



## *Madness In Murderworld*

### Technical Supplement

### Commodore 64 and 128

**Hardware Requirements** *X-Men: Madness In Murderworld* requires a Commodore 64/128 with one disk drive. A joystick is also required.

**Special Note** The Commodore version of *X-Men: Madness In Murderworld* plays identically to other versions with one exception. The Commodore version tracks health and mutant power, but does not track stamina. All references to stamina in the *Super-Hero Handbook* should be ignored.

**Format a Disk** If you want the ability to save a game, format a disk before you load *X-Men: Madness In Murderworld*, and keep it handy.

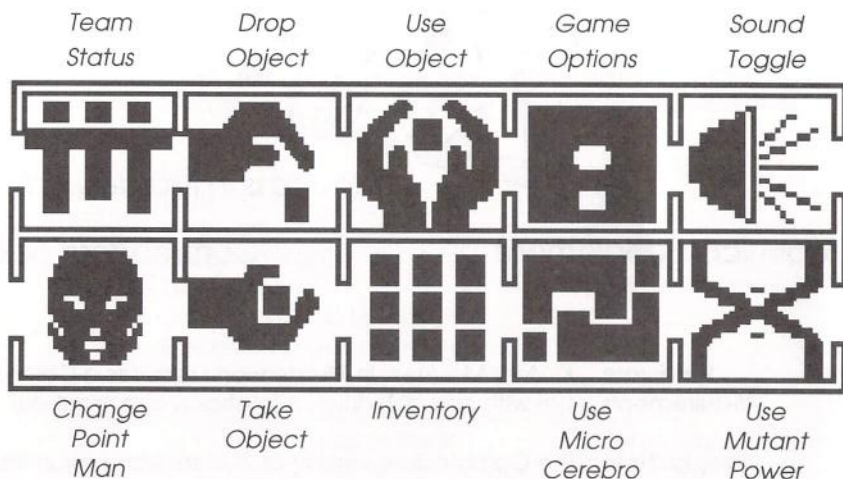
**Loading the Game** To Load the Game:

1. Insert Disk A, Side 1 in your disk drive.
2. Type: LOAD "\*",8,1
3. Press <RETURN>.
4. Follow on-screen instructions for flipping sides and inserting Disk B.

**Loading Problems?** If you have trouble loading, verify that all hardware is properly connected. Re-try loading. If the problem continues, try loading the game on a similar machine. If the problem persists, you probably have a defective disk. To replace a defective disk, or for other assistance, call Paragon Customer Service, (412) 838-1173, weekdays 9:00 am to 5:00 pm Eastern Time. Please have a pencil and paper handy when you call.

**Pause Key** Pressing the P key allows the player to pause the game.

## Game Icons



**Selecting Icons** Game play is controlled by selecting the icons below the action scene. To select game icons press the Space Bar. The last icon that was selected is highlighted. Use the joystick to highlight a particular icon and press the Fire Button to select the icon. Press ← to return to game play without making a selection.

*Team Status* Useful in selecting the most appropriate Point Man for a particular sequence. By choosing this icon you can scroll through the X-Men's names, health and mutant powers.

*Change Point Man* Replaces your current Point Man with another.

*Take Object* Takes an object or item you have discovered in Arcade's Fun House and adds it to your inventory for later use.

*Drop Object* Discards items that are harmful or no longer useful.

*Use Object* For using items in your inventory. For example, you may find a key which could later be used to open a locked door.

*Inventory* Takes you to an alphabetical listing of objects the X-Men are carrying.

*Use Micro-Cerebro* Determines if there are enemy mutants in any of the rooms surrounding you (3 rooms above, 1 room to each side, and 3 rooms below).

*Use Mutant Power* Utilizes the individual mutant powers of the X-Men. (See *Super-Hero Handbook*, page 10.)

*Game Options* Saves games to disk and restores them for continued play.

*Sound Toggle* Toggles game sounds on and off.

**Obstacles** When the X-Men confront an obstacle that requires the special mutant power of a particular member of the team, you must select the Use Mutant Power icon. Your Point Man will then be able to use his particular mutant power to go up or down, or on objects in the room. Correctly using the X-Men's mutant powers is essential to overcoming traps and obstacles. (See *Super-Hero Handbook*, page 10.)

When you select the Use Mutant Power option, you will be asked which direction, up or down, you want to direct your mutant power. Pressing the Fire Button allows you to use mutant power against all objects in the room. To return to game play without using mutant power, press the ← key. After using your mutant power, you will see the result of your action and read a description of the occurrence on the text bar appearing below the action scene.

**Saving/Restoring Games** Select these functions by choosing the Game Options icon. When you select this icon you will be asked if you want to save or restore a game. To return to the game without saving or restoring, press the ← key. After you select "S" or "R" you will be asked to insert the Save Disk in the drive. This is the disk you formatted before beginning the game. (See page 1 of this technical supplement.) After the Save Disk is in the drive, press the joystick button. The game will then be saved or restored. Next, you will be asked to insert Disk A, Side 1 into the drive. (This enables the program to re-install the fastloader.) Finally, you will be asked to re-insert the side of the disk you were using before you saved the game. Play will resume from that point.

**Movement** During game play, you can move your Point Man left and right, as well as up and down when ladders and holes to new levels of the Fun House are discovered. These movements and corresponding joystick positions are as follows:

<u>Move</u>	<u>Joystick Position</u>
Walk Right	Right
Walk Left	Left
Leap/Flip Right	Upper Right Corner
Leap/Flip Left	Upper Left Corner
Jump Up/Climb Up Ladder	Up
Duck/Climb Down Ladder	Down
Facing Right: Back Up	Bottom Left Corner
Turn Around	Left
Facing Left: Back Up	Bottom Right Corner
Turn Around	Right

**Combat** When your Point Man confronts an opponent, you will be thrust into combat mode. Each of the X-Men has a unique combat style, but combat moves are the same for each. For example, during a high attack, Wolverine may slash with his claws while Dazzler would attack with a whirling mid-air kick. In combat, you can use only the Team Status and Change Point Man icons.

<u>Move</u>	<u>Joystick Position</u>
Walk Right	Right
Walk Left	Left
Leap/Flip Right	Upper Right Corner
Leap/Flip Left	Upper Left Corner
Jump Up/Climb Up Ladder	Up
Duck/Climb Down Ladder	Down
Facing Right: Back Up	Lower Left Corner
Turn Around	Left
High Attack	Button + Upper Right
Midsection Attack	Button + Right
Low Attack	Button + Lower Right
Facing Left: Back Up	Lower Right Corner
Turn Around	Right
High Attack	Button + Upper Left
Midsection Attack	Button + Left
Low Attack	Button + Lower Left

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*X-Men: Madness In Murderworld*

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