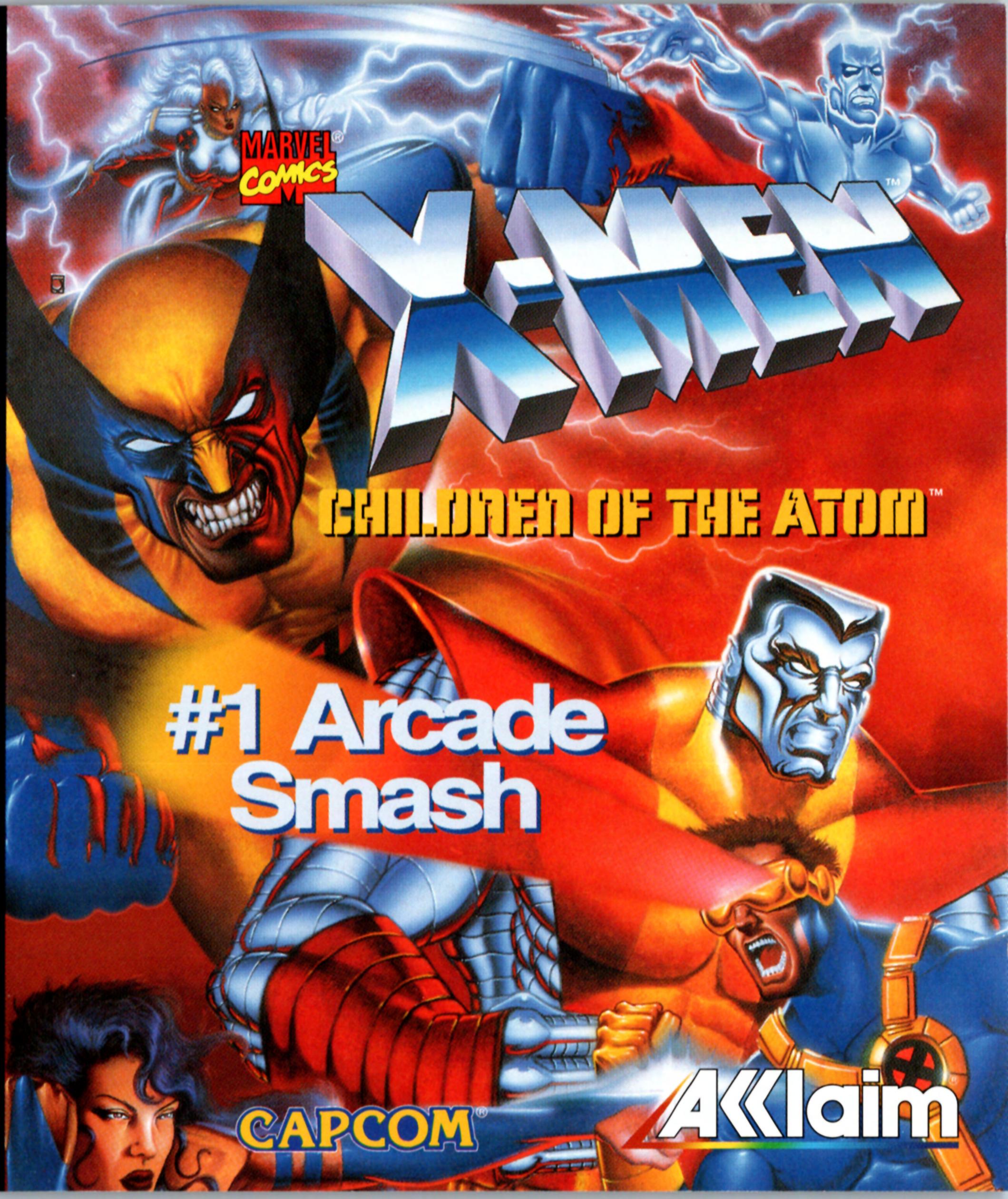




PlayStation

NTSC U/C

PlayStation™



MARVEL  
COMICS

# X-MEN

## CHILDREN OF THE ATOM™

### #1 Arcade Smash



SLUS-00044  
#21051

CAPCOM®

AKKlaim

## **WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.**

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, including games played on the PlayStation™ game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **HANDLING YOUR PLAYSTATION™ DISC:**

- This compact disc is intended for use only with the PlayStation™ game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



# CONTENTS

2  
S t o r y

3  
B a s i c M o v e s

4  
T h e R u l e s O f  
T h e G a m e

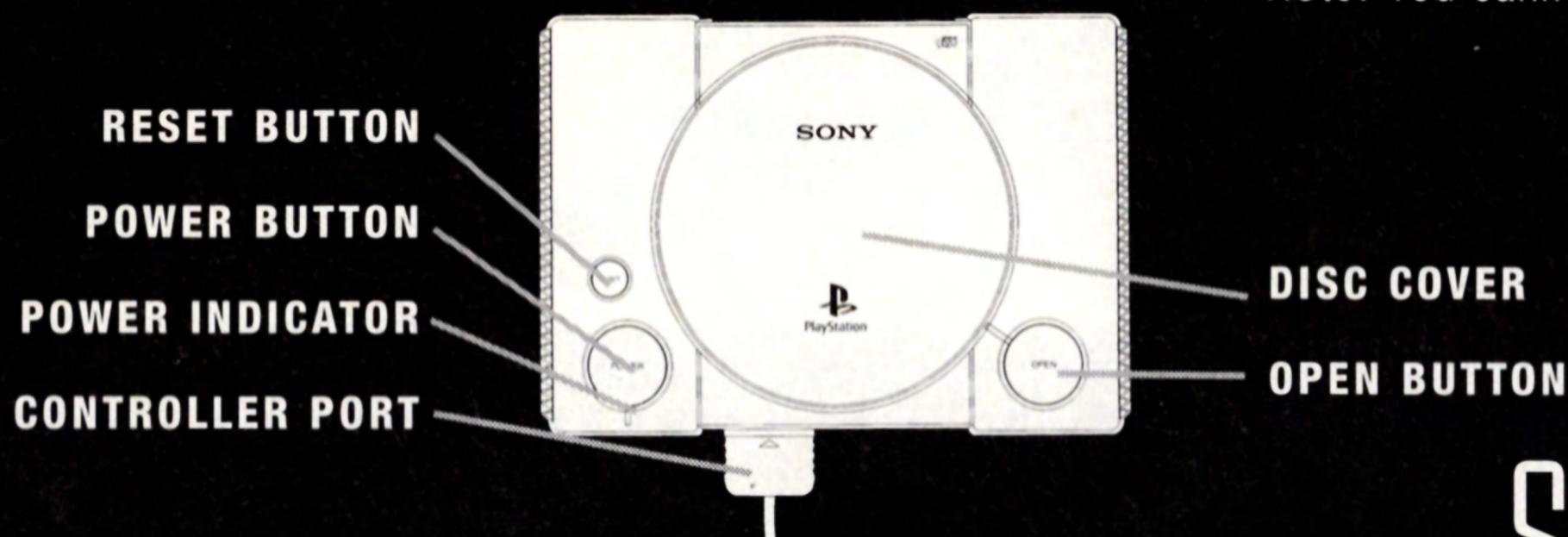
8  
A d v a n c e d B a t t l e  
T e c h n i q u e s

11  
M e e t t h e X - M e n  
a n d X - V i l l a i n s

23  
U l t i m a t e X - P o w e r !

1. Set up your PlayStation™ game console according to the instructions in its instruction manual. Make sure the power is OFF before inserting or removing a compact disc.
2. Insert the X-Men: Children of the Atom™ disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation™ game console. Follow the on-screen instructions to start a game.

Note: You cannot save games



## STORY

They were born with super-human abilities, into a world that looks at them not as saviors, but as freaks. At Professor Xavier's School For Gifted Youngsters, however, the Super Hero team X-Men continue to hone their mutant powers in the fight against the forces of destruction. Their quest is to prove that they too have a place on Earth, that humans and mutants can coexist peacefully on the planet too they both call home.

Far above the Earth in an orbiting space station, Magneto, the Master of Magnetism, looks down and sees a very different picture! He believes that the only way he and other mutants can survive is by destroying the human race entirely. The orbiting citadel has been constructed by Magneto with a dual purpose. First and foremost, Avalon is in a safe-haven for his dedicated legion of followers, the villainous mutants known as the Acolytes. It is here Magneto's forces plan their all out assault on earth. With advanced technologies and the combined mutant abilities of the Acolytes, Magneto plans to disrupt magnetic fields all across the planet. The results would be nothing less than total devastation. The worldwide corruption of computer systems, complete shutdown of all power systems, the collapse of every nation's communication networks -- all resulting in the extinction of countless human lives. Magneto plans to usher in a new Dark Age for earth's non-mutant population. Professor Charles Xavier has trained his X-Men to combat just this kind of



mutant menace. But with the promise of a mutant-run planet, a frightening array of the X-Men's most formidable villains have allied themselves with the Master of Magnetism, and the mutant-hunting Sentinels scouring the planet with hopes of exterminating all mutants, even the uncanny X-Men may be doomed to defeat. History is about to change in the greatest battle mankind has ever seen.

# YOU'RE IN CONTROL!

## DEFAULT CONTROLS

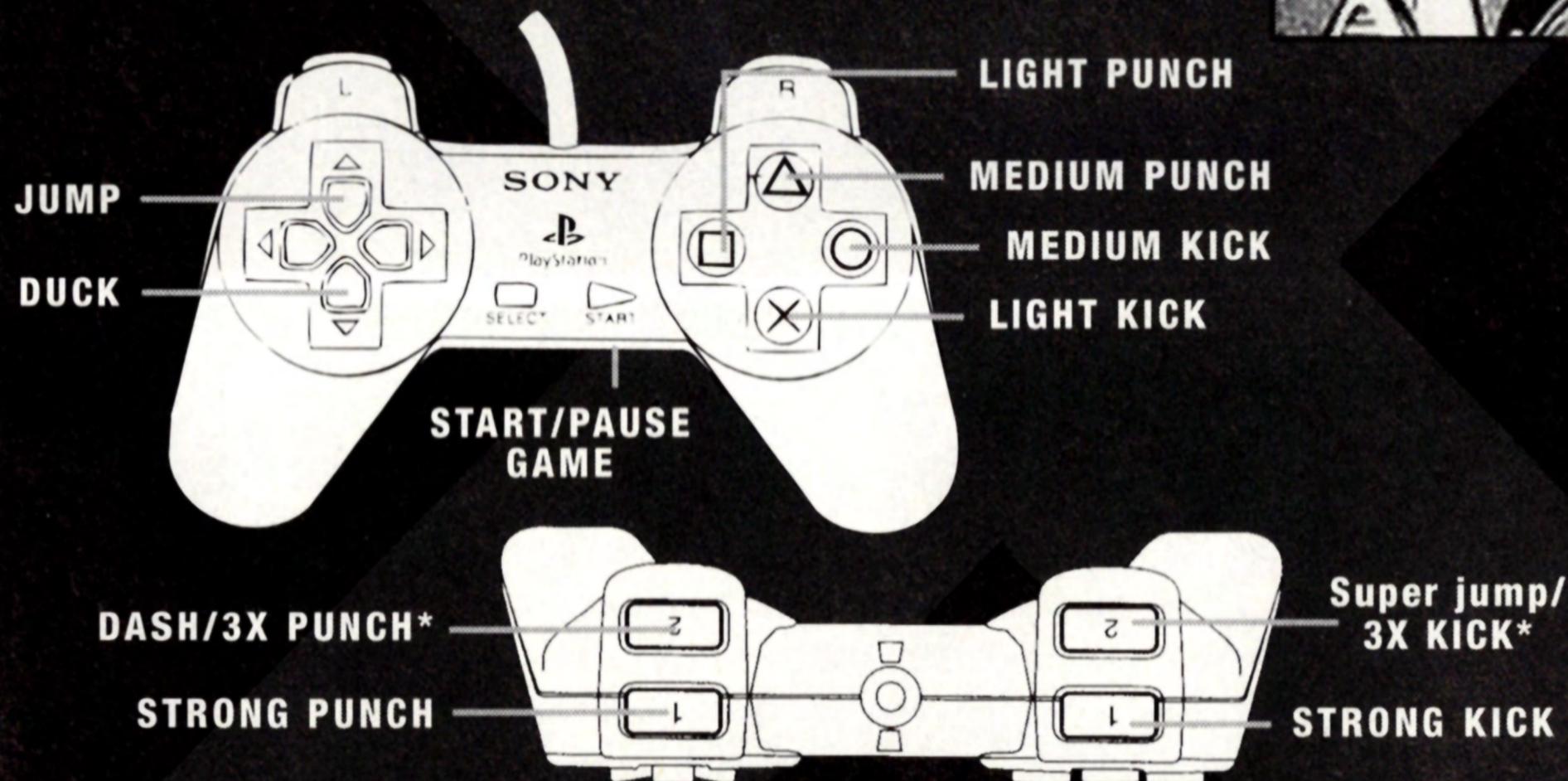
Note: You can reset to the title screen at anytime during the game by holding both the  and  BUTTONS for 3 seconds while pressing the START BUTTON.

Two players can play at the same time!

(Of course you need a second Controller to play.)

You can reset button functions in the Option Mode (See page 8).

(All commands are given for someone facing right.)



\* pressing this control is the same as pressing all 3 punch or kick buttons at once.

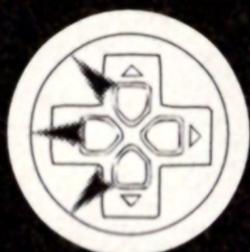
**NOTE: Because this is a direct conversion of the arcade classic, you may see on-screen text which says "lever". It means Directional Button.**

## Throws

Get close to your opponent, then press TOWARDS + L1 or  BUTTON. Some characters can use MEDIUM or STRONG KICK to throw as well.

## Guard

Press the Directional Button as shown. (This is reversed if your character is facing left).



# THE RULES OF THE GAME

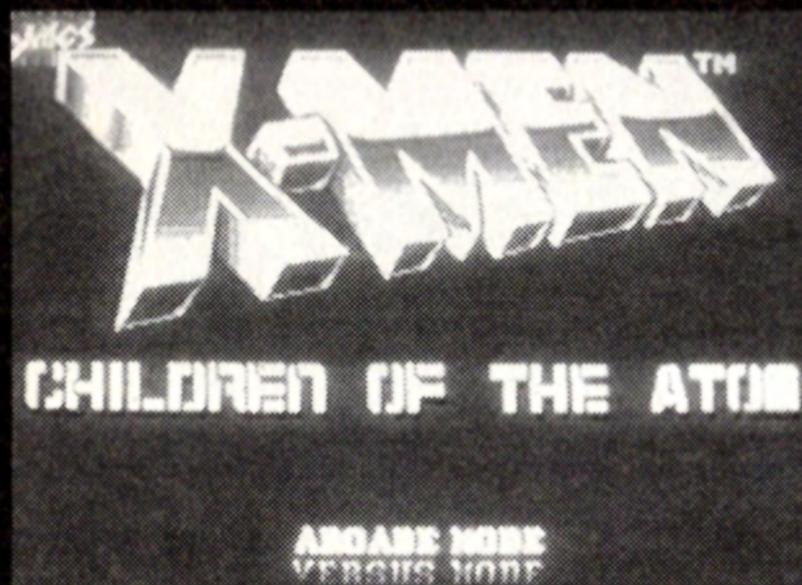
The explanation given below is for the Arcade Game Mode. See page 6 for an explanation of how to play in the other modes.

## The Basics

- Each stage has 3 rounds. The fighter who wins two rounds wins the stage.
- Both fighters have a vitality gauge which starts with 99 points. When a fighter loses all of his or her vitality points, that fighter has been K.O.d and loses the round.
- If the time runs out before either fighter is K.O.d, the fighter with the most vitality wins that round.
- If there is no winner after the majority of rounds have been fought, a final round begins. If there is still no winner, a Sudden Death round begins in which the first fighter to land a blow wins it all. (See Events under Game Options for details on changing this.)

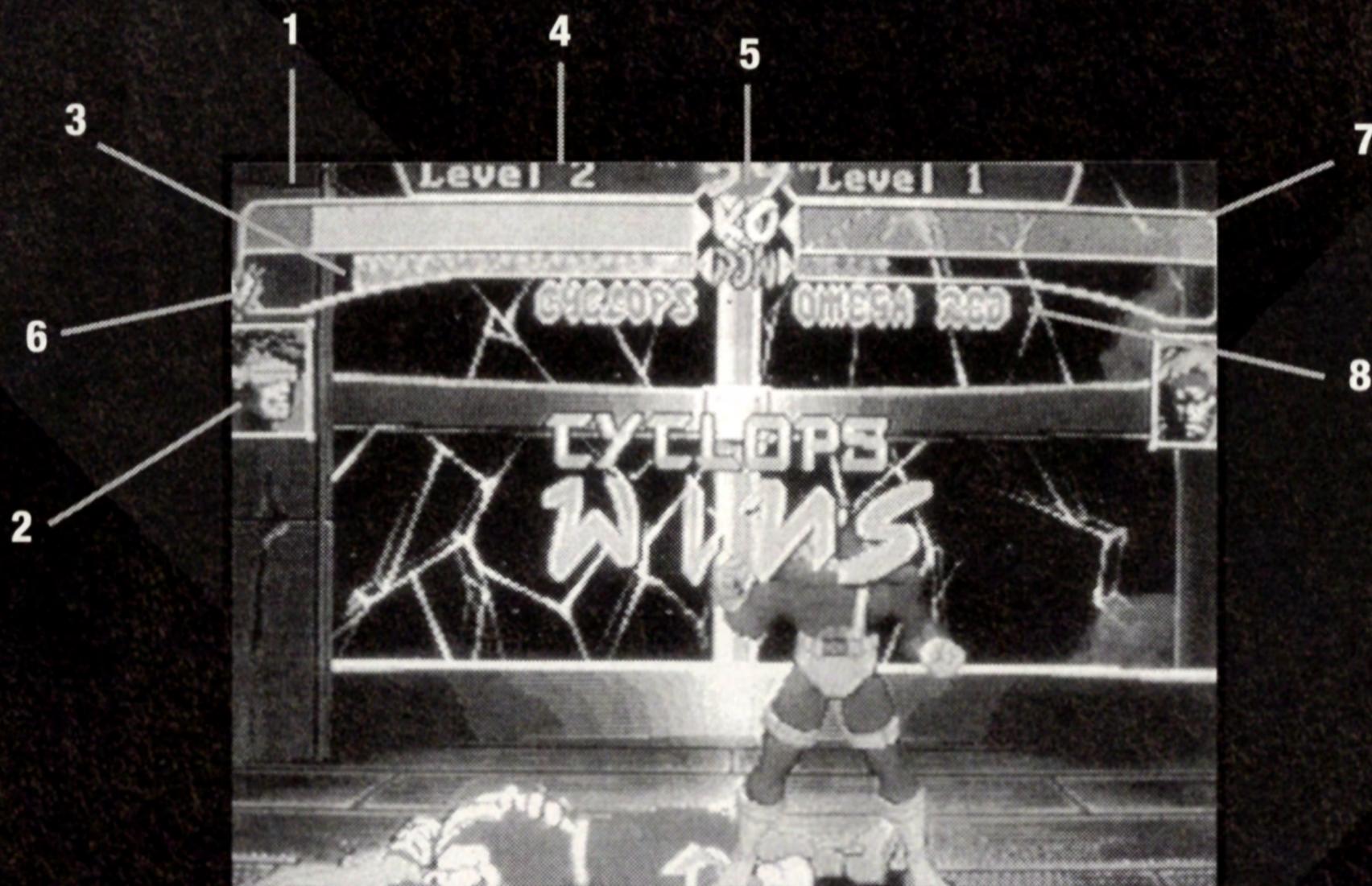
## LET THE GAMES BEGIN

Press the START BUTTON when the Title Screen appears to see the mode choices. To begin gameplay, highlight ARCADE MODE or VERSUS MODE and press the START or  BUTTON. On the next screen, select your X-fighter by pressing the Directional Buttons to move the highlight to a fighter's portrait. Press the  BUTTON. (If you do not press the  BUTTON, the currently highlighted fighter will be selected). Select Manual (default) or Auto guard system (see page 9 for details), then press the START BUTTON to begin play.



Select the guard system, and you're ready for battle!  
(The guard system is explained on page 9.)

## Get the Picture?



1. Awards: One award is given for each stage a fighter wins.
2. Face Panel: The look on your fighter's face shows how well or badly that fighter is doing.
3. X-Power Gauge: Shows the amount of X-Power left to the fighter (see page 10).
4. X-Power Level: Shows the current X-Power level available.
5. Time Count: Shows how much time is left in the round.  
(Time Count can be adjusted in the Option Mode. See page 8.)
6. Victory Mark: This mark appears when a fighter has won a round.
7. Vitality Gauge: Shows the amount of vitality the fighter has left.
8. Character Name: The name of the fighter engaged in battle.



## **Arcade Mode**

A one-player game pits you against a series of computer-controlled opponents.

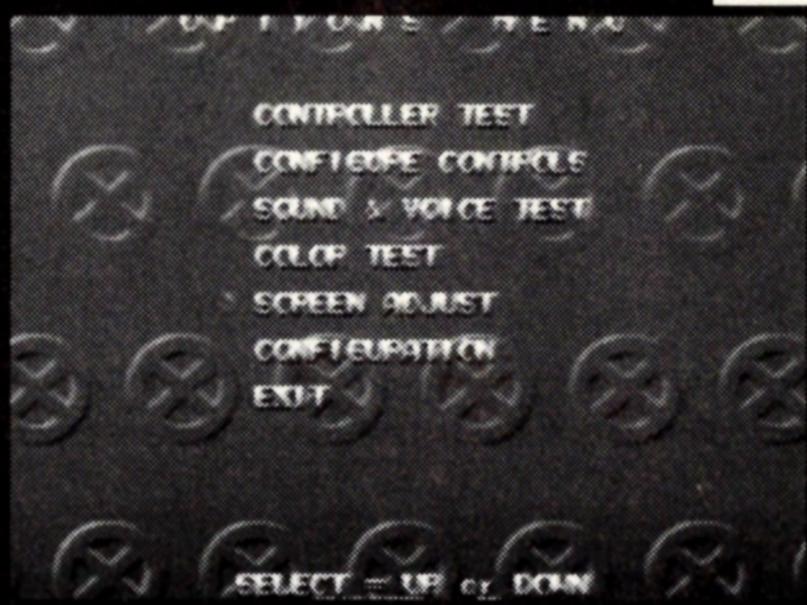
Note: If Join In is set to ON in the Game Options screen, a second player may jump into the action at any time by pressing START. A screen will appear indicating that a new challenger has entered play, at which time the new player selects a fighter and a new match begins. If the new player loses, the original player will return to where his or her match was interrupted.

## **Versus Mode**

It's friend against friend as you match fighting skills and tactics in a battle for survival.

## THE OPTION MODE

There are some outstanding controls here--straight from the arcade! Now you can make the same set-up decisions arcade owners do! During the demo loop, press START to access the Options Menu. Use the Directional Buttons to highlight an option, and press the **X** BUTTON to select it. To toggle settings, press the **←** or **→** Directional Buttons. (Follow the on-screen prompts where different from these controls.)



**SOUND + VOICE** These options allow you to set game volumes and to hear samples of the in-game sound effects.

**Soundcode:** Use Directional Buttons to toggle Soundcode numbers up or down. Press the **X** BUTTON to play (request) the sample, and the **○** BUTTON to stop it.

**Sound Volume:** Press the L1 BUTTON to decrease sound effects volume and the R1 BUTTON to increase it.

**Music Volume:** Press the L2 BUTTON to decrease music volume, and the R2 BUTTON to increase it.

**COLOR** Choose this to see a color scale, which you can adjust your monitor or television color against.

**SCREEN ADJUST** Choose this to see a display of the game screen area, which you can use to center your monitor's display.

**CONFIGURATION** This screen offers comprehensive System and Game options, as well as a Default Reset and Save (option settings) & Exit.

## SYSTEM OPTIONS

**Credits:** Selects how many continues the user is allowed.

**Continue:** Toggle Continues ON or OFF by pressing LEFT or RIGHT.

**Demo Sound:** Toggles the Demo Sound ON or OFF.

**Sound:** Toggles the sound between Mono and Stereo.

**Exit:** Press to return to the Configuration menu.



## GAME OPTIONS:

**Game Difficulty:** Adjust Game Difficulty from 1 (Easiest) to 8 (Hardest). 4 is the default.

**Damage Level:** Adjust how much damage attacks do, from 1 (Least) to 8 (Most). 4 is the default.

**Time Counter Speed:** Set how fast the in-game timer counts down, from 1 (Slowest) to 8 (Fastest). 4 is the default.

**Max Round:** Set the maximum number of rounds per match. Settings include 1, 3 and 5 round matches. 3 is the default.

**Join In:** Turns a second player's ability to join a game already in progress ON or OFF.

**Event:** This determines what a game will consist of. Turn Event OFF, set to 1 Match, Sudden Death Match, or 1 Match & Sudden Death. Note that any setting except OFF or SUDDEN DEATH will switch Join In OFF.

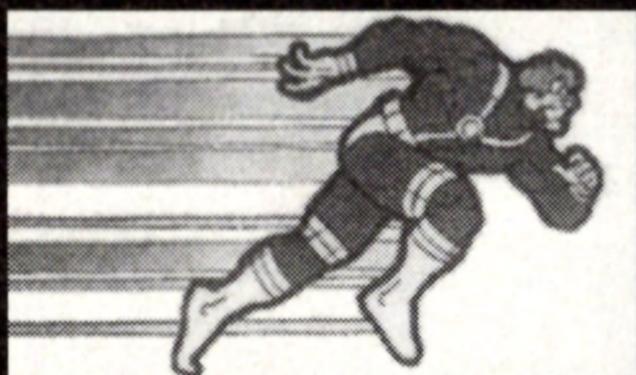
**Exit** Press to return to the Configuration menu.

**DEFAULT:** Press to reset options to default values.

**SAVE & EXIT:** Press to save your settings and exit to the main Options Menu.

**EXIT:** Press to exit back to the main menu.

# ADVANCED BATTLE TECHNIQUES



## Dash

You can dash forwards or backwards. Press the Directional Button twice in a direction to dash in that direction. ← ← to → →

**A BURST OF SPEED!**

## Landing/Reversal

When you're thrown, you can perform either a safe landing or reverse the throw on your opponent. The technique available depends on the fighter you're using.

*Note: You need X-Power to perform these moves. The Reversal command is the same as for a throw. Landing is as follows:*

↓ + all 3 P buttons together.

### WHAT A COMEBACK

## Super Jump

This takes you higher than a regular jump. You can travel farther in the air to the left or right, and perform attacks as well. Press the DIRECTIONAL BUTTON quickly ↓, then ↑. Pressing all 3 KICK controls at once will also perform a Super Jump.

### EVEN HIGHER

## Spinning retreat

If you've been thrown, use this maneuver to get out of danger fast. Directional Button ← or →, then press all three punch controls.

### OUT OF HARM'S WAY

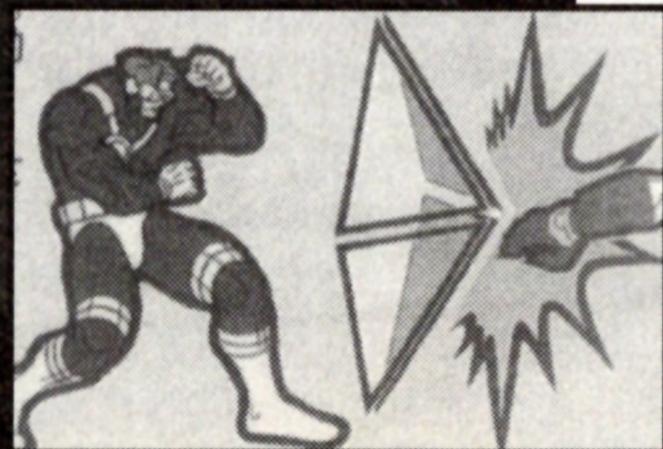
## Follow-Up Attack

After throwing your opponent, follow it up with a second attack while your opponent is still in the air or on the ground.

### DON'T MISS THE CHANCE

## Auto Guard System

The Auto Guard system works only when you're being attacked, and only if you're not performing any other maneuver. The Auto Guard will automatically stop any attack made on you, and may disable some features of the attack.



# WHAT IS X-POWER?

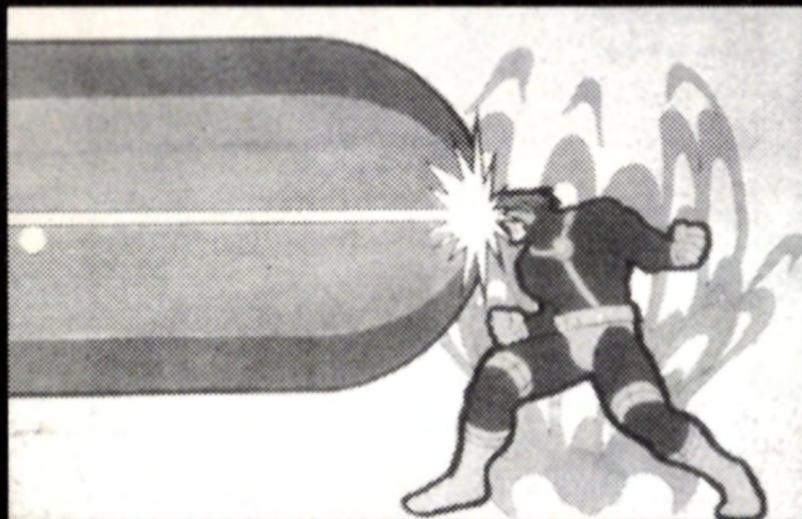


Each of the X-Men and X-Villains have certain mutant powers they can use during battle. These powers allow the fighter to use certain special techniques. The amount of X-Power currently available is shown on the X-Power Gauge below the vitality gauge. The amount of X-Power you have depends on how you attack and defend yourself.

## X-Power Gauge

As you gain power, an aura appears.

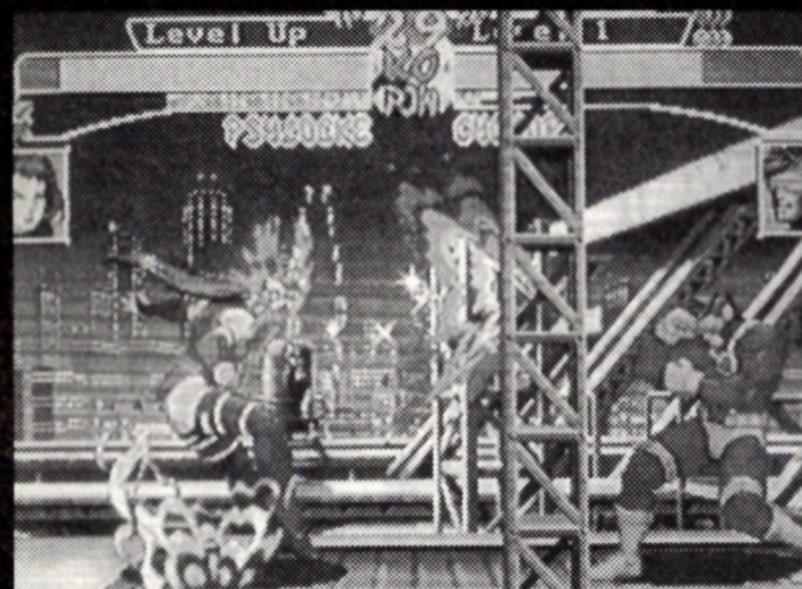
The gauge has various levels, and after you reach Level 2, you can use X-power for landings and reversals. You must wait for some time until you can amass full power (indicated by MAX, which appears on the screen). Once you reach MAX power, you can use your Hyper-X powers! Once you use the Hyper-X power, the X-Power gauge will almost completely empty out, so don't waste it!



## Level 2 X-Power

Transformations and Speed Ups become available. Uses a medium amount of X-Power. (The power depends on the character. See pages 12-22.)

Note: Explanations of landings and reversals can be found on page 9.



## Max Hyper-X

When an aura appears around your fighter, he or she can use the Hyper X Power.

(See page 24) then **P** + **P** + **P**



# MEET THE X-MEN AND THE X-VILLAINS!

Note: All attack explanations are for an attack to the right.

We will give you one Special Attack and one Special or X-Power Move for each character - you must discover others on your own! Arrows indicate direction on the Directional Buttons. **P** indicates the Punch Button and **K** indicates the Kick Button. Try using different Punch and Kick buttons — attacks will differ depending on which one you use!

**“Berserker Fury--Weapon X Style!”**

# WOLVERINE

Combine pure, savage fury with indestructible razor-sharp claws and you get the X-Man known as Wolverine! With his adamantium-laced skeleton and claws, and his mutant healing factor, Wolverine is virtually unbeatable! Long years of training, from his days as the Canadian government's Weapon X, to his time with the X-Men, have made Wolverine the perfect fighting machine.

## SPECIAL ATTACK

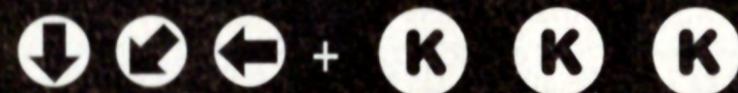
### **Tornado Claw**



This upward spinning attack catches the opponent, slicing and hurling him or her into the air.

## SPECIAL MOVE

### **Healing Factor**



## “Warrior Telepath”

# PSYLOCKE

Psylocke's exquisite exterior belies the cunning warrior woman within. In addition to her fighting skills, Psylocke possesses telepathic powers -- foremost among these is her “psychic knife,” which she can use to blast her opponent's nervous systems from the inside. She has both endurance and speed, and her close range attacks are formidable -- but defense is not her strong point, so guard well!

## SPECIAL ATTACK

### Psi-Blast



Directs a psychic energy beam at the opponent. Choose to send a Light, Medium or Strong blast. Each **P** button sends the blast in a different direction.

## SPECIAL MOVE

### Ninjutsu Split



Confuse your opponent by creating four duplicates of yourself.



## “Optic Blasting X-Men Leader”

# CYCLOPS

A no-nonsense man of action, Cyclops is the highly-respected leader of the X-Men -- as well as their first member! His optic blasts, controlled only by a visor made of ruby quartz, make Cyclops one of the most powerful X-Men.



## SPECIAL ATTACK

### Optic Blast

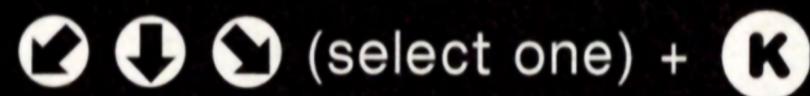


Sends a powerful laser attack at enemies (at Light, Medium or Strong power).

Each **P** button sends the blast in a different direction.

## SPECIAL MOVE

### Leg Throw



(Medium or Strong) when close to enemy

This allows you to flip enemies with your legs.

# “Mutant Weather Elemental” STORM

Along with Cyclops, Storm is one of the leaders of the Uncanny X-Men. As her name implies, Storm possesses the mutant power to control the weather itself. Honor, duty, friendship, and sacrifice mean everything to Storm, who uses her elemental powers to oppose those evil mutants who seek to destroy humanity.

## SPECIAL ATTACK

### Lightning Attack

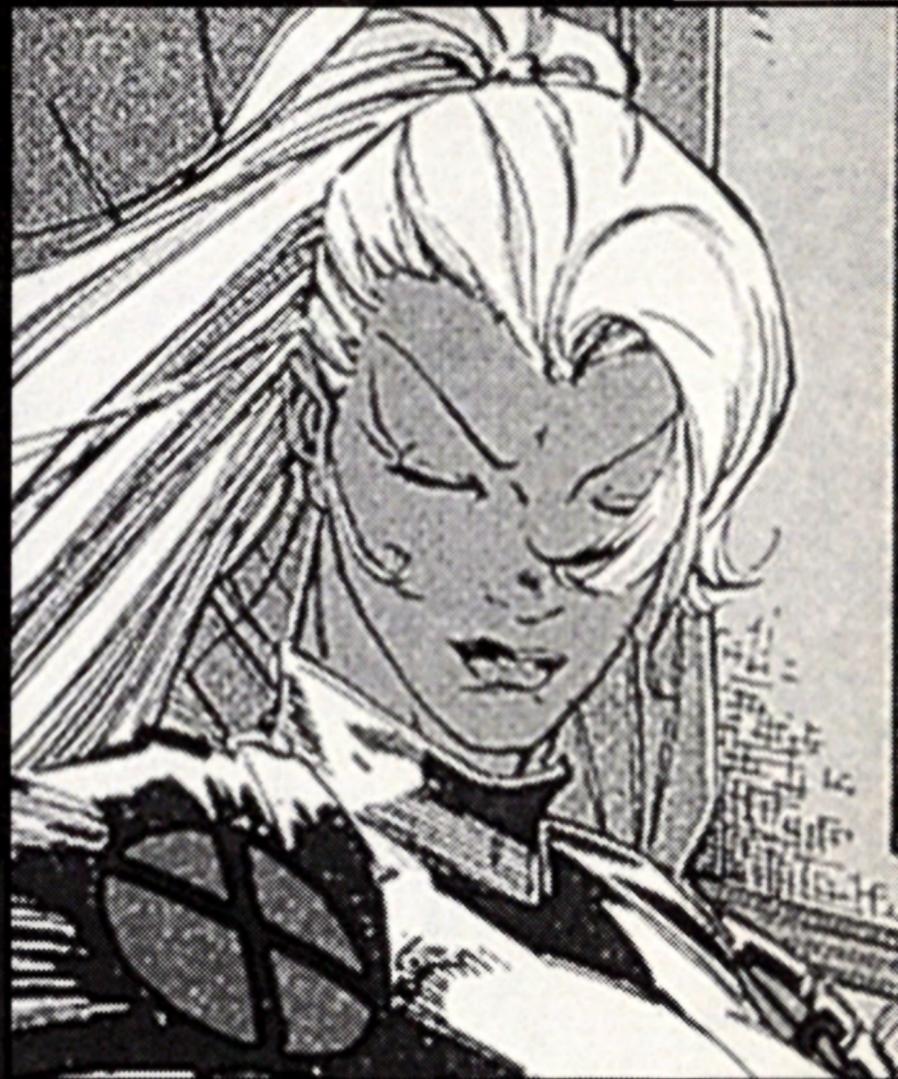
Directional Button + **P** + **K**

Storm rises into the air and sends a powerful bolt of lightning through her opponent. Good at close range or when the opponent is airborne.

## SPECIAL MOVE

### Flight

**↓** **↘** **←** + **P** + **P** + **P**



**"Cool Justice"**

# ICEMAN

The brash and impulsive Bobby Drake is better known as the Iceman, a mutant with the ability to lower the temperature around his body to the point where moisture freezes. As a member of the X-Men, Iceman uses his freezing power on both the defensive and the offensive, forming weapons from ice seemingly from mid-air!



## SPECIAL ATTACK

### Ice Avalanche

**P + K**

A massive Ice ball falls onto the opponent (the ice ball's descent can be controlled with the Punch and Kick buttons).

## SPECIAL MOVE

### Ice Fist

**↓ ↘ ← + P + P + P**

Ice balls form on Iceman's fist. Use the Light, Medium or Strong punches to swing this hunk of ice at an opponent.

## “The Mutant of Steel”

# COLOSSUS

Born and raised in Russia, this impressionable young farmer left his homeland behind to serve man and mutantkind--joining the X-Men as the armored mutant, Colossus! In his organic steel form, Colossus becomes nearly invincible, as well as fantastically strong--he can lift as much as 70 tons!

## SPECIAL ATTACK

### Shoulder Charge



Choose from different attack directions using Light, Medium or Strong Kick buttons. Airborne attacks are rendered ineffective.

## SPECIAL MOVE

### Super Armor



Try this to lessen damage from hits.





## “Warrior Sorceress”

# SPIRAL

A denizen of the dimension known as Mojo World, Spiral is a warrior-sorceress of great power and evil.

Her 6-armed attacks make her a force to be reckoned with. Spiral’s forward attacks don’t have a lot of strength, but variety and speed make up for it!

You better master the Dancing Sword technique as soon as possible, if you have any hope of surviving.

## SPECIAL ATTACK

### Dancing Sword

→ ↘ ↓ ↙ ← + Medium **P** + Strong **P**

Six glowing orange swords appear and slash at the opponent.  
Throw the blades with the PUNCH BUTTONS.

## SPECIAL MOVE

### Teleport Dance

↓ ↙ ← + (Medium) **P**

**“Armored Master of the Katana”**

## SILVER SAMURAI

Master of Japanese sword techniques and a member of the powerful Yashida clan, the Silver Samurai has long been a foe of the X-Men. The armor-clad Samurai can channel his mutant powers through his sword, making his attacks all the more lethal. He has a long reaching attack and can break through guards. Use his Super Jump to get out of corners--then move in for the attack!

### SPECIAL ATTACK

**Shuriken (throwing star)**

↓ ↘ → + P

Sends out a massive throwing star at the opponent—impervious to airborne attacks.

### SPECIAL MOVE

**Multiple Samurai**

↓ ↘ ← + K + K + K



## "The Scarlet Demon"

# OMEGA RED

This super soldier was created by Soviet secret forces, but because of his super powers, he was sealed away for 30 years. After breaking free, he began to kill without authorization or mercy, absorbing the life force of his victims.

He has a very long attack range, but is slower than most others for that reason. Learn to read the opponents' moves and plan your attacks. Learn to perform feints and catch your opponent off-guard.

## SPECIAL ATTACK

### Carborundum Coil



Catch your opponent — and try to steal energy from them by quickly pressing **P**, or steal X-Power by quickly pressing **K**.

## SPECIAL MOVE

### Mid-Air Dash

Directional Button   in mid jump

Omega Red can dash left or right in mid-air!



## “Mutant-Hunting Robot”

# SENTINEL

Created and programmed by those humans who hate and fear mutants, the robotic Sentinels were designed to seek out and eliminate the so-called “mutant menace.” Sentinels have no emotion or understanding--they exist solely to fulfill their dread purpose. The Sentinels move slowly, but have incredible power and a long reach. They can even withstand heavy attacks and their power kicks and punches are very effective!

## SPECIAL ATTACK

### Sentinel Force



Calls a squad of mini Sentinels which make multiple attacks. Use them to halt a strong attack. Try with different Kick buttons!

## SPECIAL MOVE

### Flight



Sentinels can fly for short periods of time.





**“Unstoppable Evil”**

# JUGGERNAUT

The magical properties of the ruby of Cyttorak transformed Cain Marko into a being of unstoppable evil--the irresistible force that men call Juggernaut! Juggernaut is slow, but in terms of sheer attack and defense strength, no one is stronger. Try to confuse him with Super Jumps, then seize the moment to attack!



**“The Master Of Magnetism”**

# MAGNETO

The malevolent Magneto seeks to dominate mankind, to bring about a world under mutant control--with himself as leader. The very magnetic fields of the Earth are Magneto's to control, and he will use those powers to destroy any who stand between him and his goals. He can unleash devastating attacks like the Hyper-X Airbeam Sliding attack--massive damage! Attack when you can, with everything you have, and defend yourself by any means possible!

# ULTIMATE K-POWERS!

## **Master Your Counterattacks!**

When you guard against an opponent's attack, cancel your guard by unleashing your own special attack. This stops a flurry from your opponent, turning a good defense into a good offense. This technique is difficult to master at first, but is invaluable once you get it down.

## **Watch Your Face**

Make sure to keep an eye on the Face Panel. As you take damage, the panel changes from blue to yellow, then from yellow to red. Fend off punches to recover from the damage, and make sure to protect yourself well when the panel turns red—you're about to be knocked out!

# Hyper-X Attack Chart

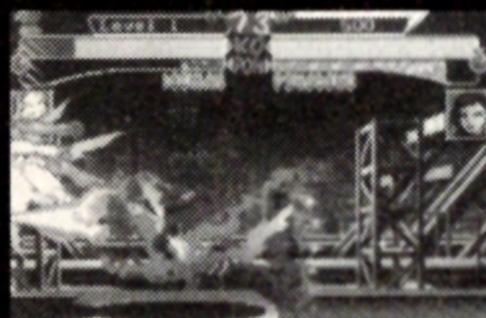
↓ ↙ ↘ + P + P + P (Full Strength)



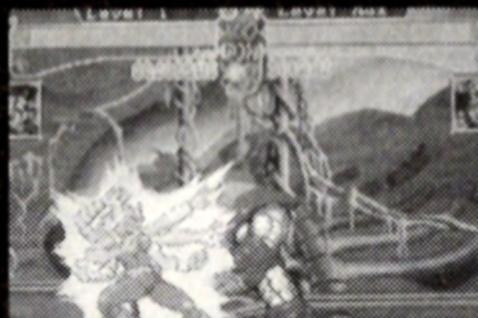
**WOLVERINE**  
**Berserker Barrage**



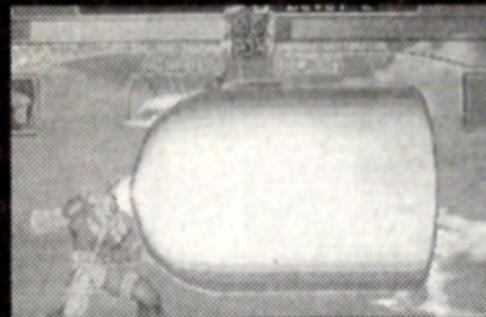
**COLOSSUS**  
**Super Dive**



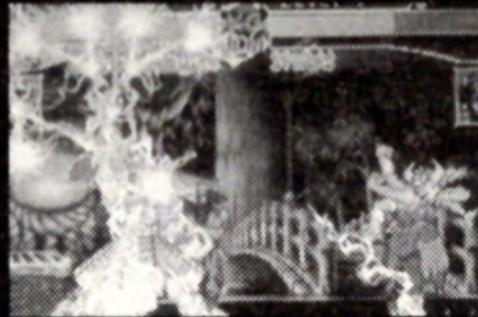
**PSYLOCKE**  
**Psi Thrust**



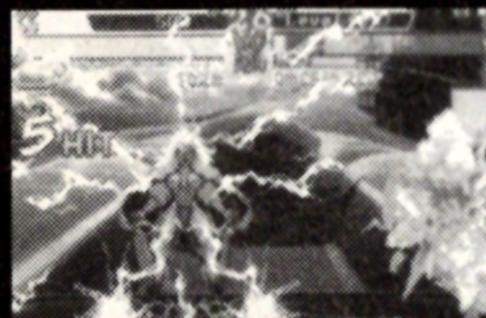
**SPIRAL**  
**Metamorphosis**  
(Press as shown above, then press P when near opponent)



**CYCLOPS**  
**Mega Optic Blast**



**SILVER SAMURAI**  
**Singing Blade of Thunder**



**STORM**  
**Lightning Storm**



**OMEGA RED**  
**Omega Destroyer**



**ICEMAN**  
**Arctic Attack**



**SENTINEL**  
**Plasma Storm**

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