

SPIDER-MAN

MYSTERIO'S MENACE™

Victory May Only Be An Illusion!

Mysterio is changing New York into his very own sinister amusement park. Lucky for the Big Apple, he's forgotten you're Spider-Man... and that means playtime is over.

You don't just play it... you live it.

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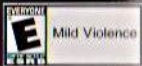
Awesome Boss Fights

Time to take down Mysterio and other archenemies.



Moves and 'Tude

Use the Web Shield to stop enemy blasts cold in their tracks.



GAME BOY ADVANCE

X-MEN

REIGN OF APOCALYPSE™

AGB-AXME-USA



INSTRUCTION BOOKLET

ACTIVE PLAYERS

GAME ADVANCE PLAYERS

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GAME ADVANCE
PLAYTHROUGHS
1

STARTING THE GAME

- Make sure the POWER switch is OFF.
- Insert the X-Men®: Reign of Apocalypse™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The X-Men: Reign of Apocalypse Game Pak is for Game Boy® Advance only.

GAME BOY® ADVANCE CONTROLS



BASIC GAME CONTROLS

Control Pad UP	Move up on screen
Control Pad DOWN	Move down on screen
Control Pad RIGHT	Move right
Control Pad LEFT	Move left
Double Tap RIGHT/LEFT	Dash
L Button	Rage Attack (with full Mutant Power bar)
R Button	Jump
A Button	Attack 1
B Button	Attack 2
A+B Buttons	Clear Out Attack
DOWN, LEFT or RIGHT + A Button	Projectile Attack
R Button, A Button	Jumping Attack
Control Pad Towards Enemy + A Button	Grab and Throw Enemy

THE STORY: AN UNEXPECTED HOMECOMING

Cyclops, Storm, Rogue, and Wolverine are returning from an outer dimensional mission to the Mojoverse. As the Blackbird emerges from a sub-space rift, they can see the X-Mansion in the distance...

But something is wrong! This is not the same building they left behind. Upon landing the Blackbird, they notice that the mansion is a battle-ravaged, long-abandoned version of its former self. There is no response to any communication signal transmitted to the bleak and broken structure.

Descending from the transport, the X-Men examine the deserted Mansion. The inside of the school reveals massive combat damage from long ago. Unexpectedly, they stumble upon the decimated body of Cyclops... even though he's standing alive and well with our group of heroes! The dead body appears to have been impaled by incredible force. Suddenly, from the shadows, they are attacked!

What happened to the X-Mansion? What kind of strange alternate reality is this? Can the X-Men ever get back to the world they know?

Take control of the X-Men and help them find their way home!

MAIN MENU

Use the Control Pad to make a selection. Then press the A Button or START to confirm your choice.

Start Game

Select **Start Game** to choose one of the four main X-Men and play through the entire game in Story Mode, level by level. As you defeat the level bosses, they will become available for use in Versus Mode. After beating the game with one character, try playing the game again using different characters for a completely new experience!

Note: Your progress and character statistics will automatically be saved at the end of each level you complete.

Multiplayer

Versus Mode

Choose **Multiplayer** and then **VS** to play head-to-head against a friend. At first, you'll only be able to select from among the four main X-Men from Story Mode, but as you progress through Story Mode, the bosses



(not mini-bosses) you defeat will become available for Versus Mode play. To unlock more arenas, you will need to complete Story Mode with each of the main X-Men characters. Each X-Man will unlock a specific set of fighting arenas. In order to play Versus Mode, you must have two X-Men: Reign of Apocalypse Game Paks and a Game Link® cable to connect the Game Boy Advance systems.

Note: Make sure you read the information on page 26, How To Connect the Game Boy® Advance Game Link® cable, when playing a friend in Versus Mode and when playing Co-Op Mode. Also note that deleting or overwriting a saved game may affect the characters and arenas available in Versus Mode.

Co-Op Mode

Choose **Multiplayer** and then **Co-op** to play through Story Mode with a friend. You will have a total of nine lives to share between both characters and no Continues, so choose your battles wisely! Both players must have an X-Men: Reign of Apocalypse Game Pak and the Game Boy® Advance systems must be connected by a Game Link® cable.

Load Game

Highlight this option to load a saved single-player Story Mode game. The game will resume at the beginning of the last level you did not complete.

Options

Choose Options to change the sound, number of Continues, or music in the game. Press **Up** or **Down** on the Control Pad to select the option you would like to change, then press **Right** or **Left** on the Control Pad to change that option.

Sound: Press the Control Pad **Left** or **Right** to turn the sound effects On or Off.

Continues: Press the Control Pad **Left** or **Right** to select the number of Continues available in single player Story Mode.

Music: Press the Control Pad **Left** or **Right** to turn the music On or Off.



ON-SCREEN DISPLAY

During play, critical information regarding the player's character, enemies, and the story will be displayed on-screen.



Character Portrait – Displays a picture of the player's character.

Mutant Power Bar – Shows the current level of Mutant Power your character has. Your Mutant Power is replenished by attacking and destroying enemies. You must have a full Mutant Power Bar to execute a Rage Attack.

Health Bar – Shows the health remaining for your character.

Timer – This displays how much time the player has remaining to complete the level. Bonuses will be added to the player's score according to how much time remains when the level is completed.

Professor X – If you delay too long in one area and there are no more enemies nearby, Professor X will appear in the upper right corner of your screen to encourage you to continue on your mission.

Lives Remaining – Shows the number of extra lives the player has. Once the counter reaches 0 and your character dies, you must use a Continue to resume your adventure. Note that you will gain one extra life for every 10,000 points in single player Story Mode. The maximum number of lives you can have is eight.

Enemy Health Bar – Displays the amount of health that the enemy you are currently fighting has left.

EXPERIENCE POINTS

In Story Mode, as you progress through the game, you gain experience points for defeating enemies.

At the end of each level, you will have the opportunity to spend experience points to improve your character's vital statistics: mutant power, vitality, and strength. For every four experience points spent on a particular statistic, your character will advance a level in one of the following areas:

Mutant Power – Increases how quickly your mutant power reserve will recharge when attacking enemies.

Vitality – Increases the maximum amount of life your character can have.

Strength – Increases how much damage is caused by regular attacks.

Since each X-Man has their own strengths and weaknesses, you will need to experiment to see how to best build up your character.



Note: Make sure you use all available points at the end of each level, since they will not carry over to the next level.

SPECIAL ATTACKS

Grab Attacks

Grab attacks allow you to pick an enemy up and hurl them across the screen. This move is especially useful when surrounded by multiple enemies. Press the Control Pad towards an enemy (or walk into an enemy) while pressing the **A** Button.

Rage Attacks

When a character's Mutant Power bar is full, a Rage Attack will be possible. Pressing the **L** Button will trigger this devastating attack. Rage Attacks deliver very high damage and deplete your Mutant Power reserve. They also make you invulnerable for a short period of time!

Clear Out Attack

Pressing the **A** and **B** Buttons at the same time will unleash a Clear Out Attack. This attack will clear enemies from both sides of the character, but will deplete a small amount of your Health bar!

POWER-UPS

Throughout the game you will come across three types of Power-Ups.



Mutant Power – This will fill your Mutant Power bar completely.



Health – A half-full icon will only refill your Health bar halfway, but a full icon will replenish your health completely.



Timer – This will increase the time remaining on the clock and potentially increase your score.

GAME LEVELS

Xavier Mansion

The Xavier Mansion has been decimated in a fierce battle. Is this reality, or some sort of nightmarish alternate universe? Searching through the debris, the X-Men discover a ghastly corpse that just can't be real.



Canadian Showdown

Wolverine is going home—and bringing the rest of the X-Men—to his old stomping grounds. But this isn't the same snow-lined forest that he remembers. It seems there's a new enemy in the wilderness.



Department H

The base is dark and deserted and looks as though it was abandoned in haste. The X-Men want to access the database and find out what's going on in this strange "alternate universe." Unfortunately, security isn't as lax as it seems...





Blackbird Flight

The Blackbird is winging its way towards Colorado. The crew cabin is quiet, with our heroes absorbed in their own thoughts. But the flight doesn't stay calm and serene for long. An attack on the outside of the plane calls the X-Men into action!



Sentinel Base

Taking out the Sentinel Base will limit the Sentinels' ability to track the X-Men through this strange land, but the familiar yet frightening foes that emerge may be more than the X-Men bargained for!



Undersea Base

The X-Men decide that they must find their old adversary Magneto to continue the quest to get to their own dimension. Is he a friend or a foe in this odd universe?



Paris

Paris has been decimated, and little exists of its former glory. The privileged ruling elite of evil mutants have a clubhouse in the once-great city, and there's some valuable information there that the X-Men must retrieve.



Savage Land

Deep in the heart of this tropical jungle lies a power plant which fuels the war machines of Apocalypse. The X-Men must penetrate this forgotten land and destroy the power plant if they are to have any hope of defeating Apocalypse in his lair...



Statue of Liberty

The torch of the Statue of Liberty is no longer a symbol of freedom and liberty. The great beacon has been corrupted and is being used as a control center for the enslavement of New York City!



Genosha

Genosha, a place dark and deadly in the X-Men's own timeline, seems even more terrible in this dimension. The entire island is devoted to the perfection of a new slave race—Homo Superior. The X-Men are here, hidden in the shadow of a freighter in the main harbor of the capital, waiting for the right moment to strike at this evil menace.



Golden Gate Bridge

This once beautiful bridge now serves a devastating purpose: it houses machinery that processes outcast mutants and slaves into energy to power the Warp Gate. Some things cannot be allowed to persist, especially if the X-Men have anything to say about it. Finding the Warp Gate should lead the X-Men home, but a greater danger may lie ahead...

THE X-MEN

Cyclops

Cyclops is a skilled hand-to-hand fighter, as well as a powerful mutant who can release devastating energy beams from his eyes. His mutant power is essentially uncontrolled without his visor, which absorbs the powerful beams of energy that come from his eyes. Using the visor, Cyclops can see normally and refrain from destroying everything he looks at. In combat, Cyclops can use his mutant power by lifting the visor to blast enemies from a distance.



Rogue

Rogue discovered as a young girl that she had mutant abilities. Initially, she was unable to control her mutant powers, but through the help of Xavier's school she learned to harness her wild abilities. Through Wolverine's training, she has become an expert hand-to-hand fighter and uses her mutant powers to drain her enemies' life force as she attacks them. Though young, she has developed into an important member of the X-Men.



Storm

Storm's mutant powers are potentially the most powerful of the group. She controls the weather, including wind and lightning. Storm often uses the wind to elevate and support her, so that she levitates rather than walking and jumps higher than any of the other X-Men. When released, her mutant power is a devastating area-effect lightning strike, affecting all enemies in her field of view.



Wolverine

Wolverine is the strongest of the X-Men in terms of sheer hand-to-hand prowess. With his adamantium blades, he inflicts horrific damage to every enemy he faces. He is familiar with many forms of martial arts and combines them freely in his combat style. His adamantium-laced skeleton makes him almost impervious to normal attacks.



ENEMIES OF THE X-MEN

Throughout your adventure, you will encounter a variety of enemies. In the domain of Apocalypse, former friends have become adversaries and many of the X-Men's old enemies have resurfaced to join forces against them.

Basic Enemy Types



Rangers – The basic shock troops of the Apocalypse war machine. They take no prisoners and are only interested in the demise of the X-Men.



Sentinels – These robotic hunters are programmed for one thing only: eradication of all mutants. They are slow, but very strong. Don't stand in their way any longer than necessary.





Acolytes – A cadre of self appointed “devotees,” the Acolytes follow Magneto with a maniacal fervor. They are some of the fiercest enemies you will encounter.

Hellfire Club Thugs – These enemies are the private army of an elite group of aristocratic mutants who strive for world domination. They are highly trained in all forms of combat.

Mini-Bosses

Sabretooth – Sabretooth is the bane of Wolverine’s existence. Similar in abilities, they have almost nothing in common otherwise. Sabretooth lives to hunt and kill...



Nightcrawler – This acrobatic, teleporting mutant is not someone you’d want to meet in a dark alley late at night.

Sauron – Half pterodactyl and half man, Sauron has the ability to drain the life energy from other beings.



Archangel – Warren Worthington III was born into an aristocratic life, but quickly felt out of place when wings began sprouting from his shoulders. With a wingspan of 16 feet, he is a formidable foe and Apocalypse has found a use for his talents.



Pyro – Pyro has the ability to control flame with his mind, a dangerous power for a reckless mutant.

Bosses



Blob – Fred Dukes’ mutant ability transformed him literally into an immovable object. Now nothing moves the Blob, not even a direct cannon blast!

Cable – Cable’s powers of telepathy and telekinetics make him one of the most powerful mutants you’ll encounter.



Gambit – A thief who walks both sides of the law, Gambit wields a staff and a deck of playing cards that he imbues with kinetic energy generated by his powers.



Phoenix – Apocalypse has managed to turn one of the most powerful X-Men to his side. Phoenix is a powerful mutant with telepathic and telekinetic abilities, and a dark side that could consume all...

Juggernaut – Juggernaut, although not a mutant, is the enemy of whomever wears an "X." He possesses nearly unlimited physical strength and is practically invulnerable to all attack.



Magneto – Magneto, the master of magnetism, is under the rule of Apocalypse in this universe and he may hide the key to the X-Men's return home.

Psylocke – Trained by the Hand as their Master Assassin, Psylocke is a dangerous hand-to-hand combatant. Add to that her psychic-knife and she is a formidable opponent indeed!



Beast – Beast possesses incredible strength, agility, and intellect. The X-Men have never fought against Beast, until now....



Colossus – Colossus has the ability to transform his entire body into living steel, which grants him exceptional strength and makes him nearly invulnerable to attack.

Silver Samurai – A modern day samurai-for-hire, the Silver Samurai can generate an energy field around his katana blade that allows it to slice through any material except adamantium.



Bishop – As a young boy, Bishop realized he had the ability to absorb kinetic energy and redirect it through his hands as a concussive force.

Apocalypse – En Sabah Nur, supposedly the First Mutant, developed the ability to shape change at will. That ability allowed him to survive through the ages, and form his belief that only the strongest shall survive. In the altered reality the X-Men have entered, he is the ruler and ultimate survivor; and no one dares to oppose him...



HOW TO CONNECT GAME BOY® ADVANCE GAME LINK® CABLES

What You Will Need

Game Boy® Advance systems (one for each player)
2 X-Men: Reign of Apocalypse game paks; 1 Game Link® cable

Connecting the Cables

1. Check that the POWER switch on each GBA is set to the "OFF" position. Insert a game pak into both GBAs.
2. Plug the Game Link® cable into the External Extension Connector of the GBAs, making sure that the small plug is connected to the Player 1 GBA.
3. Turn the POWER switch on both GBAs to the "ON" position.

Please refer to the diagram on the following page for the correct linking configuration.

Important Warning

You may experience communication failures and other problems if any of the following occur:

- Use of a cable other than the Game Boy® Advance Game Link® cable.
- Unsecurely plugging the Game Link® cable into the GBAs.
- Unplugging Game Link® cables from one or more GBAs before the communication process is complete.
- Failure to connect the Game Link® cables to the GBAs as shown in the diagram below.

Proper Connection Scheme



2-PLAYER GAME

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When returning the Program for warranty replacement, please send the original product (cartridge only) in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problems you are encountering and the system on which you are running the Program; (if it will be returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 US currency per cartridge replacement). Now, Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

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INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in good faith pursuant to the terms of this Agreement.

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