

ELECTRONIC



X-MEN™

LCD VIDEO GAME

1 THE WOLVERINE™ VS. MAGNETO™ STORY

Of all the uncanny X-Men, perhaps none enjoys a good fight as much as Wolverine. Of course, with claws of adamantium, which are stronger than steel, the odds are usually in his favor!

But now Magneto with his evil Devil Machine has powers that left unchecked could destroy the balance of world power. It is up to Wolverine to stop him, but, of course, Magneto has other ideas!

Magneto will erect magnetic force fields, fire his own bolts of electricity, and use his enormous magnetic strength to throw objects. In other words, he's going to make quite a pest of himself!

Never one to take chances needlessly, Magneto will also be sending out his goon squad of mutant bodyguards who will try to destroy Wolverine before he can reach Magneto and the Devil Machine! For good measure, Magneto has set up various trap machines, trap holes, and cannons—all with the hope that Wolverine's next step may be his last! Follow Wolverine through the factory to the Devil Machine, and help him defeat Magneto before it's too late!

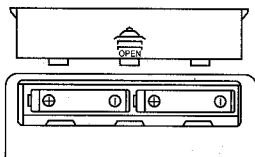
2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.

After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

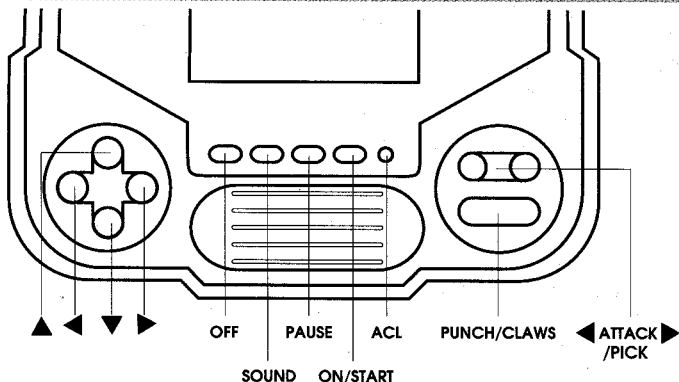
4 THE OBJECT OF THE GAME

You play as Wolverine. Wolverine must survive until stage 5 and then defeat Magneto and destroy the evil Devil Machine in order to win the game.

But surviving until stage 5 won't be easy! You are given 3 chances per stage. You lose a chance whenever your energy bar drops to zero, or whenever you are attacked by Magneto's magic magnetic force field, or whenever you fall into a trap.

You can increase your energy level by picking up bonus cans. But if you run out of your 3 chances on any stage, Wolverine is finished—and the game is over.

5 CONTROL GUIDE



ON/START	<ul style="list-style-type: none"> —To turn on the unit. —To start the game. —To start each stage. —To exit pause.
PAUSE	—To pause.
SOUND	—To control sound: on or off.
OFF	—To turn off the unit.
"▲"	<ul style="list-style-type: none"> —To jump up. —To jump up and hold the ceiling (if using claws and there is a ceiling).
"▼"	—To jump down.
"▶"	—To move forward (if no enemy blocking).
"◀"	<ul style="list-style-type: none"> —To move right (when Magneto appears). —To move back (after moving to the right when Magneto appears).
"◀ ATTACK"	—To attack backwards.
"▶ ATTACK"	<ul style="list-style-type: none"> —To attack in front of you. —To pick up bonus can.
PUNCH/CLAWS	—To select between punching with fists and using your claws.

6 FEATURES

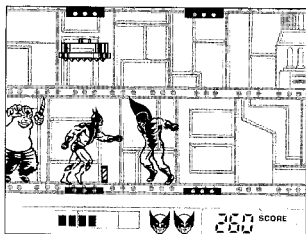
- 5 stages of uncanny X-Men adventure
- enemy mutant henchman
- flying objects
- cannons
- sound on/off control
- built-in automatic power-off timer
- Wolverine vs. Magneto
- trap machines
- trap holes
- built-in sound
- maximum score retained

7 GAME SUMMARY

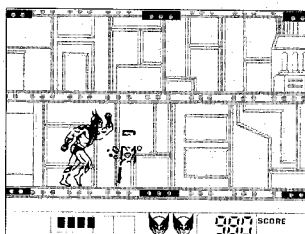
Wolverine is a fantastic fighter, especially when he uses his adamantium claws, which are stronger than steel. Wolverine must claw his way through 5 stages of battle and pursue Magneto to the source of his power, the Devil Machine! Then Wolverine must go toe to toe with Magneto and his fire bolts and magnetic force fields!

However, if you use up all 3 of your chances on any stage, the game is over! You lose a chance whenever your energy bar drops to zero, or if you're attacked by Magneto's magnetic force field, or if you fall into a trap.

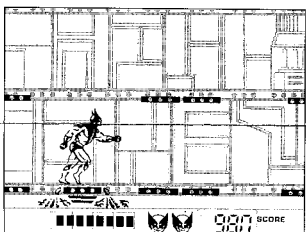
You lose an energy bar when you are hit twice by a mutant, if you are hit twice by a flying object, or if you are hit once by a trap machine!



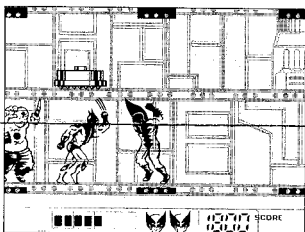
ON STAGE 1, WOLVERINE MUST FIGHT WITH FISTS ONLY—NO CLAWS! JUMP CLEAR OF THE TRAP MACHINES! PICK UP ENERGY CANS TO GAIN POWER!



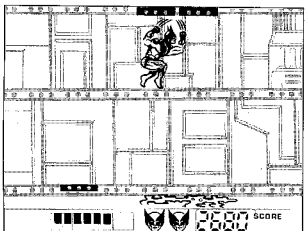
PUNCH OUT OBSTACLES THAT GET IN YOUR WAY!



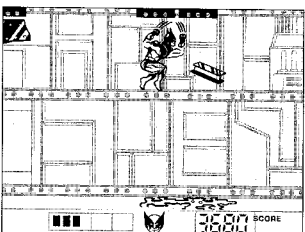
WOLVERINE AUTOMATICALLY USES THE JET AIR LIFT TO MOVE UPSTAIRS IN THE FACTORY AFTER EACH STAGE!



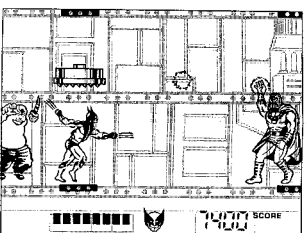
AFTER STAGE 1, YOU CAN USE YOUR CLAWS TO DEFEAT YOUR ENEMIES AND DESTROY TRAPS!



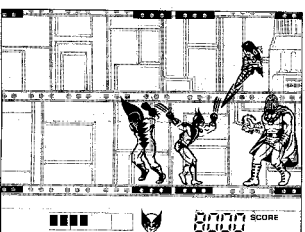
WATCH OUT FOR TRAP HOLES! USE YOUR CLAWS TO MOVE FORWARD ON THE CEILING INSTEAD!



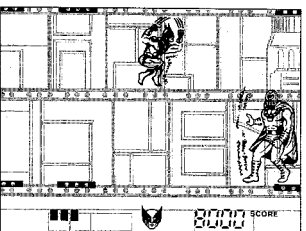
WHEN YOU'RE ON THE CEILING, BEWARE OF FLYING OBJECTS! USE YOUR CLAWS AS PROTECTION!



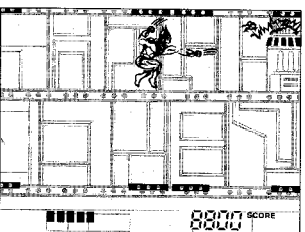
ON STAGE 4, WOLVERINE FACES MAGNETO FOR THE FIRST TIME! BEWARE OF MAGNETO'S MAGNETIC ATTACKS WHICH DRAIN YOUR ENERGY!



MOVE TO THE FRONT POSITION TO FIGHT MAGNETO!



TO DESTROY MAGNETO, USE YOUR CLAWS TO SLASH THROUGH HIS MAGNETIC FORCE FIELD! BUT BEWARE OF MAGNETO'S FIRE BOLTS AND ELECTRICITY! HE CAN EVEN LIFT YOU UP AND DOWN AFTER A HIT!



AFTER YOU DEFEAT MAGNETO ON STAGE 5, DESTROY HIS MACHINE TO WIN THE GAME!

8 HOW TO PLAY

Press the ON/START button. You'll hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to start from stage 1! You start with a full energy bar and with 3 chances.

Chances:

You start each stage with 3 chances. If you ever lose all 3 of your chances, the game is over. You lose a chance whenever:

—your energy bar drops to zero.

—you're attacked by Magneto's magic magnetic force field (first he hits you with a fire bolt of electricity and then he picks you up and drops you to the ground).

—you fall into a trap.

Energy Bar:

You start each stage with 8 units of energy bar. You lose an energy bar whenever:

—you're hit twice by a mutant.

—you're hit twice by a flying object.

—you're hit once by a trap machine.

Bonus:

You can refill your energy bar to full by picking up bonus cans!

There are 5 stages. You play as Wolverine. You must survive until stage 5 and destroy Magneto and his Devil Machine to WIN the game. You're much stronger when you use your claws instead of your fists! It takes less hits to destroy enemies and traps with claws—but it requires more energy!

Claws vs. Fists:

Your claws are made of adamantium, which is stronger than steel! On stage 1, you can't use your claws—you have to rely on your fists! On the other stages, you have a choice between using your fists or claws!

Though claws make you stronger, they require extra energy from your energy bar! When you use your claws, you use up 1 energy bar every time you use your claws 4 times!

Successful hits to destroy enemies and obstacles:

ENEMY/OBSTACLE	NO. OF PUNCHES	NO. OF CLAW HITS
TIGER SHARK	2	1
DAI-KUMO	2	1
GEIST	2	1
WALL	2	1
TRAP MACHINE		1
FLYING OBJECTS		1
MAGNETO'S SHIELD		5
MAGNETO		5

You'll notice that certain enemies and obstacles can't be destroyed with fists and must be destroyed with claws!

Each stage presents you with various challenges:

ENEMY	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
TIGER SHARK	5	8	10	12	15
DAI-KUMO	5	-	10	12	15
GEIST	-	8	10	12	15
MAGNETO	-	-	-	1	1

DANGERS/OBSTACLES	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
TRAP MACHINE	YES	YES	YES	YES	YES
FLYING OBJECTS	-	YES	YES	YES	YES
TRAP HOLES	-	-	YES	YES	YES
CANNON	-	-	-	YES	YES
WALL(OBSTACLES)	YES	YES	YES	YES	YES

WOLVERINE	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
FISTS/CLAWS	FISTS	BOTH	BOTH	BOTH	BOTH
AIR JET LIFT	YES	YES	YES	YES	YES

NOTE: MAGNETO WILL HAVE A SHIELDING WALL IN STAGE 5.



WOLVERINE



BONUS CAN



JET AIR LIFT

Enemies:



TIGER SHARK



DAI-KUMO



GEIST



BOLT OF ELECTRICITY MAGNETIC FORCE FIELD MAGNETO

Dangers and Obstacles:



All the Right Moves:

WOLVERINE CAN JUMP UP OR DOWN.

HE CAN MOVE FORWARD.

HE CAN MOVE BACKWARDS (on stages 4 and 5 when Magneto appears).

HE CAN ATTACK TO THE LEFT OR RIGHT.

HE CAN CHOOSE TO FIGHT WITH FISTS OR CLAWS (On stage 1, there's no choice, just fists. On stages 2-5, the choice is yours!).

Scoring:

With each successful attack with fists or claws, you score points!

TIGER SHARK 30 POINTS

DAI-KUMO 60 POINTS

GEIST 100 POINTS

MAGNETO 200 POINTS

YOU ALSO SCORE 500 POINTS FOR DESTROYING THE DEVIL MACHINE!

Avoiding Traps:

Don't fall into traps on the ground.

Press the "UP" button to jump to the ceiling when you are using your claws to avoid falling into the trap! Using your claws, you can move forward (press "▶" across the ceiling— but watch out for flying objects!

Bonus Cans:

As your power drains, press "ATTACK R" to pick up bonus cans when they appear! They restore your power level to full!

At the end of each stage, an air jet lift transports Wolverine automatically to another part of the factory. The game will then pause.

Press the ON/START button when you're ready to begin the next stage!

You can press the PAUSE button at any time during game playing to catch your breath. Always press ON/START to resume play!

After a GAME OVER, (if you use up your 3 chances), press the ON/START button to begin a new game!

At any time, you can press the SOUND button to fight in silence. Press it again to regain all the sounds of battle!

Press the OFF button when you're finished playing. But don't worry if you forget. There's a special X-Men feature that automatically shuts the game off after about 3 minutes of no action!

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER

980 Woodlands Parkway,

Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

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HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.

2) Carefully print on the box or carton the following name and address

TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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