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Installation & Setup

Autoplay

If the Windows® Autoplay feature is enabled on your computer, the splash screen will begin when you insert *X-Men™: The Official Game* CD 1 into your CD-ROM drive. On the splash screen, press Install and follow the on-screen instructions to continue the installation.

Note: X-Men: The Official Game CD 1 functions as the CD key. You must have CD 1 in your CD-ROM drive to play the game.

If the Autoplay feature is disabled, you can begin the installation by doing the following:

- a. Go to the Start Menu and select **Run**.
- b. Type D:\SETUP.EXE (assuming D is your CD-ROM drive letter) and press **Enter**.
- or-
- a. Double-click on **My Computer**.
- b. Double-click your **CD-ROM drive** icon.
- c. Double-click on **SETUP.EXE**.

DirectX® & Installation

If you do not have DirectX® 9.0c, you will have the option to install it on your computer. It is recommended that you choose to update to the newest version of DirectX®. If you already have other Windows® 2000/XP games on your computer, chances are you already have a version of DirectX® installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX® 9.0c. At that point, you will need to restart your computer for the changes to take effect. If, however, you already have DirectX® 9.0c installed on your computer, the Microsoft® DirectX® 9.0c installer will detect it and not overwrite any files. You will not need to restart your computer after installation in order to run *X-Men: The Official Game*.

If you choose not to install DirectX® 9.0c when you install the game, you can manually install it later. To do so, use the following instructions:

1. Place your *X-Men: The Official Game* disc in the CD-ROM drive. The Launch screen should appear. (See the Autoplay section on page 2 if it does not appear.)
2. Click on the **Extras** button.

3. Click on **DirectX®** and follow the installation process. When DirectX® installation finishes, you will need to restart your computer for the new drivers to work.

If you encounter the following error message, then you have tried to start the game without the correct version of DirectX® installed on your computer:

“DirectX® 9.0c is not installed on this computer. Install it and try again.”

You will need to follow the directions above to install DirectX® before starting the game.

Default Keyboard Controls

In *X-Men: The Official Game* you play in turns as Wolverine,™ Iceman™ and Nightcrawler.™ The controls listed below depict the default settings for each character in the following order: Wolverine, Iceman, Nightcrawler.

Action	Button
Move Forward	W
Move Backward	S
Move Left	A
Move Right	D
W - Quick Attack I - Ice Beam N - Punch	J
W - Heavy Attack I - Ice Shield N - Kick	L
W - Area Attack I - Hailstorm N - Teleport to Enemy	K

W = Wolverine
I = Iceman
N = Nightcrawler

Action	Button
W - Jump I - Boost N - Jump	Spacebar
W - Block I - Target Lock N - Quick Teleport	L-Shift
W - Fury I - Brake N - Select Target	Semicolon (;)
Claws In-Out	U
W - Hold to Heal I - 180° Reverse N - Shadow Aura	$\frac{U}{I}$
W - Teammate Action I - Look Back N - Adrenaline	O
Start	Enter
Pause	Esc
Camera Up	Up Arrow
Camera Down	Down Arrow
Camera Left	Left Arrow
Camera Right	Right Arrow
Screenshot	Print Screen

W = Wolverine
I = Iceman
N = Nightcrawler

Basic Mouse Controls

Menus

- Use your left-click, right-click and wheel buttons.
- Selection text at the bottom of the screen can be clicked on to activate a function when no menu can perform the action.

Note: Mouse controls refer to menu navigation only. In-game actions are performed using either the keyboard or a connected gamepad controller.

Configuring Gamepad Controls

You can use your USB gamepad to play *X-Men: The Official Game*. Simply insert your gamepad into an available USB port and go to the Advanced Options menu. You can bind your controls, as desired, for an optimal playing experience.

X-Men: The Official Game requires a gamepad with 10 or more buttons, including an analog stick and/or D-pad.

Welcome, Professor...

Colonel William Stryker,™ in a daring raid on the Xavier School for Gifted Youngsters, acquired two core components of Cerebro, the X-Men's Mutant Tracking and their Identification System, as well as taking hostage a handful of the student body. With these components Stryker was able to create a crude but working version of Cerebro, for his own dark purposes. A combined strike force consisting of the X-Men™ and the Brotherhood™ were able to retrieve the kidnapped children, and halt Stryker's plans in the offing. This victory was not without its price, as the X-Men were forced to pay in the most precious coin of all. Friend, teacher, colleague and more, Jean Grey sacrificed her life so the X-Men could escape and carry on Charles Xavier's dream of peaceful co-existence between human- and mutant-kind.

Now, the X-Men must journey back to Alkali Lake for the missing Cerebro components. What they find there will shock them to their core. Ghosts from the past are still very much alive, and it's business as usual at Alkali Lake. The X-Men will soon discover that the facility itself isn't the only thing seemingly resurrected from the dead...

As the battle lines are once again drawn among the X-Men, the Brotherhood and all mankind learn why Nightcrawler™ doesn't stand with his new allies on the eve of their darkest hour. Experience epic Super Hero™ action, interconnecting storylines, fierce enemy battles and a climactic ending that sets the stage for the earth-shattering events in *X-Men: The Last Stand*.

The hunt begins by creating a user profile to save your game progress. Type in a name using the keyboard, and press **Enter** when you've completed your desired profile name.

Main Menu



New Game – Start a new game.

Options – Change the variety of options, including sound, controller options and video.

Cerebro Files – View unlocked special features, such as the Danger Room missions.

Credits – Access the credits of the game.

Load Game

To load a pre-existing profile, highlight **Load Profile**, press **Enter** on your keyboard, then select your desired profile from the list provided.

Save Game

If you wish to save, you will be prompted to do so after the completion of every level or after any of the game's options are changed.

Note: If you Quit during a level, you will lose all gameplay data on your current level.

Selecting a Mission



Once you've created a profile, you can select your plan of attack. The strategy you select should be equal to your skill as a combatant and should reflect your mastery of your mutant ability. Novice, Hero and Super Hero difficulty settings are available at your discretion. Some missions allow you to pick a specific X-Man, as well. Choose wisely, as you will not be able to switch your plan of attack once you've begun the game. In order to change strategies, a new game profile will have to be created.

Pause Menu



Press **ESC** to access the Pause menu. In addition to taking a break from the action, the Pause menu allows you to access additional controls, such as:

Continue – Return to current level and resume gameplay.

Restart – Restart the current level.

Options – View your current controller setup or change the game setup.

Quit – Quit the current level and return to Mission Selection.

Use the different directions on the keyboard and **Enter** to highlight and select options.

Options



Change many of the game settings and customize your gameplay experience in the following ways:

Gameplay – Toggle vibration, X-Axis, Y-Axis, Autosave and controller functions on/off or invert.

Character – Change costumes and review unlocked combo moves for each playable X-Man.

Video – Alter video settings like Brightness or Widescreen format. You can also use subtitle controls for both movies and in-game.

Audio – Raise or lower the music, sound F/X (SFX) and voice. You can also toggle sound from mono to stereo, and from stereo to 3D sound.

Advanced Video Options – Resolution, multi-sampling, fog distance and particle effects.

The Cerebro Files (Unlockables)

For the most ferocious, stealthiest or coolest of X-Men, rewards await you in the Cerebro Files. Unlock each of the Cerebro Files by finding hidden Sentinel Tech and Weapon X files while on your mission.

On-Screen Display Icons



1. **Mutant in Play** – In case you're not sure, this icon indicates which mutant (Wolverine, Nightcrawler or Iceman) you are currently controlling.

Meters

2. **Health Meter** – The Health Meter shows your health status. The meter drains as you take damage and fills up as your health regenerates. The meter functions differently, however, depending on your character.
3. **Fury Meter (Wolverine)** – As Wolverine, the more you attack successfully, the faster the meter fills up. Once the meter is full, press the ; (semicolon) key to activate Fury mode and unleash devastating attack combos against your enemies.

Aura Cooldown Meter (Nightcrawler) – When this meter is full, press the ; (semicolon) key to activate the Shadow Aura, which allows Nightcrawler to heal himself.

Boost Meter (Iceman) – Unlike with the other two characters, this meter decreases as Iceman slows down. If Iceman is not moving fast enough, he'll become unable to attack.

4. **Mini-Map** – The Mini-Map will help keep you on track and out of trouble, pointing out the locations of both enemies and objectives in the immediate area.
5. **Allies** – You'll often be aided by one or more of your fellow X-Men. When this happens, their Health and Mutant Upgrade Meters will be displayed in the lower left-hand corner of the screen. Be aware of your teammate's stats, not only are they a fellow mutant, but they're critical to the success of your mission!
6. **Sentinel Tech & Weapon X Files** – As you progress through the game, you will encounter a number of collectible icons throughout the various levels. These icons will either individually (Weapon X) or collectively (Sentinel Tech) unlock special items in the Cerebro Files, such as new Costumes and Danger Room Levels. Check any breakable objects, look behind objects and in out of the way locations.

Mutant Evolution

Based on the level of difficulty each mission is played at, different amounts of mutations are rewarded at the end of the missions. If any mutations are acquired, then you're given access to the Gene Alteration screen. Here, select your preferred mutation and continue to the next mission. If you make a mistake, you can de-select the mutation.

Wolverine: Health, Strength, Blocking, Healing Factor and Fury.

Nightcrawler: Health, Brawling, Precision, Relocation and Shadow Aura.

Iceman: Health, Ice Beam, Hailstorm, Ice Healing and Balance.



Gameplay Tips

Wolverine can be very effective at knocking back large numbers of enemies by using his area attack. This attack doesn't inflict a great deal of damage, but it's invaluable when fighting large groups of enemies at one time.

If Wolverine is being attacked by long-range shooters, he can activate his Fury mode and perform a lunge move by pressing the **Jump** key. This allows Wolverine to essentially jump across the room and eliminate enemies who are attacking him from a distance.

Nightcrawler's best ability is teleportation. Don't be afraid to back off from an enemy just to use another teleportation attack!

Be sure to vary Iceman's attacks. He is more effective when using his Hailstorm attacks in conjunction with his Ice Beam attacks.

Wolverine can be very efficient at evading enemies by performing a roll. Pressing **Block + any direction key** allows Wolverine to roll in whichever direction is pressed, providing a useful tool when being attacked by large groups of enemies.

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