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SEGA

GENESIS



MARVEL
COMICS

WOLVERINE
ADAMANTIUM RAGE

INSTRUCTION
MANUAL

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HANDLING YOUR CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

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

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions-IMMEDIATELY discontinue use and consult your physician before resuming play.

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CLAWING AWAY AT A UNKNOWN PAST

My name is Logan. Friends call me Wolverine®. Enemies, too. I've got plenty of both.

What I don't have, though, is a clear understanding of my past. Yeah, I have memories, but I also have pretty good reason to believe that some of those memories are artificial implants. What's real? What's imagined? What's been implanted in my brain... and by who? And for what purpose?

I'll never be able to rest until I get to the truth.

An anonymous message on my computer terminal--and a disturbing photograph sent by overnight messenger--have directed me to the Weapon X™ laboratory. Perhaps some of the answers I am seeking lie there.

I've got to find the peace of mind i've sought all my life. I'll answer the message. Follow the trail. Uncover the answers...if they're there.



BEFORE YOU START SLASHING

LOADING:

1. Make sure the power switch is OFF.
2. Insert the WOLVERINE® ADAMANTIUM RAGE™ Game Cartridge as described in your Sega™ Genesis™ instruction manual.
3. Turn the power switch ON. In a few moments, the WOLVERINE® ADAMANTIUM RAGE™ title screen will appear.
4. If the title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.



[IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing the cartridge.]
Once you've seen the title screen, you have the choice of starting the game, switching to the options menu, or scanning a library of facts about your enemies.

OPTIONS:

The OPTIONS menu provides you with the following choices:

- Music On or Off
- Sound Effects On or Off
- Password
- Select from among three difficulty levels: Easy, Medium and Hard. After successfully completing a level, you will be given a password. Use this password to resume play at the beginning of the next level.

WOLVERINE'S®
HEALTH
METER

LIVES
REMAINING

ENEMY
HEALTH
METER

ELSIE DEE™
METER

PICK UPS:

Health Pick Up-Pick up these white boxes with the red cross to partially restore Wolverine's® health.

Free Life Pick Up-Wolverine® can gain an extra life by picking up these Free Life icons whenever he can, giving an added chance to triumph.



METERS:

Health Meter-Wolverine's® health is displayed as a percentage in the upper left hand corner of the screen under an X-Men™ insignia icon. He begins with 100 percent health, which diminishes as he sustains injuries.

Lives Remaining-A Wolverine® head appears in the upper right corner of the screen with a number of lives Wolverine® has remaining.

Enemy Health Meter-A portrait of a major foe with a percentage displayed beneath it appears in the lower left corner of the screen, and shows the amount of damage your enemy in a given level has sustained.

Elsie Dee™ Meter-Elsie Dee™ is a deadly android who is in constant pursuit of Wolverine®. This meter will appear at the bottom right of your screen. You can escape her if you can reach the next checkpoint before she catches up to you.

UTILIZING WOLVERINE'S® POWERS

Wolverine's® fighting style is as unorthodox as it gets. He blends street fighting with martial arts, and seasons it all with the rigorous combat training of Professor X™.

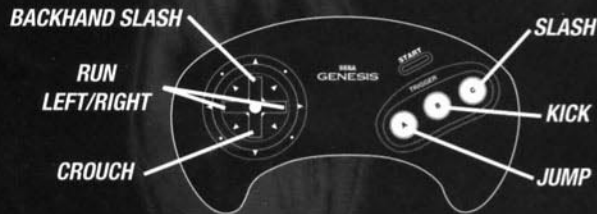
The quick-reference chart you see here provides you with a handy directory of Wolverine's® abilities:

WOLVERINE® ACTION

CONTROLS

RUN LEFT OR RIGHT	D-PAD LEFT OR RIGHT
CROUCH	D-PAD DOWN
ROLL	D-PAD DOWN +BUTTON A
JUMP	BUTTON A
KICK	BUTTON B
LOW KICK	D-PAD DOWN +BUTTON B
SLASH	BUTTON C
LOW SLASH	D-PAD DOWN+BUTTON C
BACKHAND SLASH	D-PAD UP
POUNCING ATTACK	D-PAD DOWN/ TOWARDS TARGET + BUTTON A
JUMP AND SPIN	BUTTON A, THEN A
JUMP AND KICK	BUTTON A, THEN B
JUMP AND SLASH	BUTTON A, THEN C
DOUBLE SPIKE ATTACK	BUTTONS B + C
LOW DOUBLE SPIKE ATTACK	D-PAD DOWN + B + C BUTTONS
AERIAL DOUBLE CLAW ATTACK	BUTTON A, THEN D-PAD DOWN AND BUTTON C
TO CLIMB	JUMP AT THE OBJECT, BUTTON C

Are these the only moves and maneuvers available to Wolverine®? Not on your life! These are just the basics! Experiment with combining one move with another to see how far you can expand your battle repertoire!



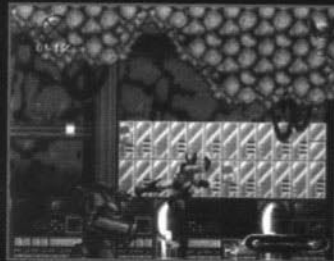
THE SECRET LABORATORY

That photograph really did a mental number on Wolverine®. He can barely stop thinking about it. Has he been handed a key to his past, or another route toward a blind alley? The answers may lie here, in the Weapon X™ laboratory...

Your goal: Maneuver your way through a complex network of corridors, platforms and doorways at the Weapon X™ laboratory.

The dangers: Armed guards, electrified doors, floating security androids, force fields and robotic guns.

Strategic tip: Keep moving, destroy anything that gets in your way. Try to out-manuever guards and androids. Find and disable the main power generator to disrupt the force field.



A CHILL IS IN THE AIR

Despite Professor X's™ offer of help, Wolverine® wants to handle matters himself. Wolverine® knows this quest for knowledge will be more dangerous, and danger has led him into the snowy region known as Dead Man's Land. From the icy wasteland above to the rocky caverns below, enemies are lining up to stop Wolverine® in his tracks.

Your goal: Battle your way safely through the Arctic region as you continue your search for information about the photograph--and your hidden past.



The dangers: More enemies, more robotic guns, treacherous conditions, a heavily armed helicopter, and two of Wolverine®'s long-time enemies.

Strategic tip: While fighting the helicopter, choose one of its four vulnerable areas - front gun, two side guns, and cockpit.

FURY IN THE FOREST

After crossing the sub-zero desert, Wolverine® finds himself in the dense Canadian forest, which becomes all the more difficult to manage as Lady Deathstrike™, members of The Hand™, and Sabretooth™ all converge on him with one goal in mind: destroy Wolverine®.

Your goal: Battle your way through the Canadian forest and find out who has lured you into this series of deathtraps!

The dangers: Lady Deathstrike™, her brutal Ninja assassins known as The Hand™, and Sabretooth™.

Strategic tip: Explore the forest while being cautious of the deadly Ninja's who are extremely cunning and highly skilled. Don't use any health pickups you find until you really need them!



LUNAR HALLUCINATIONS

After defeating Deathstrike™ and Sabretooth™, Wolverine® has learned that it is Shinobi Shaw™ who has placed a bounty on him. Wolverine's® unparalleled tracking ability tells him that Shaw is located at The Inner Circle™ in the center of New York. But on his way there, he encounters Cyber™, the Adamantium-skinned warrior who is determined to obliterate both Wolverine® and Shaw! Cyber™ has a special sadistic surprise just for Wolverine®!

Your goal: To escape the nightmare world of bizarre hallucinations you've been plunged into as the result of being slashed by Cyber's™ poison-tipped claws!

The dangers: Meteors, comets, tiny Martians with big guns, tiny Lurker's™, and tiny Sabretooth's™--an incredible array of obstacles brought about by Cyber's™ hallucinogenic toxin!

Strategic tip: Keep moving! Master your gymnastics skills, and avoid getting hit by the hazards.



INTO THE INNER CIRCLE™

Wolverine® finally makes it to The Inner Circle™, where Shinobi Shaw™ is waiting. This is the encounter that Wolverine® has been waiting for. He has figured out that it is Shaw who sent the photograph, sent the computer message, placed the bounty on his head, and perhaps holds some of the answers to the questions about Wolverine's® past!

Your goal: Battle your way through The Inner Circle™ and get your claws on Shinobi Shaw™, the guy who set Wolverine® up.

The dangers: Shinobi Shaw™ and his entourage of armed body guards.

Strategic tip: Avoid your opponent's gun fire and quickly eliminate them by using some of Wolverine's® special moves.



DESCENT INTO THE DUNGEON

Shaw flees into the darkness, and Wolverine® follows him in hot pursuit deep beneath the streets of New York City. Wolverine® won't let Shaw off the hook so easily! Wolverine® then finds himself in a massive underground dungeon where he learns Shaw has been harboring a doomsday robot that's capable of more destruction than ever imagined!

Your goal: Find your way out of the dungeon, destroy Shaw's super weapon, and maybe get some answers.

The dangers: More of Shinobi's armed body guards and deadly obstacle course.

Strategic tip: Be careful when negotiating your way around buzz saws, pitfalls, mounted ceiling guns, and Shaw's henchmen.



IN THE SEWERS BENEATH NEW YORK CITY

When Wolverine® is about to get some answers out of Shaw, Fitzroy™ interrupts them, allowing Shinobi Shaw™ to escape. In his uncontrollable rage, Wolverine® follows Fitzroy™ into the sewers beneath New York City.

He may never discover his past, but the future is clouded with uncertainty, too. He now faces an enemy who may prove to be his most powerful opponent, an enemy who can completely suck the life force out of him. Wolverine® prepares himself for the final confrontation deep beneath the city.

Your goal: Find and destroy Fitzroy™, who may have a lead on Wolverine's® past.

The dangers: Morlocks, crocodiles, toxic rivers, sewer pipes leaking toxic waste, Bloodscream™, and Fitzroy™.

Strategic tip: Don't drink the water! Find Fitzroy's™ "Achilles heel," and exploit it.



TIPS FOR A MUTANT

Know your capabilities: Martial arts, gymnastics skills, and claws are your primary weapons. Use them! Be careful to control your rage and use your intelligence to find the answers to your past.

Work quickly: Understand the challenges you face in the amount of time you have, keep moving, stay healthy, collect important objects such as extra lives, pass them by at your own risk, solve problems quickly, for if you take too much time, Elsie Dee™ will catch up to you, hug your leg -- and destroy you!

Where you must go now, you must travel alone. Good luck, Logan. May your mutant abilities and the skills you've acquired aid you on your mission.



A DIRECTORY OF DECIDEDLY DEADLY SUPER VILLAINS

ALBERT™ is a deadly android replica originally created to destroy Wolverine®. An associate of Elsie Dee™ and Lurker™, Albert™ has the incredible ability to use available materials to repair, improve, and perfect his robotic body!



BLOODSCREAM™ is a vampire who feeds off the psychic energy of others. His long arms are punctuated by sharp talons at the ends of his fingers, and his teeth are razor-sharp. He is fast, agile, and extremely dangerous!



CYBER™ is, with the exception of his face, completely covered by an Adamantium skin. This makes him extremely difficult to injure--and extremely dangerous to Wolverine®!



FITZROY™ possesses the mutant ability to drain the life force out of others--and to use that force to open portals through time!



LADY DEATHSTRIKE™ is a psychologically unstable cyborg who excels in the samurai battle method known as Kenjutsu. Like Wolverine®, her bones are laced with Adamantium; she possesses foot-long Adamantium claws in place of her fingers.



ELSIE DEE™ may look like a little girl, but she is actually an android, a deadly combination of electronics and explosives specifically designed to destroy Wolverine®!



LURKER™, an associate of Elsie Dee™ and Albert™, is as strong as he is savage. This "Hunter From Darkness" was rescued by Wolverine® years ago from a hunter's camp in Canada--and now wants to destroy Wolverine®!



SABRETOOTH™ has been a constant threat to Wolverine® for years. He possesses powers similar to those of Wolverine®: enhanced senses, incredible healing factor, and sharp talons--plus a killer instinct second to none!



SHINOBI SHAW™ is a mutant whose unique power is the ability to make all or part of his body intangible, during which time he cannot be injured! He can throw a punch while intangible, then make his fist tangible again--inside his enemy's chest! He also has the ability to pass through walls and floors while intangible.



HAVE THE WORLD'S MIGHTIEST MUTANTS MET THEIR MATCH?

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