

SNS-AWXE-USA

MARVEL  
COMICS

# WOLVERINE

ADAMANTIUM RAGE

INSTRUCTION  
BOOKLET

MARVEL  
SOFTWARE



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



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# **CLAWING AWAY AT AN 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 has 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 Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction booklet.
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 Game Pak 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 Game Pak.]

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: Use the **CONTROL PAD** to highlight an option. Press the **A, B, X or Y BUTTONS** to select one of the choices within that option. **PRESS ANY BUTTON TO RETURN TO THE SELECTION SCREEN.**



- Sound** - Choose between Monaural or Stereo sound

- Reconfigure button** - Allows you to alter the controller button configuration from the default settings described in the quick reference chart on page 6.

- Difficulty levels** - Choose from Normal, Dangerous, and Furious.



- Password** -After successfully completing a level, you will be given a password. Use this password to resume play at the beginning of the next level. In *Wolverine®*, passwords consist of sequences of 4 *X-Men™* portraits arranged in a particular order for each level's password. You must recreate the proper sequence of portraits

associated with a particular level. To enter a password, use the **UP or DOWN CONTROL PAD** buttons to scroll through the *X-Men™* portraits in the first box until you reach the desired match. Use the **LEFT or RIGHT CONTROL PAD** buttons to move on to the next portrait box (or to go back to any box), where you will repeat your scrolling search procedure, until you have arranged all 4 boxes in the desired order.





# THE WOLVERINE® SCREEN

HEALTH METER



ELSIE DEE™ METER

FOES REMAINING  
METER

## PICK-UPS



**HEALTH PICK UP** - Pick up these black spheres with the electrical charge to partially restore Wolverine's® health.



**100% HEALTH PICK UP** - Picking up this Wolverine® head icon will restore Wolverine's® health to maximum level. Get these whenever you can!



**INVINCIBILITY PICK UP** - Picking up this black sphere icon grants you immediate temporary invincibility for varying periods, depending on game level. Wolverine's® Health Meter will flash to indicate invincibility is in effect.





## **METERS**

**HEALTH METER** - Wolverine's® health is displayed as a percentage in the upper left corner of the screen next to the Wolverine® head icon. He begins with 100 percent health, which diminishes as he sustains injuries.

**ENEMY HEALTH METER** - This pulsating indigo heart with a percentage displayed next to it appears in the upper right corner of the screen, and shows the amount of damage your main enemy in a given level has sustained.

**FOES REMAINING** - At the bottom left of your screen a number will appear below the word "LEFT", indicating the number of enemies Wolverine® must defeat before going on. After you have defeated a minimum number of foes, the word "GO" will flash in the right corner of the screen indicating you now can advance to the next level.  
**NOTE:** Regenerating enemies do not appear in this meter.

**ELSIE DEE™** - Elsie Dee™ is a deadly android who is in constant pursuit of Wolverine®. This meter will appear at the top center of your screen when Elsie Dee™ is less than 30 seconds away. You can escape her if you can reach the next check point 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**

<b>WALK LEFT OR RIGHT</b>	<b>CONTROL PAD LEFT OR RIGHT</b>
<b>SPRINT LEFT OR RIGHT</b>	<b>DOUBLE-TAP CONTROL PAD LEFT OR RIGHT</b>
<b>CROUCH</b>	<b>CONTROL PAD DOWN</b>
<b>CROUCH AND SLASH</b>	<b>CONTROL PAD DOWN + RIGHT TRIGGER</b>
<b>PUNCH</b>	<b>BUTTON A</b>
<b>THROW A BACKHAND</b>	<b>LEFT TRIGGER</b>
<b>THROW A RUNNING PUNCH</b>	<b>DOUBLE-TAP CONTROL PAD THEN BUTTON A</b>
<b>JUMP</b>	<b>BUTTON B</b>
<b>DELIVER A SIDE KICK</b>	<b>BUTTON Y</b>
<b>THROW A FRONT KICK</b>	<b>BUTTON Y, THEN CONTROL PAD UP</b>
<b>ATTACH TO A WALL</b>	<b>USE CONTROL PAD + BUTTON B TO SPRINT AND JUMP TOWARD WALL, THEN PRESS BUTTON X</b>
<b>FORWARD DIVE</b>	<b>CONTROL PAD UP</b>
<b>SUPERJUMP--AND ATTACH TO CEILING</b>	<b>CONTROL PAD DOWN + BUTTON B, THEN X</b>
<b>PUNCH WITH CLAWS</b>	<b>BUTTON X</b>
<b>SLASH WITH CLAWS</b>	<b>RIGHT TRIGGER</b>
<b>SLASH AT THE FLOOR</b>	<b>CONTROL PAD DOWN, THEN BUTTON X</b>
<b>THROW A CLAW UPPERCUT</b>	<b>CONTROL PAD DOWN, THEN BUTTON A</b>

*[NOTE: THESE ARE DEFAULT SETTINGS. BUTTON CONFIGURATIONS MAY BE ALTERED VIA THE OPTIONS MENU, DESCRIBED ON PAGE 5.]*

*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

*Wolverine® follows a mysterious computer message to a secret laboratory deep in the forest on the northwestern reaches of the Rockies. He's been told that this lab holds secrets about his past, answers to his most burning questions. As he breaches the security system and faces heavily armed guards, he dares to hope those answers lie ahead!*

*Your goal: Negotiate your way through a complex network of corridors, tunnels, and doorways and get to the laboratory's central computer, which contains information about Weapon X™.*

*The dangers: Armed security guards, floating security droids, and ceiling-mounted guns which fire laser, machine gun, and deadly gas bursts.*

*Your strategies: Sink your claws into the ceiling to avoid danger. Find and disable the main power generator to render laser weapons inoperative.*





# BEWARE THE NINJA TRAINING CAMP

Just outside Tokyo, Wolverine® learns that one of his most evil enemies, Lady Deathstrike™, has formed an unholy alliance with a clan of mystical Ninja warriors known as The Hand™. Wolverine® has heard a about the Hand's™ giant and awesome leader, but doesn't have time to think about that now, as his immediate concern is survival!

Your goal: Battle your way through the Ninja training camp and cyborg workshop to reach Lady Deathstrike™ and get her to reveal to you what she knows of your past.



The dangers: Spike pits, poison blowpipes, crushing devices, and more--including an army of Ninja warriors, both mystical and cybernetic, that includes TriFusion!

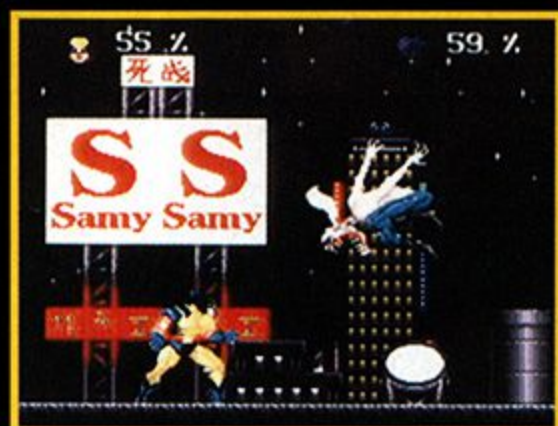
Your strategies: With such a variety of hazards, you must be quick on your feet. Brutal hand-to-hand combat coupled

with precise timing is the best way to handle these Ninjas-and Lady Deathstrike™!

## HALF A WORLD AWAY: TOKYO

Wolverine® has learned that Shinobi Shaw™ has put a contract out on his life, and that the information he received about his past was all fake. He is determined to make sure that this contract will not be fulfilled, and to make Shaw pay for his game. It doesn't matter how many high-tech soldiers Shaw and his henchman Geist™ throw in Wolverine's® path, he's not about to give up. Not now. Not when he's so close...





**Your goal:** Track down Shinobi Shaw™ to The Inner Circle™ to get some answers.

**The dangers:** Armed soldiers, helicopters, electrified neon signs, high powered limpet mines, deadly Geist™, and bloodthirsty Bloodscream™.

**Your strategies:** Use the electrified neon signs to pass impenetrable walls, take out the guards, avoid the helicopters, and use every move in the book to accomplish this.

## VICIOUS VISIONS!

The battle with Geist and his minions has taken its toll. Wolverine® is exhausted. His mind is on Shinobi Shaw™. Which is why he doesn't see Cyber™, who charges at him from out of nowhere and slashes his back. Cyber's™ veins run with poisons, and his swipe at Wolverine® has enabled him to inject the mutant with hallucinogenic poison. Wolverine® is about to take a journey into the darkest, most frightful shadows of his subconscious.



**Your goal:** Keep focused and escape from the hallucinogenic world of nightmarish horror you've plunged into.

**The dangers:** Cold fires, a living floor of bound spirits, crimson rivers, Cyber™ trolls, acid-spitting Harpies, psychic winds, crystal sentinels -- and much, much more, including The Crystal Dragon!

**Your strategies:** Avoid crimson rivers, they'll suck your life away. Crouch under or jump over cold fires.





## ***FINALLY: THE INNER CIRCLE™***

*Wolverine® makes it to the headquarters of The Inner Circle™! His heightened senses can almost smell Shinobi Shaw's™ fear in the air as he closes in on him! As Wolverine® prepares to tighten the noose around his neck, Shaw wimps™ out and disappears. In Shaw's place, Fugue™, a hellion who causes illusions through deadly screams fights Wolverine®.*

*Your goal: Negotiate your way through a vast labyrinth of rooms, hallways, tubes, and platforms and to find Shinobi Shaw™, the upstart mutant who has put a contract on Wolverine's® life.*

*The dangers: Armed guards, floating androids, and the psychic vampire known as The Black Queen.™*



*Your strategies: Negotiate you way through the advanced security system of The Inner Circle™, locate teleport stations, and find secret switches to activate hidden doorways.*



## INTO A MYSTERIOUS UNDERWORLD

*Just as Wolverine® is about to defeat Fugue™, the entire Inner Circle™ crashes down underneath him, plunging both of them into a mysterious underworld. He again encounters the mystical Ninja's known as The Hand™ and subsequently their ominous leader.*

*Your goal: Track and defeat Fugue™. And get out alive.*

*The dangers: Look out for Ninja's, hounds of the underworld, sulfur rivers, and falling stalactites.*

*Your strategies: Use all of your mastered skills, track down all the pickups (as you will need them), and move quickly to avoid falling stalactites. And as for the leader of The Hand™, sorry, Logan, you're on your own.*





## TIPS FOR A FELLOW 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), and 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, 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

**THE BLACK QUEEN™**, who also goes by the name Selene, is a psychic vampire with the power to drain the life force from humans. She has psionic control over fire and inanimate objects, extensive knowledge of many forms of magic, and an exceptionally fast healing ability.



**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!

**THE CRYSTAL DRAGON** is roughly twice the size of Wolverine®. Made of crystal, it has the ability to breathe nova flames and propel astral projections of its head. Its life sustenance comes from a red diamond lodged between its forehead and its brain.



**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®!



**DESTROYER PROGRAM**, a computer program occupying an unknown number of robot enforcement modules which has the ability to trigger a "memory backlash" in its targets -- causing them to relive their worst moments of physical pain and mental distress.



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

**FUGUE™**, a member of the Inner Circle™, Fugue possesses powers that tax even Wolverine's® battle-honed mutant abilities. She can create sound waves that resonate on the human brain in such a way as to cause hallucinations, delirium, madness... and death.



**GEIST™**, a twisted scientist without a conscience, the cyborg known as Geist™ lives for experimentation, regardless of consequence. With his army of soldier robots, Geist™ looks upon Wolverine® as his newest, greatest experiment -- an experiment which most assuredly spells death for the mutant.



**THE GREAT BEAST** has the power to transform himself into a wide variety of grotesque creatures. His mystical sword can electrically charge the air, and he can spit from his mouth flaming skulls with tusks—that grow into full skeletal warriors! He also has telekinetic control over objects, and can project swarms of phoenixes from his hands...all in addition to the ability to vanish and reappear elsewhere—instantly.



**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.

**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.



**TRIFUSION** is a combination of three Ninja assassins—Marble, Shiken, and Shard—and has the power to split into any combination of the three at any time!



# **PASSWORD CHARACTERS**

**THERE ARE EIGHT (8) X-MEN USED TO  
CONSTRUCT PASSWORDS. THEY ARE:**



**BISHOP™**



**COLOSSUS™**



**CYCLOPS™**



**ICEMAN™**



**NIGHTCRAWLER™**



**PROFESSOR X™**



**PSYLOCKE™**



**STORM™**



# NOTES



# HAVE THE WORLD'S MIGHTIEST MUTANTS MET THEIR MATCH?

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- Reorient the receiving antenna.
- Relocate the Super NES with respect to the receiver.
- Move the Super NES away from the receiver.
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

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# COMING SOON!

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COMICS



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