Nintendo

GAME BOY COLOR

CGB-BXAE-USA

X-MEN®
MUTANT ACADEMY™

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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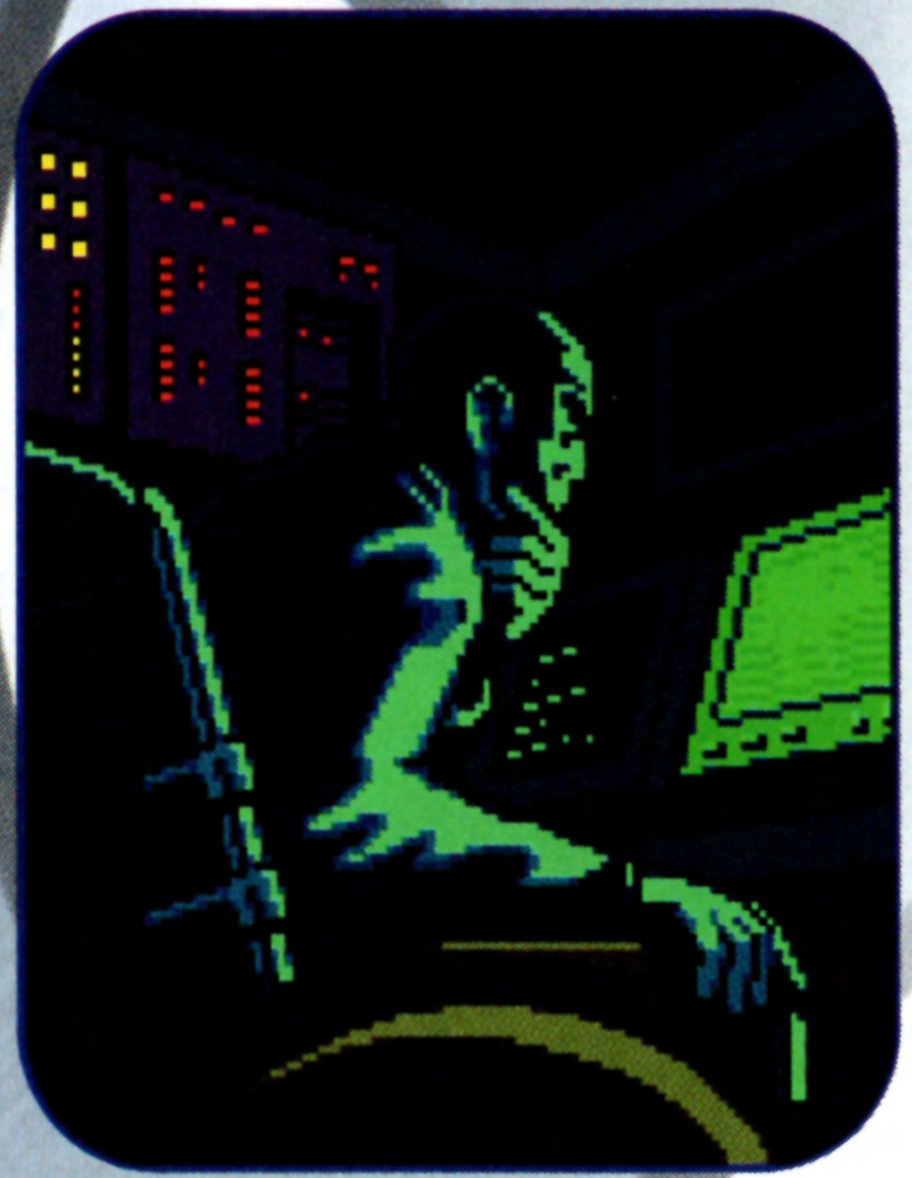
THE BIRTH OF THE X-MEN

Mutations have occurred since life began. It was inevitable that eventually, a mutation would result in a being with extraordinary abilities. These are the X-Men: men and women whose actual genetic structure endows them with super-human powers.

Professor Charles Xavier has made it his life's work to train the X-Men to use their powers for good. But still, those born with an ordinary genome hate and fear the X-Men.



These unusual warriors learn to protect those that reject them.

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

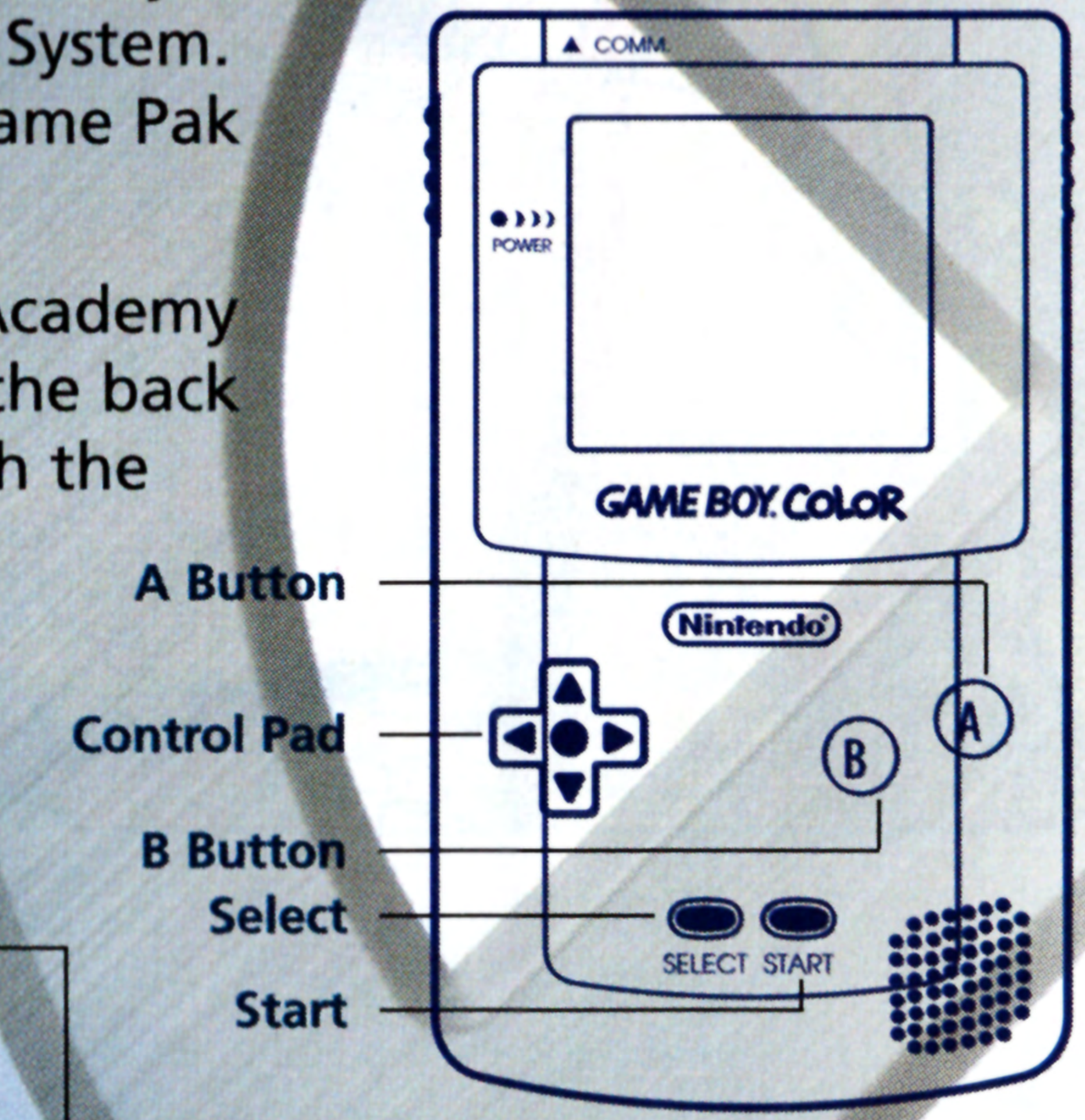
STARTING UP

Turn **off** the power switch on your Nintendo Game Boy Color® System. Never insert or remove a Game Pak when the power is on.

Insert the X-Men: Mutant Academy Game Pak into the slot on the back of the Game Boy Color, with the label facing out. Press the Game Pak firmly to lock it in place.

Turn the Game Boy power switch on.

Note: X-Men: Mutant Academy is for Game Boy Color only.



GAME MENUS

To select menu options, use the **Control Pad up/down/left/right** to navigate through the menu options, highlight the option you want to select, and press **Start** or the **A** Button to accept.

GAME RESET

You can reset to the X-Men: Mutant Academy title screen at any time during gameplay by holding down the **Start, Select, A,** and **B** Buttons simultaneously.

WARNING: You will abort your current game and lose all information from it.

MODE SELECT MENU

STORY MODE

Story mode is for one player only. Who you fight against in Story mode depends on the current game's difficulty level. With a difficulty level set at 1 (Easy), you will only fight against other characters in your own group. For example, if you choose to play as Wolverine, you will only fight other X-Men. If you choose to play as Toad, you will only fight against other Evil Mutants.

When Story mode is set to 2 (Normal) difficulty, you will first fight all of the

other characters in your group and then fight against all the characters in the other group. In this mode you will be introduced to a new character in the game.

When Story mode is set to 3 (Hard) difficulty, again you will first fight all of the other characters in your group and then fight against all of the characters in the other group. Hard difficulty offers new challenges and will introduce you to the toughest characters in the game.

VS MODE

Vs mode is where you can play head-to-head against a friend (see Link Mode on page 14). Each of you can choose to play as any of the game's characters. The hidden characters will only be available by inputting their passwords at the Title screen. (See Password on page 13.)

BATTLE MODE

One or two players can play Battle mode. When you choose to play one-player, it's you against the computer. Choose three characters for each team, X-Men or Evil Mutants. The characters on each team will appear in random order. Battle mode is hard core brawling.

If your character defeats your opponent in the first fight, that character will go on to battle against the next rival team member in the line-up. Your character will retain the health and mutant power at the same level as the previous fight. If the computer-controlled character wins the first fight, it too will fight the next rival character with the same health and mutant power. Battle mode with one-player continues on through the line-up.

Battle mode with two players works pretty much the same.

To select the characters, highlight them, then press the **A** Button. To deselect them, highlight them, then press the **B** Button. When the three characters of the first team have been chosen

(you will see a tiny number 1 on the character's portrait), press **Start**. Then select the three characters or the second team. Press **Start** again to begin the battle.

SURVIVAL MODE

In Survival mode one player is pitted against as many opponents as possible. Choose the character you wish to play, then fight and defeat as many other characters as you can. Each time you begin a new fight, you will retain the mutant power that you had at the end of the last fight, but only a small portion of your health will regenerate. In Survival Mode, no points are awarded for how well you perform in battle. Fight as dirty as you want...only winning is what counts!

TRAINING MODE

Training mode is a one-player game designed to allow you to learn everything from the most basic to the most advanced

fighting moves. Choose a character to train with and practice performing its moves on a holographic image.

In Training mode you will have unlimited health and you will be able to choose both the character to practice as and your opponent. This is because different mutants take different damage from the same attack. Practice with different characters on different opponents to discover the most effective attack against each mutant. To choose your character, highlight it, then press the **A** Button. To de-select it and choose another one, highlight the chosen character, then press the **B** Button. To confirm your team choice press **Start**. To choose your opponent, repeat the same steps. When you press **Start** the second time, the training will begin.

To view tips on some of the chosen character Special Attacks, press **Select** while in the SIM. To toggle between tips, press the **A** Button or the **B** Button. To return to your training, just press **Select** again.

Training Tips Key:
A = Light press of the A Button
AA = Hard press of the A Button
B = Light press of the B Button
BB = Hard press of the B Button
⇧, ⇩, ⇦, ⇦, ⇨, ⇨, ⇦, ⇨ = Control Pad Movement

Note: Your opponent will not fight back to allow you to practice as long as you want.

OPTIONS SCREEN

Punch/Kick: Change the buttons used to punch and kick.
(This option is not available in two-player link games.)

Sound FX: Turn the game's sound effects on or off.

Music: Turn the game's music on or off.

Difficulty: Choose from three levels of difficulty—1 (Easy), 2 (Normal), or 3 (Hard).

Rounds: Choose one, three, or five rounds per fight.

Round Time: Select the amount of time you want each fighting round to last— fifty seconds, ninety seconds, or an unlimited amount of time.

Damage: Choose from between four different damage settings. When the damage bar is full, you will receive the highest amount of damage possible when fighting. When the damage bar is empty, you will receive the least amount of damage.

Press the **B** Button when in the Options screen to accept the changes and return to the Main menu.

Note: In two-player link games, if one player chooses to change the default options, those changes will affect the other player as well.

CHARACTER SELECT SCREEN

Select the character you want to play as on the Character Select screen. Use the **Control Pad** to move the cursor to the desired character. Press the **A** Button to select the highlighted character. Press the **B** Button to de-select it. Press **Start** to begin the battle.

Some characters are locked until you have earned a password to unlock them.

PASSWORD

In Story mode, you will be awarded a password after you defeat all of the other characters, in Normal and Hard difficulty. Each

password will allow you to play one of the two locked characters. On the Title screen, enter the password using the **Control Pad** and the **A** and **B** Buttons. Press **Start** at the title screen to load the game with the new character after the screen informing you that you have unlocked the character appears.

LINK MODE GAME

Use the Link mode to play a Vs or Battle mode game against another player. You will need a Nintendo Game Link Cable, two Game Boy Color units, and two copies of *X-Men: Mutant Academy*.

Please turn each Game Boy off and then back on before starting two-player games.

CHARACTERS

Each character has different Special Attacks. These attacks can be performed by different button combinations using the **Control Pad** and the **A** and **B** Buttons. Experiment with different button combinations to discover these Special Attacks. You can also discover some of the Special Attacks in the game Training Mode. You can find an example of a Special Attack button combination on the next page.

Each character also has a Rage Attack that can be performed by pressing the **A** and **B** Buttons together when the Rage bar is full.

To view each character's Taunt move, press **Select** while in-game.

To use the character's Throw move, press forward on the **Control Pad** and the **A** Button, together.

To block opponent's attack, press the **Control Pad** away from the opponent.

WOLVERINE

Wolverine is one of the best close quarters fighters in the X-Men. His primary weapons are his claws.

Special Attacks

Tornado Slash: Wolverine lunges towards his opponent while furiously spinning with his claws. (↓, ↘, → + hard punch)

Blade Dance: Wolverine jumps up into the air and begins to spin with his claws extended. (↓, ↘, → + hard kick)

STORM

If it has an atmosphere, Storm can control it. Storm can generate or disperse all forms of weather. Her body automatically adjusts itself to the surrounding temperature and she can use herself as a lightning rod to channel lightning through her body.

Special Attacks

Lightning Storm: Storm summons a bolt of lightning down upon her opponent.

Whirlwind Blast: Storm projects a whirling cloud of wind that sucks her opponent in for close-range fighting.

GAMBIT

Gambit can charge objects with kinetic energy, causing them to explode. Gambit is extremely agile and quick, and well trained in the martial arts. His thoughts are hard to control, and his voice is somewhat hypnotic.

Special Attacks

High Assault: Gambit charges forward stabbing his opponent with his staff, in an upward movement. The opponent will then receive a damaging charge of Kinetic energy.

Spin Assault: Gambit plants his staff firmly into the ground before spinning 360 degrees around it with a kicking motion.

CYCLOPS

Cyclops' eyes constantly fire red energy beams. At full power, these beams can punch through mountains. However, Cyclops, the leader of the X-Men, cannot control his power and is forced to always wear a ruby quartz visor.

Special Attacks

Eye Beam: Cyclops fires three beams of energy at unwary adversaries.

Rising Eye Attack: Cyclops performs a running uppercut.

EVIL MUTANTS

MYSTIQUE

Aside from having naturally blue skin, Mystique is a metamorph, able to change shape into anyone she's seen. She can modify the transformation somewhat, and even change only a part of herself, like morphing angel's wings when she needs to fly.

Special Attacks

Combo Kick: Mystique charges towards her opponent, and on contact, performs a powerful kick combination.

Head Rush: Mystique charges towards her opponent, and on contact, performs a powerful punch combination.

SABRETOOTH

Sabretooth has enhanced senses, speed, and strength, along with razor sharp claws.

Special Attacks

Ripping Claw: Sabretooth slides forward along the ground slashing his claws from his adversary's feet on up.

Head Smash: Sabretooth charges forward with a powerful repetitive head butt.

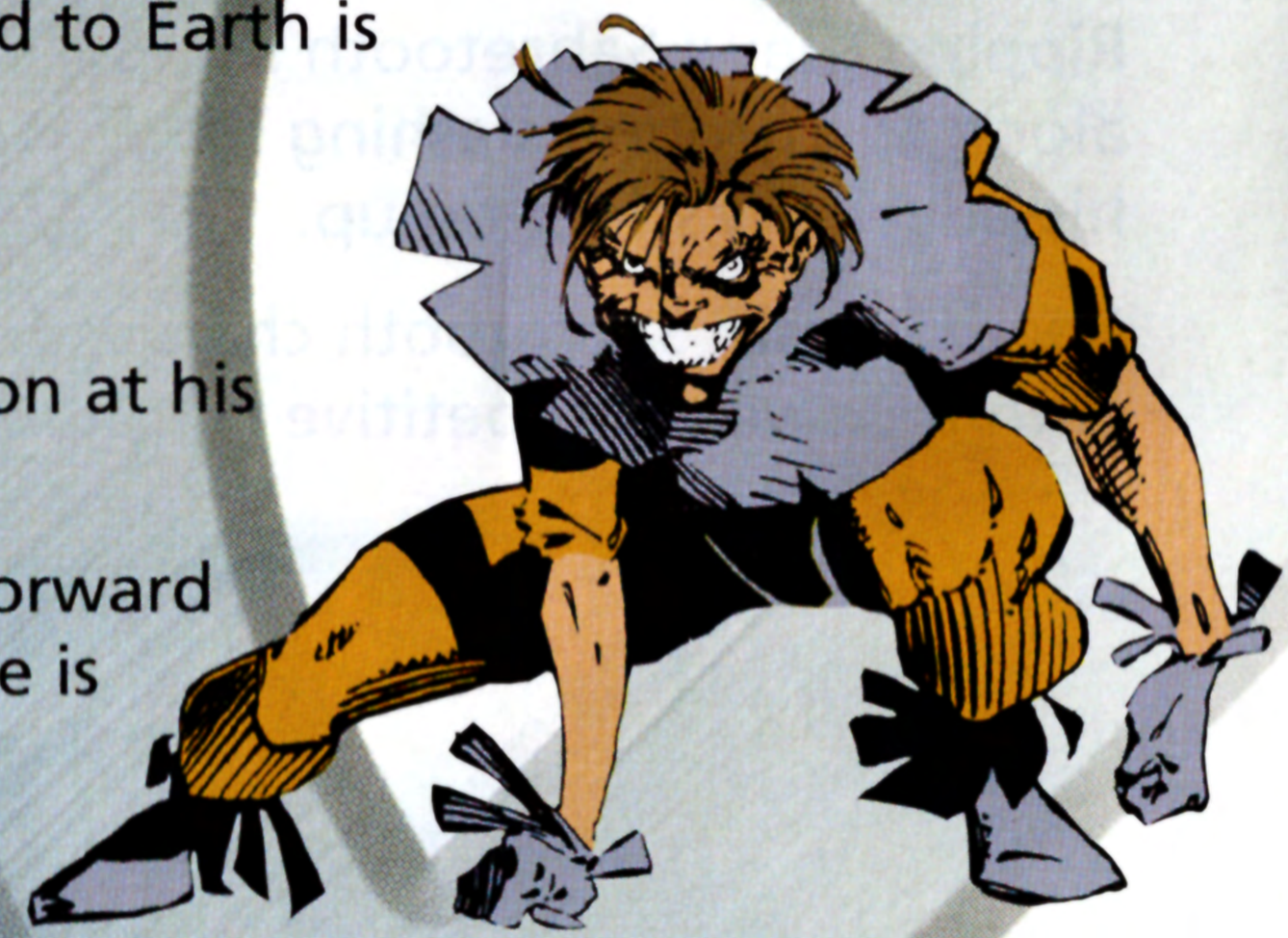
TOAD

Toad possesses an incredible jumping ability. Toad was essentially Magneto's yes-man and whipping boy in the original Brotherhood. When the alien Stranger kidnapped him and his "master," Toad was left by Magneto on a distant planet. The method by which he returned to Earth is still unknown.

Special Attacks

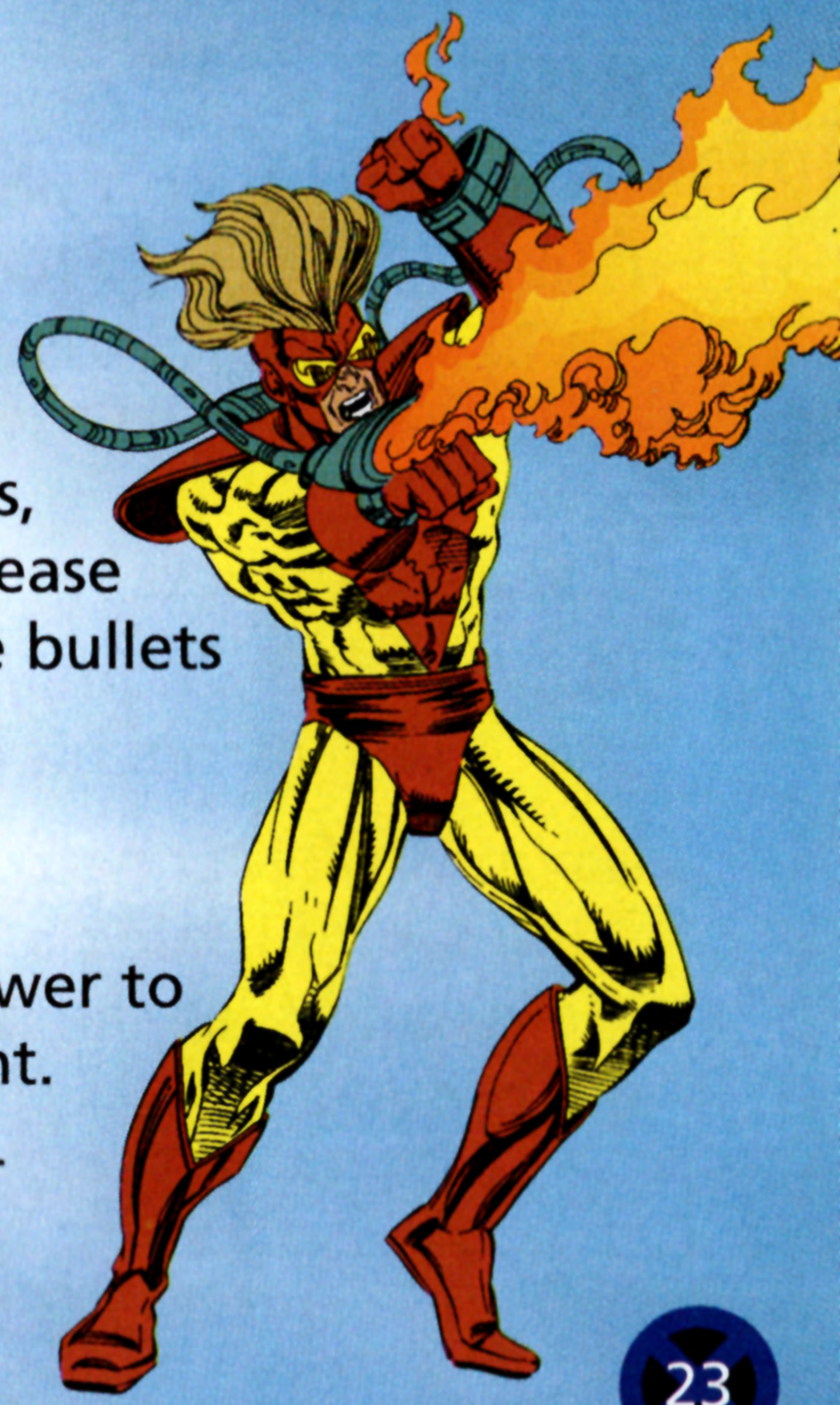
Poison Sting: Toad spits poison at his unhappy foes.

Sneaky Hit: Toad will jump forward sticking his arm out. His move is so fast and unexpected, it knocks his opponents to the floor.



PYRO

Pyro controls fire, as his name suggests. He does not, however, generate flame, so he wears flamethrowers and a fuel pack. Pyro can enlarge or diminish flames, and can even make detailed fire constructs, which respond to his will. He can also increase the intensity of his fire to the point where bullets melt before they reach him.



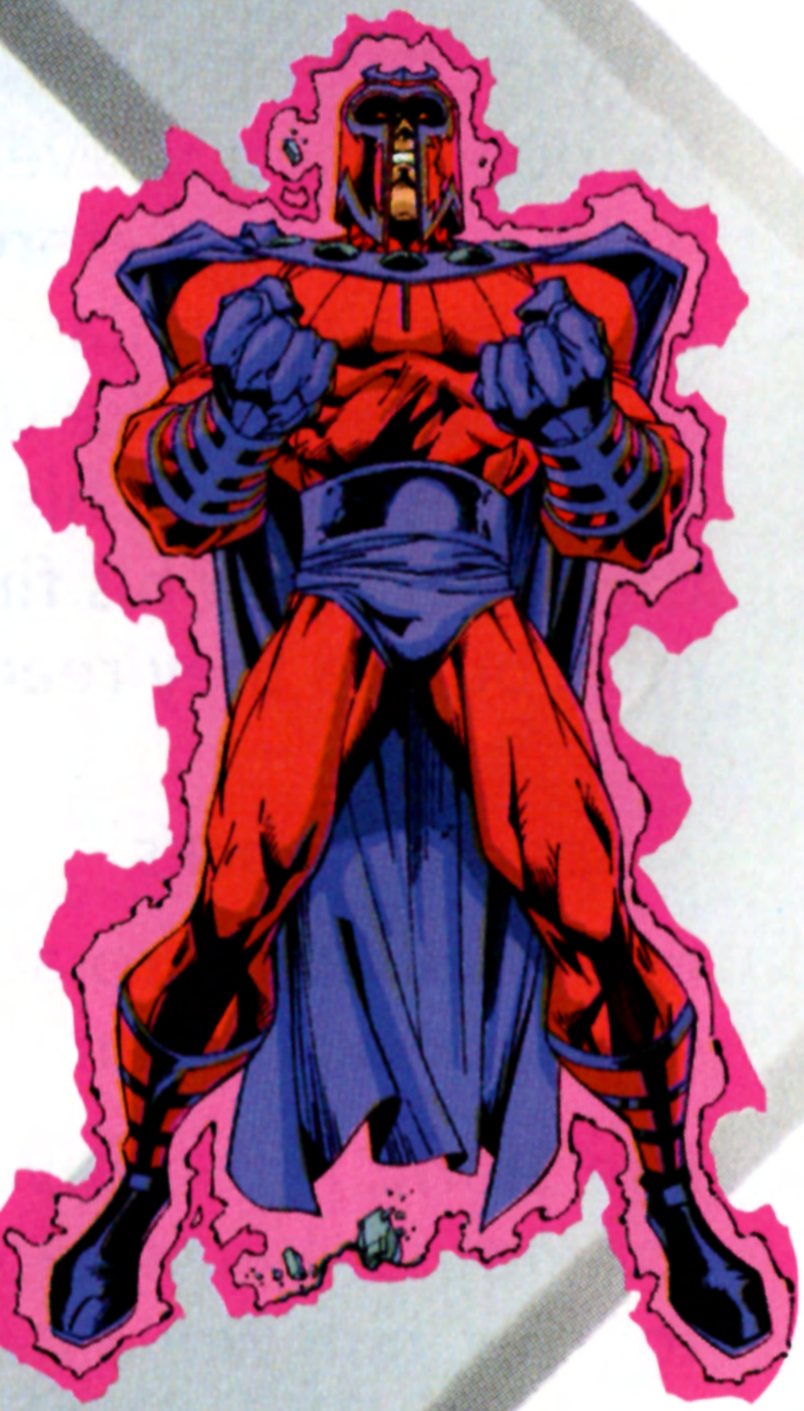
Special Attacks

Inferno Blast: Pyro activates his flamethrower to shoot a ball of flame towards his opponent.

Fire Spirit: Pyro activates his flamethrower to smother himself in flames. If an enemy touches him while he's on fire, they will surely regret it.

MAGNETO

One of the most physically powerful mutants, Magneto has control over all forms of magnetism, including electro-magnetism or electricity.



Special Attacks

Mago Beam: Magneto fires two beams of blue energy from his out-stretched arm.

Mago Wall: Magneto glides toward his opponent, forming a ball of pure energy in his hand that can blast an opponent to the ground.

HUD FEATURES

Rage Bar: While fighting, the character's adrenaline goes up and its rage bar will begin to fill. The amount will depend upon the strength of the attack: the more powerful the attack the more the bar fills up. When the bar is full, your character can unleash the Rage Attack. Press the **A** and **B** Buttons together when the Rage bar is full to use a Rage Attack.

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