspicion, and have been unjustly accused of various crimes. Indeed, since Xavier severed his ties with the FBI, the X-Men have been regarded officially as outlaws.

History of the X-Men (cont'd)

'fears later, the original team of the X-Men were trapped by the mutant entity known as Krakoa, the Living Island. Therefore, Xavier was forced to recruit new X-Men to rescue his original team and to defeat Krakoa. The new recruits came from various countries: the Irish Banshee, the Soviet Colossus, the Canadian Wolverine, the African Storm, the German Nightcrawler, the Japanese Sunfire, and the Native American Thunderbird. Most of these new members were adults, and were already quite adept in using their superhuman mutant abilities. The "new" X-Men, together with all of the original members, successfully defeated Krakoa, and all returned safely to Xavier's mansion. Soon thereafter, all of the original X-Men left the team except for Cyclops. Sunfire also quit the group, and Thunderbird was killed in action, but the other new members stayed on the team.

A manifestation of the Phoenix-Force, a sentient energy being, adopted the form and persona of Jean Grey, and, as Phoenix, joined the team only to sacrifice its existence in Grey's form months later. The Banshee left the X-Men due to severe injuries. New members, who joined were Kitty Pryde, an adolescent known as Shadowcat, Rogue, a former X-Men enemy, and Rachel Summers, also known as Phoenix, who comes from the future of an alternate time line.

At a time when Xavier believed that the X-Men were killed, he decided to form a new team of adolescent superhuman mutants, whom he would train at the school in the use of their powers, but whom he would not send into combat. The New Mutants became a new comic series, and the team members have often found themselves in battle through uncontrollable circumstances, and have frequently aided the X-Men.

After many years as the X-Men's greatest foe, Magneto began to reevaluate his life and beliefs and became the X-Men's ally. When Xavier was on the brink of death due to severe injuries sustained in combat, he persuaded Magneto to

take his place as head of his school in his absence. Xavier was then teleported from Earth to the Shi'ar Galaxy by his lover, the Shi'ar, Princess Lilandra Neramani. Xavier has now fully recovered, thanks to Shi'ar medical technology, but he has so far been unable to return to Earth. Magneto, under the alias Michael Xavier, Charles Xavier's alleged cousin, now runs the school and instructs the New Mutants.

Soon after Magneto took over, the X-Men discovered a cocoon at the bottom of the ocean. It contained Jean Grey, who was presumed dead years earlier during the Dark Phoenix saga. Dismayed that the current X-Men are allied with Magneto. Xavier's five original students — Cyclops, Beast, Marvel Girl, Angel, and Iceman -formed their own organization, X-Factor, another popular Marvel Comics series. While founding X-Factor, Cyclops was forced to choose between his wife, Madelyne Pryor, and their newborn son, or a continuing career as a member of X-Factor. Cyclops felt his responsibility was to the continuing battle against the forces of evil mutants. In addition, Cyclops experienced distressing confusion over the fact that Jean Grey, the true love of his life, was alive and with him again. He separated from his wife and became the leader of X-Factor.

A group of evil mutants known as the Marauders, led by a mutant named Malice, began murdering mutants across the globe. The Marauders battled the X-Men and critically injured Shadowcat, Colossus, and Nightcrawler. After recovering from their injuries, Shadowcat and Nightcrawler left the X-Men and formed Excalibur, a relatively new Marvel series. Dazzler, Longshot, Psylocke and Cyclops' brother Havok all became active members of the X-Men.

The Marauders made an attempt to kill Cyclops' estranged wife, Madelyne Pryor. She barely escaped their sinister conspiracy and began traveling with the X-Men for her own protection.

Later, the X-Men discovered a mystical

History of the X-Men (cont'd)

gateway known as the Siege Perilous, which was opened by Indian magicians. A goddess named Roma helped the X-Men by bringing Colossus, fully recovered, back to the team. The X-Men became the guardians of the Siege Perilous, which leads to an unknown mystical realm.

Next, the X-Men journeyed to Australia where they encountered and defeated the Reavers, a sophisticated group of hi-tech criminals. After winning their battle, the X-Men took over the Reavers' base of operations and made it their new headquarters. While in Australia, the X-Men had many adventures including their journey to Genosha, an island where all mutants are kept as slaves. The Genoshans captured and performed experiments on Madelyne Pryor before the X-Men escaped. These experiments began to release her powers and led to her transformation into the evil Goblin Princess.

Some months later, the X-Men became involved in Inferno, a storyline in which a group of demons in limbo traveled to Earth to take control. Madelyne, now the Goblin Princess and fully corrupted by evil, took control of the demons and became their leader. At the exciting climax of the Inferno series, it was discovered that an evil mastermind named Mr. Sinister was behind the entire Inferno plot to take over the world. Also, during the finale of Inferno, there was a shocking revelation that Madelyne Pryor was actually a clone of Jean Grey created by Mr. Sinister when Jean was just a child. The X-Men, teaming with X-Factor, destroyed Madelyne Pryor and defeated Mr. Sinister. X-Men member Longshot, lacking confidence, confused, and disillusioned over his inability to be useful during the Inferno crisis, left the X-Men unexpectedly.

Soon thereafter, while battling the Super-Sentinel Master Mold, and Nimrod, the ultimate Sentinel from the future, the X-Men were forced to open the Siege Perilous in an effort to drive Nimrod and Master Mold through the gateway into the unknown abyss. Their plan succeeded,

but X-Men member Rogue was accidentally thrust through the gateway. Is Rogue alive? No one is sure.

Most recently, Storm was kidnapped, and in the X-Men's battle to rescue her, was accidentally blasted by Havok. She is now presumed dead. The X-Men set out to return to their base in Australia, but on their way, Psylocke had a premonition that the Reavers had returned, more powerful than ever. She sensed that if they returned, the X-Men would all die. To save them, she opened the Siege Perilous, and tricked Colossus, Dazzler, and Havok into following her into the unknown depths. Wolverine was captured by the new and more powerful Reavers, who are presently torturing him in an effort to find out where the X-Men are.

Where are the X-Men now? Storm may be dead. Rogue, Colossus, Dazzler, Psylocke, and Havok have all been thrust into the mysterious abyss of the Siege Perilous. Wolverine has been captured and is close to death, and Longshot is roaming the world alone.

Over the past quarter-century, X-Men has emerged as the most popular comic book series of all time. Featuring unique super-heroes and villains, X-Men, X-Factor, The New Mutants, Excalibur, and Classic X-Men have become the flagship comic book series for Marvel Comics. With exciting new mutants and captivating storylines, the next quarter-century looks even brighter for the world's most unlikely super-heroes... The X-Men.