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[1.1] Game Review
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X-Men Legends is an action role-playing game in the mold of Diablo, Dungeon Siege or Baldur's Gate: Dark Alliance. The primary "role-playing" aspect of the game is controlling your characters' increase in power--a process called "leveling"--and the occasional non-action stage, where your main purpose is to hunt down other characters and chat with them.

Primarily, your task is to kill people and break things; and, since your characters are fifteen of the uncanny X-Men, you can do this very well. For fans of the action/RPG genre, this is a good game. For fans of the X-Men, this is a good game. For fans of both the action/RPG genre and the X-Men, this is...well, your geek dreams have come true.

The gameplay is smooth, combat controls are mostly intuitive, and the game is very linear, so you don't really have to put much thought into it beyond "X-Men Smash!" The story involves an ongoing fight between the X-Men and two opposing groups: The Brotherhood of Mutants, led by Magneto; and the Genetic Research and Security Organization (GRSO), led by General Kincaid. Throw in some of the supreme anti-mutant robots known as Sentinels and you have the recipe for rock-'em, sock-'em fun.

Some people have been put off by the fact the characters in the game are somewhat clumsily rendered using a cel-shaded technique, rather than being full, 3-dimensional polygonal figures. You will get used to it, and it does help the characters pop off the screen. Considering how chaotic many of the fights become, this is a good thing.

Controlling the X-Men's leveling is also a nice feature; but, a lot less useful than one would think. Each X-Man has a strength, and, for the most part, trying to make the X-Man anything else ranges from hard to impossible. For example, Wolverine, Beast and Rogue will never be anything other than hand-to-hand fighters and you can't make them into ranged

fighters. Cyclops can be a hand-to-hand fighter if you level him that way; however, he will be an incredibly bad melee fighter, so why bother?

In the end, most of the X-Men end up being basically the same regardless how many times you play through. This does limit the replay value of the game; but, it is so much fun the first time (or two) through, it is definitely a worthwhile purchase.

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[1.2] Glossary
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A few terms used in this guide with which you may not be familiar...

Boss

"Boss" enemies are the super-powerful opponents you face at different stages of the game. Typically you will see references to a "mini-boss", this is a slightly weaker foe you fight midway through a mission. A "boss" is the foe you meet at the end of a mission. The "end boss" is the wickedly powerful bad guy you have to defeat to end the game.

Buff, buffing, insta-buff

A "buff" in game lingo is an increase in a character's powers. For the X-Men, this may be an increase in ability scores or damage from attacks. An "insta-buff" is an increase in the team's powers that can be easily and immediately applied. For example, Cyclops' Command power increases the Strike and Agility scores of the entire team as soon as it is used, thus it can be described as an "insta-buff".

Critical hit

A critical hit (or, sometimes just "critical" or "crit") is an attack that strikes a "sensitive" area and does more damage. In X-Men Legends, criticals do three times as much damage as a normal attack. E.g. if your normal attack averages 30 points damage, a crit will do 90 points damage.

Mob

While this term originally referred to groups of enemies, it has evolved to refer to any enemy--even singular foes.

Spam

In this context, "spam" refers to repetitive action. For example, to "spam the L button" means repeatedly press the L (Call Team) button. Or, "spam Lightning" means use Storm's Lightning power over and over and over and over...You get the point.

Tank

A hand-to-hand fighter that can take a lot of damage and dish out even more damage. Colossus, Rogue, Beast and Wolverine are all examples of "tanks".

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[1.3] Frequently Asked Questions
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The following questions are the ones most frequently asked via email or on the GameFAQs X-Men Legends message board. Look here first, if you're having a specific problem.

Q1) How many X-Men are playable?

A1) Count 'em from the ToC above. There are 15 playable X-Men; although, one, Prof X, is only playable in one mission.

Q2) I'm having trouble rescuing the crewmen from the Arbiter!

A2) First, don't save at the Galley Xtraction point if you don't have much time left! Second, be sure to seal up all the leaks; they're marked for you on your auto-map.

Q3) How do I beat the Sentinels?

A3) Nightcrawler + Teleport Frenzy + Hammer of Nimrod = dead Sentinel. If you're not high enough level to use HoN yet, Wolverine's Brutal Slash is remarkably effective.

Q4) I'm out of health packs and don't have enough money to buy more.

A4) Play a Danger Room scenario that you have not completed. You can use this same method to earn money, collect energy packs and equipment, etc.

Q5) What's the maximum level for the X-Men?

A5) Forty-five (45).

Q6) My team is constantly being beaten. What's the best team for (insert mission here)?

A6) The best team is usually Cyclops, Storm, Jean Grey and a tank (Wolverine early, Colossus later). However, unless your team is composed of just Emma, Jubilee and Beast, you've got a fighting chance in any mission. If you keep dying, try these combat tips:

- Don't charge ahead. Advance slowly, and, if you get mobbed, retreat the way you came, drawing a few enemies after you. Keep AI-controlled X-Men near by using the L button (Call Team) frequently. Don't let them charge ahead and trigger more mobs. Consider using Jubilee (Photo Flash) or Emma Frost (Confuse or Fear) for controlling large crowds.
- Always be aware of rejuvenation units and take them out first (i.e. Morlock Goths, Acolyte Adepts)
- Learn to hit power combos and always have Cyclops or Storm or both on your team (with leveled up Leadership skill) to increase the damage done by combos
- Learn to read the enemies' resistances and concentrate on hitting them with other types of damage. I.e. don't expect Jean's Psychic Shout to have much effect on Sentinels.

Q7) I'm stuck! Something's blocking my way and I can't go around.

A7) Yes, you can go around. You can always go around. Just search a little harder. Try hitting a few nearby walls to see if they're breakable.

Q8) Can you play as (insert enemy mutant here)?

A8) Only in Skirmish or Sparring mode. In Story Mode, you are limited to the 15 X-Men listed in the ToC above.

Q9) I beat the game; how do I change costumes?

A9) Press X (Skin) in any team select character screen (at beginning of a mission or when using Change Team at an Xtraction point). In other words, you can't change costumes until you get most of the way through the first mission.

Q10) Do I keep my comics, sketch books and X-Men levels when I start a new game?

A10) No. Every game plays exactly the same way. You can use the Review option from the main menu to view all previously unlocked load screens, cinematics, concept art and comics. In the game itself, you still have to start at level one with all X-Men, unlock the X-Men in the same order, find all the comics, DR discs and sketch books, etc.

Q11) I missed a Danger Room disc. Now what do I do?

A11) If it was one of the standard (i.e. not the Challenge or Nightmare discs) scenarios, it will eventually show up in Healer's shop and you can buy it. You may also get any DR disc from Healer's Grab Bag, but trying over and over again to get one can be frustratingly tedious.

Q12) I've unlocked all 15 characters, and there's still an empty slot in my team selection screen. Who is the missing X-Man?

A12) Prof X. That's his slot for when he's playable during the first Astral Plane mission.

Q13) What's the best way to use (insert X-Man here)?

A13) General leveling and tactics tips are covered in this guide. For more exhaustive information on using each mutant, refer to the GameFAQs FAQ page for X-Men Legends. As of this writing, every X-Man has an individual guide with the exception of Rogue, Jubilee and Prof X (who doesn't really need his own guide).

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Key:

- A comma between two buttons means press the first button and release, then press the second button. Example: A, A, B means press-and-release A, press-and-release A again, then press B.
- An addition symbol between two buttons means press-and-hold the first button, then press the second button. Example: R+A means press and hold the R (right shoulder) button and then press A.
- A, B, X, Y, Z are the buttons on the controller that are labeled with those same letters
- L and R are the Left and Right shoulder buttons

Just another reminder, this refers to the control layout for the Nintendo Gamecube. If you're trying to use this FAQ for the PS2 or X-Box version, none of this is going to make sense (or even work). The controls for the menus are covered where appropriate in Section 3, Gameplay below. This section covers the in-game controls.

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[2.1] In-game control chart
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BUTTON.....	ACTION
A.....	Standard attack, basic mutant power
B.....	Knockback attack, Strong jump, Alternate mutant power
X.....	Use, Down while flying, Defensive/Buffering mutant power
Y.....	Jump, Flight, Up while flying, Xtreme mutant power
Z.....	Use health pack
X+Z.....	Use energy pack
R.....	Activate mutant power menu: hold, then press A, B, X or Y
L.....	Call teammates to you
Control stick....	Move
D-pad.....	Switch player control to a different X-Man
C-stick.....	Move camera
Start.....	Bring up game menu

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[2.2] Detailed descriptions
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[2.2.1] Standard Attack (A button)

This is your basic melee attack (punch, kick, some X-Men use a weapon) and does the least amount of damage.

[2.2.2] Knockback attack (B button)

This is a stronger, slower melee attack that has the ability to knock your opponent backwards. Use A and B in different sequences to deliver special attacks. For example: A, A, B is a popup; A, B, A is a trip; etc. You can learn and practice special attacks in the Danger Room.

[2.2.3] Use (X button)

This is the button you press to open doors and pick up items. You also press X to talk to other characters, activate Xtraction points or to use certain control panels. You will get a notice on screen if you can press X to use anything. X can also be used to pick up people or other objects and throw them; and is the button fliers use to pick up and carry people. Fliers can also use X to fly lower.

[2.2.4] Jump/Double jump/Flight (Y button)

A single press of the Y button will cause your character to jump. Pressing Y again in mid-jump will cause the character to use his or her special mutant ability, assuming you have purchased points in that ability. For example: Iceman creates ice slides; Magma creates lava slides; some X-Men can fly; some X-men can double-jump; etc. Fliers use Y to fly higher. Any X-Man can perform a high jump when you press Y, B. The high jump ends with a powerful attack, which is very useful against tall enemies, such as Sentinels. You can also use it to clear large gaps or tall obstacles.

[2.2.5] Use health (Z button) or energy (X+Z buttons) packs

To use a health pack for your current character, press Z. To use an energy pack for your current character, press-and-hold X and then press Z.

[2.2.6] Activate mutant power menu (R button)

Press-and-hold the R button to open the mutant power menu, which will show in the upper-left portion of the screen. All currently available mutant powers will appear mapped to the appropriate button. Press the corresponding button to activate the mutant power. The buttons for the mutant powers are:

- A - Basic offensive power, all X-Men have this power from the beginning of the game. All other mutant powers must be purchased with level-up points. The A-power icon is the bottom icon on the menu.
- B - This is an alternate offensive power. It may be a variation of the A-Power, or a different ability altogether. The B-power icon is the left icon on the menu.
- X - Defensive/buffing mutant power. Some X-Men's defensive powers cover the entire team, others only protect the individual X-Man. Some X-Men have a buffering (stat-increasing) power rather than a pure defensive power. The X-power icon is the right icon on the menu.
- Y - Xtreme mutant power. This is a super-powerful mutant power that can only be purchased once an X-Man has reached 15th level. The Xtreme power icon is the top icon on the menu.

[2.2.7] Call team {L button}

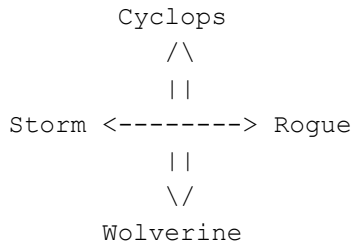
Press L to call your teammates to you. If you are currently engaged in combat, your teammates will target your opponent with their mutant power as defined in their character sheet (see section 3.4 below for more information on character sheets). Use this button, in combination with one of your own mutant powers, to score combos (see section 3.2 below).

[2.2.8] Move (Control stick)

Use the left control stick to move your character around the screen.

[2.2.9] Switch X-Man (D-pad)

Use the directional pad on the left side of the controller to switch to an "open" X-Man. Any X-Man that is not controlled by a human is available for switching. Look at your team icons in the lower left of the screen to see which direction to press the D-pad to switch to a character. For example, your team icons look like this:



You would press up to take control of Cyclops, right to take control of Rogue, down to control Wolverine and left to control Storm.

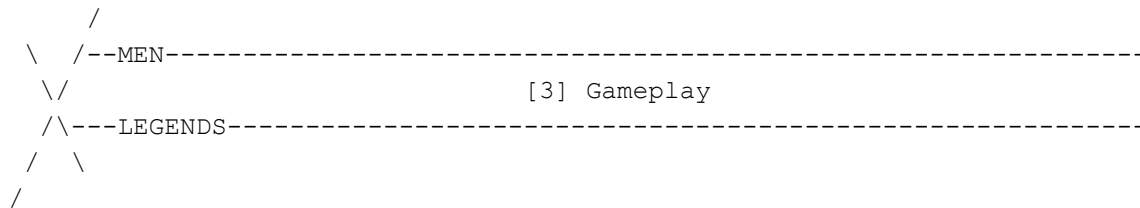
When playing with more than one player, each X-Man on the team appears in one of the four corners of the screen, with a diagram of the D-pad next to the X-Man's portrait that shows which direction on the D-pad you should press to take control of that X-Man.

[2.2.10] Move camera (C-stick)

You have some limited control over the camera using the yellow C-stick on the right of the controller. Left/right rotates the camera, up/down zooms in and out. There's no way to change the camera angle except through the options menu.

[2.2.11] Game menu (Start button)

Press Start to bring up a menu that allows you to view your current objectives, access your current teams' character sheets, load a game, turn the map on or off, etc.



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[3.1] Basic Play (Story Mode)
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The following information is for playing through the main story. There are some special game modes that can be accessed through the Danger Room selection at the main menu (the one you get when you first start the game). Those game modes--Sparring and Skirmish--are not covered in this guide.

Gameplay in X-Men Legends consists of action-oriented missions interspersed with interludes where all you do is talk to other characters. During the interludes, you are limited to playing as Alison Crestmere (AKA Magma). During the missions, you will have up to fourteen X-Men from which to choose. (The fifteenth character, Prof X, is playable only in two specific

situations.)

You progress through each mission with a team of up to four X-Men. There are a few missions where the number of available X-Men is less than four. Anywhere from one to four players may control the X-Men on the current team. Any X-Man not controlled by a player will be controlled by the game's artificial intelligence (AI).

NOTE: A player can take control of an X-Man simply by plugging in a controller and hitting Start. If a player has to leave, you have to bring up the game menu (Start button) and select the Players option to render their controller inactive. If there are fewer players than there are X-Men, any player can switch control to any "open" X-Man on the team.

In addition to finding and eliminating resistance, each mission will have a variety of objectives you must complete. You might need to destroy a certain number of machines, or find a specific character or rescue other people. You can review your current mission objectives by bringing up the game menu and selecting the Objectives option.

During missions, you can bring up an auto-map (see section 3.3 below) that shows you where you've been. The map shows objectives (a yellow X inside a circle) and Xtraction points (a blue X inside a circle). You should always use the map to help you find your way around the different stages.

Xtraction points are marked by a glowing, blue X in a circle on the ground. At an Xtraction point, you can do a variety of things:

Change Team

Allows you to change the members of your current team. Choosing this option brings up the team select characters screen. Highlight any character and press A to switch to a different character. While in this mode, you can revive fallen X-Men using tech bits (see section 3.5 below) and re-add them to your team. If your current roster is not subject to change, this option will not be available. NOTE: all fallen X-Men are revived at the end of a mission, so only pay to revive an X-Man if you absolutely must do so.

Save Game

Allows you to save your current progress. Saved games require 25 blocks on a GCN memory card. You should use a memory card with enough free space to store at least two saved games, preferably more. You will also need 1 block for game configuration options, so your memory card must have at least 26 blocks and should have 51 or 76 blocks free for playing X-Men Legends.

Load Game

Allows you to load a saved game. You can also do this from the game menu (i.e. you don't need an Xtraction point to load a game).

Visit the Danger Room

Some Xtraction points allow you to jump straight to the Danger Room in X-Mansion and play scenarios there. If you are finding a stage difficult, use this option to level your characters some more so you have more power to get through the stage.

Visit Healer

Healer is a Morlock friendly to the X-Men. Once you have talked to him during the third mission, you will be able to use Xtraction points to visit his shop. He sells health and energy packs and certain Danger Room discs you may have missed along the way. He also has a very expensive Grab Bag that produces a random item. Sometimes this can be a very good item; most of the time it will be worth far less than what you paid to reach into the bag. Healer will also buy any of your surplus items.

Visit Forge

Once you have unlocked Forge during the first interlude, you may use an Xtraction point to visit his shop and either buy or sell equipment. Forge will buy anything you carry; however, he sells only armor, backpacks and belts. If you are in desperate need of protection, you can buy some things from him. Mostly, you will use Forge to reduce your inventory so you can pick up more loot.

Not all stages have Xtraction points and not all Xtraction points allow the full range of options listed above. (Save Game and Load Game are available at all Xtraction points; the other options vary.) Whether or not a stage has an Xtraction point is noted in the walkthrough below.

As you play through each mission, you should try to pick up as much stuff as you can. This means breaking things. At least half, if not more, of all the placeable objects in the game are breakable, and some produce equipment, health or energy packs or tech bits. The most likely candidates for useful items are the container objects: barrels, trash cans, crates, etc. Beds, chairs, computer consoles and other such items rarely produce anything; but, they're fun to break anyway. (Or, pick them up and throw them at the bad guys...)

===== [3.2] Combat & Mutant Powers

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Combat, and lots of it, is the name of the game in X-Men Legends. Each X-Man has two primary melee attacks: standard and strong/knockback. Standard attacks are made with the A button, strong attacks with B. By hitting an opponent with different sequences, you can perform a special attack that does more damage. Some of the special attacks are:

- Triple Hit: A, A, A
- Knockback: B, B
- Popup: A, A, B
- Trip: A, B, A
- Stun: B, A, B, B
- Power sequence: A, B, B, A, A, A

While some X-Men can be effective just unloading melee attacks on the bad guys, the best way to win fights is to use your X-Men's mutant powers. Even better, you should learn how to hit "power combos"--two mutant powers used on one opponent at the same time.

Hitting combos in multiplayer requires communication between the players and a good sense of the timing of each mutant power being used. Wolverine's Brutal Slash, for example, is much faster than Storm's Lightning Strike. If a player controlling Wolverine wants to hit a combo with a player controlling Storm, the Wolverine player must watch the timing of the LS and initiate the Brutal Slash immediately before the lightning hits.

In single player, hitting combos is part luck and part skill. In combat, you press L repeatedly to call your teammates to you and have them attack your opponent with their mutant powers. Again, timing is an issue, but you don't have much control over when the computer AI will actually unleash its power(s).

The primary method of hitting combos in single player is to hold down the R button and repeatedly press both the L and either the A or B button. Experiment to find different teams that work well for hitting combos. (Note: Emma Frost's Confuse and Jubilee's Photo Flash powers do not appear to cause power combos.)

Make sure you always have either Cyclops or Storm (or both) on the team for the bonuses they provide to power combos. The Leadership skill possessed by both X-Men adds bonus damage to power combos and bonus experience points earned from an enemy on whom you used a combo. You do not have to actually defeat the enemy with the combo. As long as you used a combo on that enemy at some point, you get the bonus XP. Also, you only need Storm or Cyclops on the team for the bonus, other X-Men can actually hit the combo.

The damage bonuses from the Leadership skills "stack"; i.e. if both Cyclops and Storm are on your team and both have Leadership 5, you'll get 300% bonus damage to your combos! The XP bonuses, alas, do not stack. Still, the primary purpose for Leadership is the damage bonus, so having both X-Men leaders on your team is a good thing.

You can also score combos even if you are just fighting hand-to-hand; just keep pressing L while you're punching to keep your teammates blasting away with their powers. There's even a "Batter Up!" combo that is scored when one X-Man hits with a strike sequence at the same time another X-Man hits with another strike sequence.

Examination of gameplay videos shows the powers do not have to hit exactly simultaneously. There is a small window of opportunity surrounding each power when you can cause a combo. Powers that temporarily stun your opponents are especially good for combos as you can hit with the second power any time while the foe is stunned. Area-of-effect powers also give good chances for hitting combos as multiple enemies are affected.

Once you get to level 15 and purchase Xtreme powers for your X-Men, you can use these powers by pressing R + Y. You can hit super power combos by hitting a combo with one or two Xtreme powers. Xtreme powers require Xtreme icons, which will display at the bottom center of the screen. In order to fill these icons, you need to collect Xtreme tokens the same way you collect health packs, etc. Each token fills one-quarter of an icon, so you must collect four tokens to get one full icon and use an Xtreme power once.

The Xtreme power icons are shared by all X-Men. Thus, if you have one icon filled, and Gambit uses 52 Pick Up, Storm cannot then immediately follow with Cyclone Fury until you pick up more tokens. At level 15, you can have one filled Xtreme icon. At level 20, you can have two filled icons. At level 25, you can have three; at level 30, you can have four; and, at level 35 and after, you can have five filled icons.

Xtreme powers are most useful for crowd control. The best Xtreme powers are those that launch enemies away from you, such as Colossus' Seismic Smash. Try to avoid using Xtreme powers against bosses, as most Xtreme powers are large area-of-effect powers that are intended to damage multiple enemies. Against a single enemy, they're a lot less powerful. Use focused, single-

opponent powers and combos against bosses.

Another method of dealing with your enemies is to throw things at them. A character with the Might skill can pick up and throw cars, trucks and other really heavy things--or Wolverine for a Fastball Special (see section 4.17 below). Any character can throw barrels or crates; the exploding barrels are especially nice. Gambit and Jubilee can both charge objects and throw them before they explode--sort of homemade grenades.

As you attack enemies, keep an eye on the enemy status bar in the top center of the screen. This shows your opponent's health status and any damage resistances possessed by the enemy. For example, some enemies are physical resistant. This means attacks causing physical damage are less effective. Team up on the foe with energy and mental attacks. The same goes for opponents listed as mental resistant, etc.

Keep an eye out for rejuvenators. Various mobs have a special unit that can revive fallen comrades. If you don't take out the rejuvenator, the bad guys will keep coming and coming and coming and coming. See section 5, Enemies, below for a list of rejuvenator units.

Finally, if you can, avoid combat on bridges (especially bridges built by an X-Man) or near ledges. The computer AI is just stupid enough to occasionally send your teammates jumping into the abyss after enemies that have fallen over the edge. That's a bad thing.

Combat in X-Men Legends is fast, furious and goes on forever; so, you'll get plenty of practice in taking care of the bad guys. If, for some strange reason, you can't get enough combat, try the Danger Room.

[3.2.1] Power Combo Names

Every power combo or super power combo has a name composed of an adjective and a noun; e.g. Atomic Blades or Electric Quake. The two words are taken from the X-Men powers that were used. The first power that hits determines the adjective; the second power determines the noun. To determine the name of a combo, just look up the adjective and noun for each power. Thus:

Cyclops Optic Beam + Wolverine Brutal Slash = Optic Claw
Wolverine Brutal Slash + Cyclops Optic Beam = Adamantium Beam

Here is a list of adjectives and nouns for most of the offensive mutant powers. Emma Frost's Confuse power and Jubilee's Photo Flash power do not appear to cause combos, perhaps because they do not harm your foes.

Character	Power	Adjective	Noun
Beast	Pinball	Rolling	Strike
	Propeller Kick	Simian	Kick
	Orbital Bombardment		
Colossus	Power Smash	Charging	Smash
	Concussion Slam	Catastrophic	Slam
	Seismic Smash	Diving	Quake
Cyclops	Optic Beam	Optic	Beam

	Optic Sweep	Immobilizing	Shockwave
	Optic Rage		Rage
Emma Frost	Confuse	n/a	n/a
	Fear	Spectral	Terror
	Psychic Bedlam		Shellshock
Gambit	Charged Card	Atomic	Cards
	Staff Slam	Charged	Slam
	52 Pick Up		
Iceman	Freeze Blast	Icy	Chill
	Ice Shards	Piercing	Blades
	Freeze Frame		
Jean Grey	Telekinesis	Lifting	Kinetics
	Psychic Shout	Shrieking	Scream
	Phoenix Force		
Jubilee	Energy Burst	Dazzling	Sparklers
	Photo Flash	n/a	n/a
	Independence Day		
Magma	Fiery Blast	Burning	Blast
	Lava Fissure	Molten	Eruption
	Volcano		
Nightcrawler	Teleport Leap	Quantum	Leap
	Teleport Flurry	Leaping	Flurry
	Blindside Blitz		Chaos
Professor X	Hammer Legend	Astral	Flash
	Blast Legend	Cerebral	Nova
	Psychic Maelstrom		Maelstrom
Psylocke	Psychic Slash	Crushing	Slash
	Psychic Bolts	Slicing	Bolt
	Psychic Onslaught		Devastation
Rogue	Southern Strike	Vampiric	Strike

	Ability Drain	Devitalizing	Diffusion
	Energy Drain		
Storm	Lightning	Electric	Surge
	Whirlwind	Tempestuous	Twister
	Cyclone Fury		
Wolverine	Brutal Slash	Adamantium	Claw
	Claw Flurry	Bestial	Assault
	Savage Rampage		

===== [3.3] Using the Map =====

The large auto-map is an essential part of success in X-Men Legends. Without the map, stages can become confusing and impossible to navigate. With the map, you can always see in which direction your next objective lies. The stages are very linear, but some of them can twist around enough to leave you confused unless you can see where you are and where you are going on your map.

The map contains a number of useful markers to help you find your way through each stage:

A blue X marks an Xtraction point. See section 3.1 above for more information about Xtraction points.

A yellow X marks a stage objective. It might be a control panel that needs to be operated, a person who needs to be rescued or a device that needs to be destroyed. Your primary goal in each stage is to go to each yellow X and do whatever needs to be done. Then you head for the exit and the next stage.

A red arrow marks the exit from the stage. Once all objectives have been cleared, find and use the exit.

By default, the map is hidden when you start the game. To turn on the map, bring up the game menu using the Start button. Scroll down to the Map option, which defaults to Map Hidden for story missions and Small Map for DR scenarios, and press A to switch maps. The order is Map Hidden - Small Map - Large Map. The small map overlays the right center portion of the screen, and is the best option for DR scenarios as they take place in very small areas.. The large map overlays the center of the screen and can show nearly an entire area in story missions.

The large map overlay can be daunting when first used; however, it is an invaluable tool and you should quickly grow accustomed to its presence. In no time at all, you will be able to look right past the map whenever you are in combat and then refocus on it when you are ready to move on.

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[3.4] Leveling the X-Men
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[3.4.1] Introduction

Each X-Man has a "level" that indicates how much experience and how much power the X-Man has. This level can be seen on the character screens, the character sheet of each X-Man and next to the X-Man's health and energy meters during game play. As you play the game, the X-Men earn experience points (XP). At specific totals of XP, each X-Man increases in level and can "level up".

Here is the list of total experience points required to reach each level:

Level	Total XP Required
-----	-----
1	0
2	100
3	265
4	505
5	830
6	1,320
7	2,070
8	3,190
9	4,720
10	6,880
11	10,015
12	14,415
13	20,610
14	29,190
15	41,265
16	58,065
17	81,440
18	113,810
19	158,630
20	220,650
21	306,345
22	424,545
23	587,450
24	811,610
25	1,119,830
26	1,543,300
27	2,124,650
28	2,921,870
29	4,014,295
30	5,510,355
31	7,557,660
32	10,357,460
33	14,183,785
34	19,410,055
35	26,544,400
36	36,278,080
37	49,551,280
38	67,642,160
39	92,287,785
40	125,847,705
41	171,526,730
42	233,674,980
43	318,196,770

44	433,102,210
45	589,255,845

Each time you defeat an enemy or fulfill your objectives in a mission, you earn experience. Each active X-Man on your current team receives the full amount of XP; inactive X-Men ("dead", not on the team or not unlocked) receive a percentage of the XP. The percentage received by inactive X-Men is sufficient to keep them about three to four levels behind active X-Men even if you never use them on any team.

For example, if you defeat an enemy worth 499 XP, each active X-Man on your team will receive 499 XP. All inactive X-Men will receive a percentage of 499 XP. The percentage varies based on level, type of XP earned, etc. If you use Cyclops on every team and never use Beast at all, by the end of the game, Cyclops will be about 38th level and Beast will be about 34th level--even though Beast was never an active X-Man.

Whenever an X-Man on your team has increased in level, you will get a notice on screen (it's kind of hard to miss). You may also see a smaller notice on screen if you start using an X-Man who has increased in level, but has not yet been leveled up. This notice shows bottom center and says "Level Up" with a small gray circle to the left of it. The small gray circle represents the Start button. Additionally, any X-Man that needs to level up will have a gold double-helix rotating around his or her feet.

Every time an X-Man increases in level, he or she receives one point to add to stats (stat point) and one point to add to powers/skills (skill point). At every fifth level (5, 10, 15, 20, etc.), the X-Man receives two stat points and two skill points. If you play the game normally--i.e. without power leveling--the X-Men will end the game around 38th level, which means you will be able to spend a total of 44 stat points and 44 skill points.

If you power-level using the Danger Room, you can get your X-Men to level 45, which is the maximum. At 45th level, you will have earned 53 stat points and 53 skill points. Purchasing all levels of all powers and skills for each X-Man varies, but is usually around 65 or 66 points. It is impossible, no matter how much power-leveling you do, to max out all powers and skills. The descriptions of each X-Man in section 4 will list those powers and skills you can most easily do without.

You are not required to level up the X-Men every time they increase in level. You can wait as long as you wish, saving the skill points in order to buy more expensive powers or skills; i.e. those costing 2 points rather than 1.

[3.4.2] Character Screen

To level up an X-Man, you must bring them up on the character screen. You can get to the character screen through the game menu (Start button) and choosing the option Characters. At the beginning of each mission and when you select Change Team at an Xtraction point, you get the team select character screen. The team select character screen allows access to all available X-Men. The character screen accessed from the game menu only allows access to the members of the current team (including "dead" X-Men).

The character screen shows four X-pads, typically with a mutant on each pad. The pads are in the same configuration as the X-Men on the D-pad icon on your game screen. To the right are each X-Man's vital statistics, in order from top to bottom of top, right, left and bottom X-pad. The stats

show each X-Man's level and current and maximum health and energy. If the X-Man needs to be leveled up, a gold double-helix will be rotating next to his or her name. To select an X-Man on the screen, use the control stick or D-pad to highlight an X-pad.

Below the character stats are your current number of tech bits, health packs and energy packs. Along the bottom of the screen is the menu.

B - Back: cancels everything you've done and returns to the game; do not press this unless you want to go back and start over from the point where you first opened the character screen. At the team select character screen, this button also selects the team that appeared when you first opened the screen.

X - Skin: changes the current X-Man's costume (not all X-Men have alternate costumes); available only after you have beat the game and unlocked extra costumes and only useable on the team select character screen.

A - Replace: changes the X-Man at the currently selected X-pad; only available on the team select character screen.

Y - Details: opens the currently selected X-Man's character sheet

Start - Accept: commits all changes to memory and returns to the game; once you accept changes made to the X-Men's stats, powers and skills you cannot undo them. On the team select screen, this selects the current team with changes made since you opened the screen.

If you are at the team select character screen and you press A to change an X-Man, a filmstrip of available X-Men portraits opens on the bottom of the screen. You can scroll left and right on this filmstrip with the control stick. Fallen X-Men's portraits are darkened with "Revive" overlaid and the cost (in tech bits) to revive him or her. The cost increases as the X-Men increase in level.

From this filmstrip, highlight an X-Man and press A to revive (if the X-Man has fallen and you have enough tech bits). Press A to place that X-Man at the currently selected X-pad. Press Y to access that X-Man's character sheet.

[3.4.3] Character Sheet

You level up the X-Men, change their equipment, change the AI that governs them and view all their information from the character sheet. At the top left of the character sheet is the character's portrait. To the left of the portrait, you can see the L and R button icons; press L or R to switch to the character sheets of the other X-Men on your current team. If you are accessing the character sheet from the team select filmstrip, you can switch to any unlocked X-Man.

To the right of the portrait are three icons representing three pages that you can access. Underneath these page icons is the character's current level and the number of points (stat or skill) available for the selected page. The three pages are:

Stats/AI

Shows the character's Strike, Agility, Body and Focus scores; the AI level; the AI heal rule and the character's AI mutant power.

Powers/Skills

Shows the character's mutant powers and skills and current level in each.

Equipment

Shows the character's equipped backpack, belt and armor and the available inventory for each slot.

To the right of the main window are the character's statistics including current attack and defense ratings, current and maximum health and energy, current experience points and points needed to reach the next level.

Underneath the editable region of the window is an information window showing details about the selected stat, power, skill or piece of equipment. At the bottom is the menu:

- B - Back: returns you to the character screen; changes you have made are kept, but have not yet been committed to memory, you can still come back to the character sheet and re-do the level up.
 - X - Subtract/Unequip: reduces the currently selected stat, power or skill by one point; this is only available if you have, in this session, added points to the score. On the equipment screen, X unequips the currently selected item.
 - A - Add/Equip: increases the currently selected stat, power or skill by one step or allows you to change the currently selected piece of equipment.
 - Y - Auto: automatically levels up the X-Man. Auto-leveling tends to spread stat and skill points evenly and produces mediocre X-Men. It is not recommended that you auto-level the X-Men.
 - Z - Drop: on the equipment screen, drops the currently selected item from the team's inventory.
- Start - Accept: commits changes to memory and returns to the game; all changes are committed to memory and cannot be undone.

[3.4.4] Stats/AI

Each X-Man has four ability statistics (stats): Strike, Agility, Body and Focus. Strike adjusts attack rating, Agility adjusts defense rating, Body adjusts your health and Focus adjusts both the amount of mutant energy you have and the rate at which it regenerates. The stats shown on this screen represent your "modified" stats; i.e. any bonuses from skills, equipment or other items are included.

In general, each X-Man needs lots of Focus because generous use of mutant powers is the way to win this game. Putting all your level-up points into Strike, Agility and Body and just punching and kicking your opponents is a recipe for disaster. Mutants need their mutant powers; thus, they need lots of mutant energy. Melee characters need at from one-third to one-half of all level up points placed in Focus. Ranged characters should have from one-half to two-thirds of all points in Focus.

Of the other three stats, Body is the most important as it determines the X-Man's health. Early in the game, Agility can be important as it keeps your X-Men from being hit so often; however, late in the game, you should have party-wide shields that absorb most damage so Agility becomes almost irrelevant. Strike is important for melee-oriented characters, especially

those who do not have any type of mutant damage bonus to melee attacks-- e.g. Iceman's Cold Crush or Emma Frost's Psionic Strike.

In general, you can be very successful putting almost all stat points into Focus for all X-Men. Put a few points into Body, for health, and add some Strike points for melee-oriented characters. Once you get about half-way through the game, you will be relying almost totally on mutant attacks and will want lots of Focus.

Below the Focus score is the character's AI level. The AI level controls how the X-Man should react in combat, especially when you call for help. There are three levels of AI for each X-Man.

Aggressive: the X-Man responds immediately to attack

Normal: the X-Man waits for an opportunity before attacking

Defensive: the X-Man only attacks if he or she is attacked

There's little use in this game for Defensive AI. Melee characters should be set to Aggressive, the remaining X-Men can be set to Normal.

Next on the list is the AI heal rule that governs how the AI uses health packs. A change on any one character's sheet affects all X-Men, not just the individual character. There are four rules:

Never: the AI never uses health packs

< 20%: the AI uses a health pack if the character's health falls below 20 per cent of maximum and there are more than two health packs in inventory

< 40%: the AI uses a health pack when the character's health falls below 40 per cent of maximum and there are more than two health packs in inventory

< 80%: the AI uses a health pack when the character's health falls below 80 per cent of maximum and there are more than two health packs in inventory

The recommended settings are 40% and 80%. Never is not a good idea unless you intend to rapidly switch X-Men while in combat in order to use health packs. Less than 20% can cause an X-Man to die from massive damage before getting low enough to use a health pack. Less than 40% is a good all-around rule that will keep your teammates alive while saving on your store of health packs. Less than 80% will cause the AI to use health packs far too rapidly in the early game; but, you can switch to it once you are able to hold 15 or more health packs.

Last on the list is the AI power. This is the mutant power the AI will use when you call for an attack using the L button. Recommended settings for AI power are listed in the description of each X-Man in Section 4.

To increase a stat or change an AI rule, use the control stick to highlight the item and press A. If you have added points to a stat in this session, highlight the stat and press X to subtract a point. You cannot subtract points added to stats previously and committed to memory.

[3.4.5] Powers/Skills

Each X-Man has three standard mutant powers, one Xtreme power and several skills as outlined in Section 4. The first power on the list is the A-button power and all X-Men start with one level of this power. Next on the list is the B-power, then the X-power and then the Xtreme (Y-button) power followed by the skills.

Each of the first three powers is a "tree" with three "branches". You must fill up each level of an upper branch before you can fill up levels in the next branch. The A and B powers have two branches of five levels each, followed by a "Legend" branch with just one level. Initially, you will not see the Legend branch, it does not show on the character sheet until your X-Men have reached 25th level. The X power has three branches of three levels each. All three branches are visible from the start, though it will take you a while to fill them. The Xtreme power is a single level.

The powers, the cost to buy a level, the character level requirement for each level and the energy cost to use each power are standard for all characters. Here's the basic chart:

Power & Level	Point cost	Char Level Requirement	Energy Used
A-1.1	-	-	10
A-1.2	1	3	15
A-1.3	1	5	20
A-1.4	1	7	25
A-1.5	1	9	30
A-2.1	2	15	40
A-2.2	1	17	45
A-2.3	1	19	50
A-2.4	1	21	55
A-2.5	1	23	60
A-3.1	2	30	70
B-1.1	2	5	25
B-1.2	1	7	30
B-1.3	1	9	35
B-1.4	1	11	40
B-1.5	1	13	45
B-2.1	2	20	55
B-2.2	1	22	60
B-2.3	1	24	65
B-2.4	1	26	70
B-2.5	1	28	75
B-3.1	2	30	85
X-1.1	2	5	60
X-1.2	1	7	70
X-1.3	1	9	80
X-2.1	2	14	100
X-2.2	1	16	110
X-2.3	1	18	120
X-3.1	2	23	140
X-3.2	1	25	150
X-3.3	1	27	160
Y-1.1	2	15	1 Xtreme icon

There are two exceptions to this standard progression. Nightcrawler's B power (Teleport Flurry) uses almost double the energy of other X-Men's B

powers. Jean Grey's TK (A power) requires an additional expenditure of energy each second it is in use; this is over the initial cost of using the power.

Listed underneath the powers are the skills. All skill levels cost one point to fill. Most skills have either three or five levels. A few skills have six levels and are shown as two three-level branches. Some skills also have level requirements; for example, Level 1 Toughness cannot be purchased until the X-Man is 10th level. Some of the skills, such as Flying, are additional mutant powers requiring an expenditure of mutant energy.

The complete layout looks something like this (using Wolverine as an example); X is a filled level, . is an empty level:

Brutal Slash	X X X X X
Eviscerate	X X X X X
Legend Slash	X
Claw Flurry
Claw Frenzy
Legend Frenzy	.
Feral Rage	X X X
Berserker Rage	X X .
Unstoppable Rage	. . .
SAVAGE RAMPAGE	X
Health Factor	X X X X X
Sharpness	X X X X X
Toughness	. . .
Mutant Mastery	X . .
Critical Strike	X X X . .
Expertise	X X X X X

Powers and skills that can be leveled up display in white. Powers and skills you cannot currently level up show in gray. Using the control stick, highlight the power or skill you want to level up and press A to add a level. Press X to subtract any levels you have added in this session. Levels added in a previous session and committed to memory cannot be subtracted.

[3.4.6] Equipment

The third screen shows the character's current equipment in, from top to bottom, the backpack slot, the belt slot and the armor slot. Highlight a slot and a list of equipment for that slot that is in inventory will show below. Press A to access the inventory list, highlight the equipment you want to place in the slot and press A again to equip it. Press B while in the inventory list to keep the currently equipped item. Press Z while in the inventory list to drop an item out of the team's inventory and leave it on the ground. If you want to empty the character's equipment slot, press X while the slot is highlighted.

Information about each piece of equipment will show in the information window at the bottom of the screen when that piece of equipment is highlighted. You can also get an overview of all the equipment in sections 7.6, 7.7 and 7.8 below.

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[3.5] Items
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Your primary task in X-Men Legends is defeating the bad guys. Your secondary task is scrounging for loot...that is, collecting valuable equipment. You get most of your swag from drops by your enemies; however, you can also get a lot of loot from destroying the scenery.

Most of the items you will collect are health packs and energy packs. Since these resources get used up frequently (especially in the early game), it's a good thing the game drops a lot. Later in the game, as your energy regeneration improves, you can start selling off some of the energy packs you pick up, since you don't need them as much and so many of them drop anyway. Keep the health packs, they don't show up quite as often.

You also need to look out for tech bits, the X-Men Legends equivalent of money. You use tech bits to buy equipment from Forge and Healer and revive fallen mutants-in-arms. Once you hit 15th level and can use Xtreme powers, you'll start picking up the Xtreme tokens you need to fill your Xtreme power icons.

There are also many bonus items that are hidden throughout the game: comic books to upgrade your X-Men; discs for playing in the Danger Room; sketch books that unlock concept art so you can say "kewwwl"; bonus skill points, stat points and experience points. All lying around where just anybody can get to it. Well, all right, anybody that can fly or teleport or pick up tractor-trailers...

All X-Men share the inventory, so any X-Man can equip anything that's been picked up, unless another X-Man is already wearing the item. There is a limit to the number of items that can be held in inventory. If you try to pick something up and get the message "Inventory is full", you have three options: ignore the item on the ground because it is underpowered for your current level; go to a nearby Xtraction point and sell unused items to Forge or Healer; or, drop some of your current inventory on the ground. In order to keep your inventory from filling up, re-evaluate your equipment and sell unneeded items at least every second Xtraction point.

A more complete list of items available is in section 7. Items that always show up in a specific location (such as comics, Danger Room discs, sketch books and bonus points) are listed in section 6, Walkthrough. The locations of comics are also listed in section 7.3. Danger Room disc locations are also listed in section 9.

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[3.6] Hints
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Learn to use the large map. It's a bit annoying and hard to use at first; however, once you become accustomed to it, you will not be able to play with it off.

Learn to hit combos and always have at least Cyclops or Storm on your team to increase the damage and XP bonus of combos. For really insane damage bonuses, have both leaders on your team. (This is assuming you are building up their Leadership skill, which you should.) To score more combos in single player, control an X-Man with a slow-developing power or a power that affects multiple enemies (Storm is a good choice as her Lightning does both). By the time your character's power hits, your teammates will have responded to your call and hit with their own powers.

Use the Danger Room to level your X-Men and collect items. Deliberately

"fail" the course, and you can re-play it and continue collecting items. Once you've cleared a DR mission, it will no longer drop items when replayed. Any DR scenario which requires you to execute certain commands (such as the Teamwork courses) or protect objects is a good candidate for collecting items. It's very easy to fail the course.

Concentrate on maximizing a few key mutant powers and skills rather than having lots of half-powered abilities. Consider each X-Man's core strengths and pick corresponding powers and skills. Cyclops, for example, doesn't really need any levels in Critical Strike.

With a few exceptions, powers that damage a single opponent are stronger and more useful than wide area powers. Keep your team and their powers focused on a single enemy and take your opponents out one-by-one rather than trying to blast them all at once. The main exceptions are Colossus' Concussion Slam, Psylocke's Psychic Bolts and Jean Grey's Psychic Shout. These are also great powers for hitting combos.

Make sure each X-Man that has a special jumping/flying ability gets it built up. The exceptions may be Iceman and Magma. Their slides are not quite as useful as flying or double-jumping. They are, however, really cool to play with, so you may want to level up one of them at least the first time you play the game.

As much as possible, use equipment that aids regeneration of health or energy, aids in defense or increases damage. Always use nanofiber armor rather than other types of armor. Late in the game (at 30th level and above), the best backpack item for every X-Man is the Super Power Enhancer: +80 to +100 damage to each mutant attack. This damage is also added to mutant-enhances melee attacks; e.g. Emma's Psionic Strike. At 40th level, you can obtain Ultra Power Enhancers: +125 to +150 damage to mutant attacks. Dishing out that much damage makes your X-Men nearly invulnerable.

Lure enemies to you using a ranged fighter to prevent being mobbed.

Consistently use the L button to keep all X-Men focused on a single enemy and increase the chances of scoring a combo.

Always take out the strongest enemy first, then deal with the peons. The only exception is when there is some method where the enemy is regenerating; in that case, take out the regeneration unit first. Examples: Morlock Goths resurrecting their comrades; launchers that keep spitting out Sentinels, etc. The exception may be if you want a bit of extra XP, you can let the bad guys keep coming and keep taking them down. However, if power-leveling is your thing, DR scenarios are a better choice.

Always save when you reach an Xtraction point. Use a large memory card and rotate between two or three saves. If you find you're in bad trouble in a stage, you can always go back one or two stages and try something different.

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 /
 \ /--MEN-----
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  /\---LEGENDS-----
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[4.1] X-Men Stats

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Each X-Man has four ability statistics (stats):

- Strike: Attack rating is 1 per level + 1 per Strike rank

Your attack rating affects how often you hit when fighting hand-to-hand; it also affects how much base damage your character does when he or she hits.

- Agility: Defense rating is 1 per level + 1 per Agility rank

Your defense rating affects how often you are hit by melee attacks or ranged, non-mutant attacks (i.e. guns).

- Body: Health is 25 + 5 per level + 10 per Body rank

The more health you have, the more damage you can absorb before needing to use up health packs. Since some attacks, especially mutant powers directed against you, cannot be avoided with Agility, you need a decent Body stat, even if your Agility is high.

- Focus: Mutant energy is 30 + 4 per level + 7 per Focus rank

Mutant energy regeneration is +1% per Focus rank

The more mutant energy you have and the faster it regenerates, the more you can use your mutant powers; this is an important stat for all X-Men.

In general, you should concentrate on Focus for each X-Man as your mutant attacks are your most powerful, so you want to be able to use them as much as possible. You should spend at least one of every three stat increases on Focus. Over the course of the game, this should add about 14 or 15 points of Focus to your starting stat. Characters that heavily rely on mutant powers (e.g. Storm, Cyclops, Jean Grey) should get one of every two points or two of every three points placed in Focus.

Spread the remaining points out however you wish. There's no real formula for how these scores should relate to each other. Melee characters will want to concentrate on Strike and Body; ranged characters on Body and Agility. You'll find that, for characters that need high scores in these three stats, you'll get bonus skills and items that greatly improve them. This makes it even easier to concentrate on Focus.

Each X-Man also receives bonus stat points to a specific stat each time he or she levels up. This varies by X-Man, though it is usually related to that X-Man's primary need. E.g. Cyclops, Storm and Jean Grey receive bonus Focus points; Nightcrawler receives bonus Agility points; Wolverine receives bonus Strike points; etc. Since the characters that are more reliant on Strike, Agility or Body receive these bonus points, you can afford to spend more on Focus to increase their ability to use mutant powers.

There are also three other stats that can be affected by powers, skills and equipment.

- Knockback: governs how far you are thrown back when hit by a knockback attack, or how far you throw enemies with knockback attacks.

There are a lot of attacks in the game that cause "knockback"--you or your enemy is literally flung through the air. There are a number of powers

(Cyclops' Optic Sweep, Colossus' Concussion Slam, etc.) that cause a lot of knockback. These powers are useful for separating yourself from a mob of enemies. Similarly, there are powers, skills and equipment that reduce the chance your X-Man will be flung backwards if hit by such an attack.

- Pain: pain appears to affect whether your X-Man is stunned by a sufficiently severe attack

Without being able to examine the game engine, it seems pain is used whenever an X-Man is hit by an attack that causes a large amount of damage. In such cases, your X-Man may appear "stunned", even though he or she has not been hit by a stunning mutant power. There are defensive powers and equipment that reduce pain.

- Destruction: a lot of the scenery in X-Men Legends is destructible; this stat shows how effective a power is at destroying the scenery

The higher the destruction rating of a power or skill, the easier it is to blow up the scenery.

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[4.2] Power Leveling
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If you play through the game normally, you will end with most of your X-Men in the upper 30's in level; the maximum level that you can achieve with any X-Man is 45. It will take a bit of work to get your X-Men to that level. The game is quite beatable without power leveling; getting your X-Men to maximum level will just make the game a cakewalk. Still, you'll end up with about 10 more stat and skill points to spend, allowing you to more fully realize each X-Man's potential.

The key to power leveling is judicious use of Danger Room scenarios. To power level, repeatedly play a scenario that earns the maximum XP in as little time as possible. You should always have Storm or Cyclops on the team for the Leadership bonus to power combo XP. For courses that allow unlimited foes (e.g. Survival courses), use both Cyclops and Storm for the stacked Leadership damage bonus to enable you to defeat more enemies.

Freshman Courses

There's not much here that provides power leveling. At the time you first gain access to the Danger Room, you can earn more experience just taking the Trivia test on the second floor of X-Mansion. In any case, power leveling this early in the game is kind of meaningless, as you will level very quickly just playing the game.

Sophomore Courses

There aren't any really good power leveling classes in this set. All the classes have a short time limit, and can end quite early through failure or success. The best classes to use for level gains are Focus 201 and Focus 202. While you will easily end the class successfully by killing the Morlock Goths, the Morlocks you confront are worth good XP for your X-Men up to about tenth level.

Junior Courses

Survival 302 gives you no objective other than staying alive for three

minutes. A good source of experience for X-Men through the teen levels.

Senior Courses

The best power leveling class in this year is Graduation Exam 400. You can get a full two minutes on the Astral Plane defeating hordes of high-XP enemies. Protect Prof X and ignore the statues to ensure you "fail" the course, allowing you to keep playing it with item drops. You should earn over four million XP each attempt, which will quickly power-level characters from the mid-20's to the low-30's in level.

X-Man Courses/Legends Courses

There are no good power-leveling courses at the X-Man level. At the Legends level, Focus 601 is a quick XP-earner: between one-and-one-half and two million XP in about 15 seconds. Averaged over time, it's a faster leveler than GE400 and good for pushing characters from the low-30's to 40th level.

Challenge Legends provides an average of 37 million XP in the five-minute time limit; however, by the time you obtain the disc, the game is all but over, so power-leveling at that point isn't worth much. Still, if you get your characters to 40th level with Focus 601, you can finish the job in approximately one hour of dedicated play in Challenge Legends. It won't make the final battle significantly easier, but it's the best way to get that sense of "completion" to the game.

The best way to power level your characters is to play the game through normally until you have obtained Graduation Exam 400. Your primary X-Men should be about 23rd or 24th level. Play through GE400 with as many different teams as you like until you have pushed your favorite X-Men to level 35. Make sure you have either Cyclops or Storm on every team for the XP bonus to power combos. Also, don't finish it until you're ready to move on to the X-Man and Legends courses--you don't want to lose the items that drop each time you play.

Once your characters are 35th level, continue playing through the story. After you finish the mission to the Sentinel Factory, you will have the Focus 601 disc. Now is the time to power level your preferred teams to 40th level using Focus 601. Once you get at least one X-Man to 40th level, you will be able to buy Ultra equipment from Forge. (E.g. Ultra Power Enhancers, Ultra Nanofiber Armor, Ultra Focus Enhancers, etc.)

Equip your X-Men with Ultra equipment and continue playing through to the next-to-last stage of Asteroid M. You should now have the Challenge Legends disc and, if you desire that last little bit of power for the final battle, use it to level your team to 45th level. Make sure you avoid destroying all the generators until you are ready to complete the course; you'll need the item drops during each attempt.

=====
[4.3] Beast (Henry "Hank" McCoy)
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A-power: PinBall/Cannon Ball/Legend Ball--Beast rolls into a ball and careens through the area at incredible speed, dishing out lots of physical damage

B-power: Propeller Kick/Propeller Lash/Legend Propeller--Beast spins around, kicking any enemies in range and causing physical damage

X-power: Bestial Feats/Bestial Instinct/Bestial Soul--Beast mentally focuses his mind and body to react to anything; this delivers increasing physical damage resistance, Agility boosts and increased jumping range at higher levels

Y-power: Orbital Bombardment--calls a powerful laser down from an orbiting satellite to smite enemies

Skills:

- Acrobatics: Increases Agility and allows a double-jump
- Critical Strike: Increases chance of a critical hit for a melee attack
- Grappling: Increases Strike and reflects damage from punches and kicks
- Might: Increases lifting strength and damage of melee attacks.
- Mutant Mastery: Increases maximum mutant energy
- Toughness: Increases maximum health

When acquired: You meet Beast during your first interlude in X-Mansion.

Recommended AI level: Aggressive

Recommended AI power: Propeller Kick

Beast is, probably, the purest melee fighter among the X-Men. As such, he needs the least amount of Focus of any mutant; you can get away with just one-fourth of your stat points placed into Focus. Put half your stat points into Strike and the remaining fourth split between Body and Agility--Bestial Feats and Acrobatics will take care of Agility and damage reduction for you.

Pinball is pretty useless, as it is very difficult to control and often does more damage to the scenery than to your enemies. Propeller Kick is very good, but is most effective only when Beast is being mobbed. You'll need enough mutant energy to keep Bestial Feats up and running with the occasional Propeller Kick thrown in for good measure.

Otherwise, you'll mostly fight hand-to-hand with Beast. Level up Might, Critical Strike, Grappling, Acrobatics and Toughness to their maximum as soon as you can. You can ignore Pinball and Mutant Mastery. Orbital Bombardment is a useful Xtreme power. Max out his X-power to Bestial Soul 3 and buy his B-power up to at least Propeller Lash 3 or 4. When coupled with a higher-level Cyclops and his Tactics power, Beast can really put the hurt on your foes.

=====
[4.4] Colossus (Piotr Nikolievitch Rasputin)
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A-power: Power Smash/Titanic Smash/Titanic Legend--Colossus lays one on an opponent; a very destructive power

B-power: Concussion Slam/Concussion Blast/Concussion Legend--Colossus claps his hands, causing an arcing shockwave that damages and knocks back opponents in range

X-power: Steel Skin/Titanium Skin/Osmium Skin--Colossus' personal shield; metal armor forms around his body giving him physical damage resistance, resistance to beam attacks and resistance to pain; higher levels have a chance of deflecting physical damage back on the attacker

Y-power: Seismic Smash--Colossus slams the ground and really shakes things up

Skills:

- Colossus Charge: A heavy charge attack that can be performed from a jump
- Critical Strike: Increases chance of a critical hit for a melee attack
- Knockback: Adds additional knockback to all knockback skills/powers
- Might: Increases lifting strength and damage of melee attacks
- Mutant Mastery: Increases maximum mutant energy
- Toughness: Increases maximum health

When acquired: You rescue Colossus from a Russian nuclear plant; he's first available during the GRSO attack on X-Mansion during Interlude #5.

Recommended AI level: Aggressive

Recommended AI power: Concussion Slam

Colossus is the strongest X-Man with the most devastating mutant attack (Power Smash). He is also the slowest X-Man, which makes it very hard to actually land his signature punch. Thus, Colossus is most useful for crowd control. Both Power Smash and Concussion Slam cause a lot of knockback, which can be increased with the Knockback skill. Add in a good defensive power, and Peter is a one-man riot squad.

For his main offensive power, Concussion Slam is more useful as it affects all enemies in front of Colossus and has a large amount of knockback. Power Smash is more destructive on an individual; but, can be difficult to land because Colossus is so slow. Even equipped with a muscle accelerator, it will only be slightly easier to use his destructive blow.

Colossus Charge is sort of a "fifth power attack". In mid-jump, push the Y button again and, when Peter lands, he'll lumber forward and bash into whatever is in front of him. This will do a fair amount of damage and knockback and requires mutant energy to execute. This power is about as useful as Iceman's Ice Tracks, but less fun to play with and can be ignored.

To make Colossus most effective, max out Concussion Slam and Steel Skin. You also want to max out Knockback and Might; and a level or two of Mutant Mastery is also a help. At Concussion Legend level, Colossus' clap can clear out the *next* room--just stand near the door and execute the B-power and then walk into a room full of falling bodies. It is also very easy to hit combos with Concussion Slam. Equip him with a Power Enhancer to increase the damage from his attack.

=====
[4.5] Cyclops (Scott Summers)
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Mutant Powers

A-power: Optic Beam/Optic Blast/Legend Blast: ranged attack that does energy damage; can weld metal; higher levels have Piercing capability, allowing Cyclops to shoot multiple enemies in a line or shoot through walls

B-power: Optic Sweep/Optic Slam/Legend Slam: ranged attack that does energy damage to multiple targets in an arc in front of Cyclops, also knocks enemies back and causes a fair amount of Destruction

X-power: Tactics/Strategy/Command: Cyclops' leadership abilities add to his or the team's Strike and Agility scores

Y-power: Optic Rage--an extremely powerful version of Optic Sweep

Skills

- Accuracy: Increases chance of a critical hit for a ranged attack
- Critical Strike: Increases chance of a critical hit for a melee attack
- Leadership: Increases damage of and experience received from combos
- Mutant Mastery: Increases maximum mutant energy
- Point Blank Shot: Increases damage of ranged attack within 10 feet
- Toughness: Increases maximum health

When acquired: You pick up Cyclops just after fighting Mystique during the first mission.

Recommended AI level: Normal

Recommended AI power: Optic Beam

Cyclops isn't really built for melee fighting. He has no melee skills except Critical Strike. His Tactics power can't even be purchased until level five, and isn't hugely useful until level 9, when you can get Tactics 3 and receive +6 to Strike and Agility.

Since he is so weak at melee, you'll want to concentrate on powering up his ranged attacks. He's dependant on mutant energy, so pour stat points into Focus until you've gotten that stat into the 20s; you can then spare a few stat points to beef up his health (Body).

Max out Optic Beam to Legend Blast and Tactics to Command 3 for an insta-buff to all X-Men. You'll also need levels in Tactics for the Weapon X Part Deux mission. A few levels of Optic Sweep can be effective for crowd control and for taking out energy saps.

Level up Cyclops' Leadership, Accuracy and Point Blank Shot skills as soon as possible. You may also want a point or two in Mutant Mastery. Ignore Critical Strike and Toughness. Optic Rage is nice, but not as useful as those Xtreme powers that have 360-degree radial effect (Optic Rage only works in a 90-degree arc in front of Cyclops).

With his weak melee skills and the limited usefulness of his ranged attack early (before he has enough Focus to keep up the blasting), Cyclops is not a good choice for your team until the early teen levels. Afterwards, he will probably become a mainstay as his Optic Beam has the longest range of any mutant attack in X-Men Legends and Leadership will have a significant effect on your team.

=====
[4.6] Emma Frost
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A-power: Confuse/Command/Legend Command--confuses enemies so they are no longer able to fight; Command and Legend Command convert enemies to allies and add to their stats; the confusion/conversion effect is time-limited

B-power: Fear/Terror/Legend Terror--causes enemies to flee in terror and reduces their stats; Terror and Legend Terror also cause mental damage; the fear effect is time-limited

X-power: Psychic Shell/Diamond Shell/Impervious Shell--encases Emma in a diamond-hard substance that reduces physical damage, beam damage and pain

Y-power: Psychic Bedlam--causes psychic (mental) damage to all enemies within 50 feet and paralyzes nearby enemies with fear

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Hardness: Reflects physical damage back at foes
- Mutant Mastery: Increases maximum mutant energy
- Psionic Strike/Fury: Adds mental damage to melee attacks
- Shell Might: Increases lifting strength and damage of melee attacks when in Shell Form
- Toughness: Increases maximum health

When acquired: Emma comes to help free Illyana from the Astral Plane, and is first available during the GRSO attack on X-Mansion in Interlude #5.

Recommended AI level: Normal

Recommended AI power: Fear

Emma Frost can be a very good character, but only under human control. The key to getting the most from the White Queen's powers is to maximize her melee ability using her Shell form in conjunction with Hardness, Psionic Strike and Shell Might. Her offensive powers are OK for crowd control, but they are not as much use to you when leaving Emma under AI control.

Psychic Shell is as powerful a defense as Colossus' Steel Skin. Maximize it and also max out Hardness, Shell Might, Psionic Strike/Fury and Critical Strike. Split Emma's stat points up equally between Focus and Strike with the occasional point put into Agility or Body (her Shell will protect her from a lot of damage) and she becomes a great melee fighter. In order to get the most out of her attacks, you have to keep her Shell form in use at all times; and that requires human control. You don't want Emma using her Confuse or Fear powers on your opponents while you're trying to hit combos. The only effect is you will hit a lot fewer combos since all your enemies are either running away or fighting on your side.

Level up either one of Emma's offensive powers. Fear is good because it eventually begins causing damage along with the fear effects. Buy her Xtreme power. Don't worry about Toughness or Mutant Mastery unless you just have some spare points. Play as Emma and keep her Shell up and just hammer away at your opponents. If you get mobbed, use Confuse or Fear to break up the crowd and take them down one-by-one.

=====
[4.7] Gambit (Remy LeBeau)
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A-power: Charged Card/Charged Shuffle/Card Legend--throws kinetically charged cards that cause energy damage and knockback; can also destroy objects with a touch (stand next to an object and press R+A)

B-power: Staff Slam/Staff Detonation/Staff Legend--Gambit slams his staff on the ground, causing a concussive shockwave that knocks down and damages nearby enemies (energy damage)

X-power: Kinetic Boost/Kinetic Amplification/Kinetic Mastery--boosts damage

of Gambit's physical attacks and his movement speed; at high levels, adds energy damage to teammates' melee attacks

Y-power: 52 Pick Up--Gambit fires off a full deck of kinetically charged cards, damaging enemies in a wide area

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Kinetic Strike/Fury: Adds kinetic damage to non-staff melee attacks
- Overload: Adds energy to charged objects
- Mutant Mastery: Increases maximum mutant energy
- Staff Master: Adds kinetic energy to non-power staff attacks
- Toughness: Increases maximum health

When acquired: Gambit is held hostage by the Morlocks; you'll free him at the end of your first mission into their sewers.

Recommended AI level: Normal

Recommended AI power: Charged Card

Gambit is another great character for players, who is less useful under AI control. By leveling his melee abilities, you can turn him into a very good fighter, but his powers are not used by the game as well as they could be. Still, if you do want to play with Gambit on your team, but not under your control, you can hit some pretty effective combos with either of his offensive powers.

The other good thing about using Gambit as your character is the ability to charge objects (using his A-power) and hurl them at enemies, where they explode. Simply stand next to an object and press R+A, then quickly throw it at your opponents. You can also use this to destroy items; just charge them up and then step back.

For an AI-controlled Gambit, Charged Card ends up being a better choice than Staff Slam. Because CC is a power that affects multiple enemies, you have a better chance of scoring a combo. For a player-controlled Gambit, Staff Slam is the better offensive power, though you won't hit as many combos.

In both cases, you'll want to emphasize Gambit's Strike and Focus stats and level up Kinetic Boost, which also provides a bonus to his teammates at Amplification and Mastery levels. Level up Critical Strike, Staff Master and Toughness. Only level up Overload if you're going to use Gambit's ability to charge objects. You should level up Kinetic Strike/Fury if you will be using Gambit a lot for hand-to-hand fighting.

Use Staff Slam as a crowd-control measure, and then use lots of strong attacks hand-to-hand. Strong (B) attacks are more likely to cause Gambit to use his Staff; thus, you get the bonuses from the Staff Master skill. Keep Kinetic Boost up and use lots of melee attack sequences.

=====
[4.8] Iceman (Bobby Drake)
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A-power: Freeze Blast/Deep Freeze/Legend Freeze--slows or freezes enemies, builds ice bridges, puts out fires

B-power: Ice Shards/Ice Spikes/Legend Spikes--throws ice projectiles

(energy damage)

X-power: Ice Armor/Ice Equipment/Ice Forge--reduces damage (all types), causes touch damage to attackers; higher levels add energy damage to teammates' punches

Y-power: Freeze Frame--freezes enemies within 12 feet, slows enemies within 33 feet

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Cold Smash/Cold Crush: Adds cold damage to melee attacks
- Ice Tracks: Iceman can glide through the air on sheets of ice
- Mutant Mastery: Increases maximum mutant energy
- Point Blank Shot: Increases damage of ranged attacks within 10 feet
- Toughness: Increases maximum health

When acquired: Bobby Drake will try to charm Alison during the first interlude in X-Mansion.

Recommended AI level: Normal

Recommended AI power: Freeze Blast

Iceman is one of the more versatile X-Men. He's a good support character and he's a good fighter. As a bridge-builder, he's very useful--especially in some early missions when neither Jean nor Magma are available. Freeze Blast slows (or completely freezes) your opponents, making them easier targets. Note, it does no actual damage of its own. This is an especially important power for some of the tougher mutant bosses, as freezing them keeps them from using their most devastating attacks.

Ice Shards is fairly weak unless boosted with the extra damage from Point Blank Shot. Considering the overall usefulness of his other two main powers, you probably don't want to waste points in this power and have to spend points on PBS as well. Ice Tracks is another pretty useless skill. The ice slides are hard to control, have incredibly short range until level 5, and are not nearly as useful as the Flying skill (since you can't carry teammates on your slide).

Ice Armor is a great defensive power. It gives Bobby good protection, including a small touch attack damage bonus--i.e. any opponent that touches him is automatically damaged. He can also give his teammates an energy bonus to their melee attacks. Of course, you don't see the full benefit of this until you get to Ice Forge level, about midway through the game.

The best build for Iceman is to max out Freeze Blast and Ice Armor and keep his Focus high and level up Mutant Mastery so he can keep up his shields and keep blasting away. Split remaining stat points between Agility and Body and don't worry much about his Strike. You can give him some levels in Cold Smash to increase his Melee ability and a point in Toughness will help him stay alive.

You can also make Bobby more of a tank by maxing Cold Smash and Critical Strike and spending more points on his Strike stat; however, that will reduce his effectiveness at providing support for the rest of the team.

=====
[4.9] Jean Grey
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A-power: Telekinesis/Telekinetic Mastery/Telekinetic Legend--uses TK to throw enemies and objects about (mental damage), build bridges and pull distant switches

B-power: Psychic Shout/Psychic Scream/Psychic Legend--radial attack that causes mental damage to opponents and reduces their Strike and Agility

X-power: Telekinetic Shield/Telekinetic Shell/Telekinetic Armor--reduces damage (all types); Shell and Armor protect teammates

Y-power: Phoenix Force--Jean Grey transforms into Phoenix, lifts all nearby enemies up and smashes them into the ground

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Flight: Allows flying and flight pickup (at level 3 and above)
- Mutant Mastery: Increases maximum mutant energy
- Psionic Strike/Psionic Fury: Adds mental damage to melee attacks
- Telekinetic Combat: Increases damage of all mental attacks
- Toughness: Increases maximum health

When acquired: Jean gives you the tour of the upper two floors of X-Mansion during your first visit.

Recommended AI level: Normal

Recommended AI power: Psychic Shout

Jean comes in a very close second to Storm as the most indispensable mutant in the game. Both have the best party-wide shields in the game (reducing all types of damage for all members of the team), both can fly, move distant objects, add bonus damage to melee attacks and have devastating mutant attacks. Storm's ability to weld metal and her Leadership skill put her just slightly ahead of Jean for overall usefulness.

While Jean's TK power can be fun to play with, by far her most useful attack is Psychic Shout. You will also want to maximize TK Shield in order to provide party-wide damage reduction. Having both TK Armor and Blizzard Shield available means you can either mix-and-match X-Men better, or use them both and have 100 points of all-purpose damage reduction. With both shields in place, your X-Men will never take any damage.

Telekinetic Combat is necessary to increase the effectiveness of Psychic Shout. You will want at least three levels of Flight for the ability to pick up allies. Early in the game you may want one or two levels of Psionic Strike, but you can ignore it the rest of the way. At least one level of Mutant Mastery wouldn't hurt. Ignore Critical Strike and Toughness.

Maximize Psychic Shout and TK Shield. Buy Phoenix Force when it becomes available. Maximize the TK Combat skill and buy at least five levels of Telekinesis. Next to Storm, Jean will be the most effective X-Man on any team.

=====
[4.10] Jubilee (Jubilation Lee)
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A-power: Energy Burst/Energy Blast/Legend Blast--throws charged energy globes causing energy damage and knockback

B-power: Photo Flash/Strobe Flash/Legend Flash--radial light attack confuses enemies; Strobe and Legend Flash convert enemies to allies

X-power: Bait/Taunt/Pep Rally--reduces enemies' damage; Taunt and Pep Rally increase teammates' Strike and Agility

Y-power: Independence Day--sets off a bunch of fireworks

Skills:

- Accuracy: Increases the chance of a critical hit with a ranged attack
- Critical Strike: Increases chance of a critical hit for a melee attack
- Detonate: Adds energy to charged objects
- Mutant Mastery: Increases maximum mutant energy
- Point Blank Shot: Increases damage of ranged attacks within 10 feet
- Toughness: Increases maximum health

When acquired: You find Jubilee hanging out on the grounds of X-Mansion during the second interlude.

Recommended AI level: Normal

Recommended AI power: Energy Burst

Many people compare Jubilee to Gambit, usually in a manner unfavorable to Jubilee; however, Jubilee is much closer to Cyclops than to Gambit. The resemblance to Everyone's Favorite Cajun(tm) is superficial in that their ranged attacks are somewhat similar and both can charge and throw objects; however, Jubilee gets Accuracy and Point Blank Shot, which means her ranged attack is actually far more effective.

Also, Jubilee's buffing power raises teammates' Strike and Agility, just like Cyclops, with the added bonus of decreasing the damage done by your opponents. The only problem--and the reason Jubilee doesn't make it on a lot of teams--is she offers nothing else. She has no other supporting powers or skills: she can't build bridges, or fly, or weld metal or add a Leadership bonus to combos. The result...you usually end up using Cyclops or Storm rather than Jubilee.

Which is a shame, really. With a few levels of Photo Flash, Jubilee can be very effective at crowd control. You can buff your teammates, confuse your enemies and then sit back and throw energy bursts while your accompanying tanks cut them to pieces. OK, this won't be that effective against boss characters; but, for most of the game your primary concern is being mobbed by too many bad guys and Jubilee is a great help here.

Max out Energy Burst and Bait, buy her Xtreme Power and level up Accuracy and Point Blank Shot. Keep Focus high; and a point or two of Mutant Mastery wouldn't hurt. Don't worry with Critical Strike, and only buy a level of Toughness if you're having a hard time keeping her alive. Level up Photo Flash, but don't buy any levels of Strobe Flash--your goal is to confuse mobs, not convert them. If you have some points left over, level up Detonate for some grenade-throwing fun.

=====
[4.11] Magma (Alison Crestmere)
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A-power: Fiery Blast/Magma Blast/Magma Legend--fires balls of fire (energy damage) in an arc in front of Magma causing energy damage; is capable of

welding metal

B-power: Lava Fissure/Lava Rift/Legend Rift--molten rock erupts from the ground causing energy damage and throwing opponents in the air; can also build molten rock bridges

X-power: Fiery Form/Magma Form/Atlas Form--gives Magma protection from damage, damages attackers and adds Might and energy damage to her own melee attacks

Y-power: Volcano--Vesuvius erupts under your opponents' feet

Skills:

- Burning Rage/Erupting Rage: Adds fire damage to melee attacks
- Critical Strike: Increases chance of a critical hit for a melee attack
- Lava Tracks: Allows Magma to glide through the air on streams of lava
- Magma Might: Increases lifting strength and damage of melee attacks when in Fiery Form
- Mutant Mastery: Increases maximum mutant energy
- Toughness: Increases maximum health

When acquired: You play as Alison during all the interludes; however, you can't use her as Magma until you've completed your X-Men Qualification Exam after the mission to save the Arbiter.

Recommended AI level: Normal

Recommended AI power: Lava Fissure

Magma is, primarily, a tank. Her ranged power, Fiery Blast, is very weak--it has no knockback and no bonuses from other skills (such as Point Blank Shot). Lava Fissure is a great offensive power, but has limited range. However, the combination of Fiery Form, Burning Rage and Magma Might makes Alison one tough little cookie. And her Xtreme power, Volcano, isn't too bad either.

You really do not need to put any additional points into Fiery Blast. The one point you start with is sufficient if you really need to back up Cyclops or Storm and weld metal. Lava Fissure is a great offensive power, and allows Magma to build bridges. Your main goal with Magma is, like Emma Frost, keep up your defensive power and lay into your enemies with your fists and feet.

You'll need to max out Fiery Form, Burning Rage, Critical Strike and Magma Might. You also want to take Lava Fissure up to at least the Lava Rift 3 or 4 level; all the way to Legend Rift if you have the points. Since defensive powers are so expensive, you might want to consider a point or two of Mutant Mastery. Lava Tracks, like Iceman's Ice Tracks, is fun to play with for about ten minutes and then will never be used again; don't waste points on it. Since you will be operating within a shield most of the time, don't worry about Toughness. Definitely buy Magma's Xtreme power.

Keep Magma's Focus and Strike scores high and don't worry as much with Agility and Body. Perhaps 1 of 3 points to Focus, 1 of 3 to Strike and 1 of 3 split to Agility and Body. Keep Fiery Form up at all times, use Lava Fissure if you get mobbed and just pound away with your fists.

A-power: Teleport Leap/Teleport Strike/Legend Strike--teleport ahead for a distance; if an enemy is ahead, teleport behind him and strike

B-power: Teleport Flurry/Teleport Frenzy/Legend Frenzy--teleport around an area, hitting multiple enemies (or one or two enemies multiple times) and end back at start position

X-power: Shadow Blend/Shadow Arts/Shadow Mastery--reduces damage (all types) and increases Agility

Y-power: Blindside Blitz--Unrelenting teleport attack frenzy

Skills:

- Acrobatics: Increases Nightcrawler's Agility and allows a double jump
- Critical Strike: Increases chance of a critical hit for a melee attack, also increases critical chance when using teleport attacks
- Leap of Faith: Gives a chance that Nightcrawler will use his Teleport Leap to rescue teammates from death if they are about to die; this only works if the computer AI is controlling Nightcrawler
- Mutant Mastery: Increases maximum mutant energy
- Sucker Punch: Adds to the chance of scoring a critical hit when making a teleport attack
- Toughness: Increases maximum health

When acquired: You'll meet Kurt during the second interlude at X-Mansion.

Recommended AI level: Normal

Recommended AI power: Teleport Flurry

Nightcrawler is the one X-Man who almost has to be controlled by the game's artificial intelligence. His most useful skill is Leap of Faith, which doesn't work when Kurt is controlled by a player. It's OK to just let the AI control Nightcrawler, with Teleport Flurry set as his AI power; just let him jump around the room attacking your opponents. You will also want a few levels of Teleport Leap, as this ability comes in handy in a few instances.

Shadow Blend has the highest damage reduction of any personal shield in the game (-80 damage, all types, at Shadow Mastery 3). It also raises Nightcrawler's Agility. However, if you use Teleport Leap or Flurry often, which you should, Kurt isn't going to be hit anyway. Save the points from this and buy some Toughness instead.

Kurt's Flurry/Frenzy power should be maxed out and take Teleport Leap to level 4 or 5 so you can teleport other X-Men; don't bother buying the Teleport Strike levels. Max level Sucker Punch and Critical Strike as they stack; this will allow Nightcrawler to hit lots of criticals (triple damage) when using Flurry (or Leap as an attack).

Because Flurry is so expensive, you want to have a high Focus stat and probably max out Mutant Mastery. Buy levels of Acrobatics instead of spending stat points on Agility. Don't put too many points into Strike, as it doesn't affect his teleport attacks. Keep his Body score up to help maintain health. Definitely buy Leap of Faith to maximum level.

Keep Flurry as Nightcrawler's AI power, let the AI control him and just spam the L button in combat. Kurt will be teleporting in-and-out all over the battlefield, doing a lot of damage while taking almost nothing in return.

=====
[4.13] Professor X (Charles Xavier)
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A-power: Hammer Legend--super strong psychic punch

B-power: Blast Legend--radial blast of psychic energy

X-power: Psychic Defense--reduces physical damage, knockback and pain

Y-power: Psychic Maelstrom--large blast of psychic energy and lightning

Skills:

- Astral Knockback: adds knockback to mental attacks
- Critical Strike: Increases chance of a critical hit for a melee attack
- Leadership: Increases damage of and experience received from combos
- Might: Increases lifting strength and damage of melee attacks
- Mutant Mastery: Increases maximum mutant energy
- Toughness: Increases maximum health

When acquired: Prof X is only available as a playable character during the mission to free Illyana's mind from the Astral Plane, and again (as Astral Gladiator) for the boss battle against Shadow King. You cannot otherwise play as Xavier.

Recommended AI level: Normal

Recommended AI power: Blast Legend

Prof X is a set character. There's no leveling involved. He's a powerful melee fighter and has devastating mental attacks. There's not much to say about him, as you only use him twice and you can't adjust his powers and skills. As Astral Gladiator, you can "level up" his stats; information about recommended settings is covered in the Walkthrough, section 6.23.

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[4.14] Psylocke (Betsy Braddock)
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A-power: Psychic Slash/Psychic Hammer/Hammer Legend--powerful psychic blade attack (mental damage)

B-power: Psychic Bolts/Psychic Spikes/Legend Bolts--throws psychic bolts (mental damage); higher levels stun enemies

X-power: Psychic Defense/Psychic Armor/Psychic Wall--reduces damage from mental attacks; Armor and Wall cover teammates as well; Wall increases teammates' Focus score

Y-power: Psychic Onslaught--psychic blades strike down your enemies

Skills:

- Blade Master: Increases damage and range of psychic blade attacks
- Critical Strike: Increases chance of a critical hit for a melee attack
- Mutant Mastery: Increases maximum mutant energy
- Psionic Strike/Psionic Fury: Adds mental damage to melee attacks
- Toughness: Increases maximum health

When acquired: You'll help her fight Sentinels during the NYC riots; she'll

be available after that series of missions.

Recommended AI level: Normal

Recommended AI power: Psychic Bolts

Psylocke doesn't show up until the game is about 75% finished. You can only use her during the last four missions; however, she's a very useful X-Man to have around. Psychic Slash in conjunction with Blade Master is an attack on par with Wolverine's Brutal Slash. Blade Master also affects Psychic Bolts, which makes that easily the most powerful "scattershot" ranged attack in the game.

Betsy's best power is Psychic Bolts; with maximized Blade Master, each bolt dishes out serious damage and, at Spikes and Legend levels, stuns the enemy--making for easy combos. Psychic Defense looks attractive, but protection from mental damage only is not as good as the all-purpose protection of Storm or Jean. The Focus bonus is nice, but not especially useful when your teammates already have Focus scores of 50+ and energy packs are lying around like candy at Halloween.

You'll want to maximize Psychic Bolts and Blade Master and buy Psychic Onslaught. Since Blade Master is the only must-have skill, you should be able to buy several levels of both Psychic Slash and Psychic Defense. You may want a level of Mutant Mastery, but you can ignore the other skills.

=====
[4.15] Rogue (Anna Marie)
=====

A-power: Southern Strike/Southern Smash/Southern Legend--powerful punch attack

B-power: Ability Drain/Ability Sap/Consume Ability--stun attack that steals powers from the victim; while the victim is stunned, Rogue can use the stolen power by pressing R+B

X-power: Bullet Proof/Iron Maiden/Invulnerability--reduces damage and pain

Y-power: Energy Drain--saps energy from all enemies, stuns them and prevents them from using their powers for a short time

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Flight: Allows flying and flight pickup (at level 3 and above)
- Grappling: Increases Strike and reflects punches and kicks
- Might: Increases lifting strength and damage of melee attacks
- Mutant Mastery: Increases maximum mutant energy
- Toughness: Increases maximum health

When acquired: Rogue is hanging out in the sitting room of the X-Mansion during your first interlude there.

Recommended AI level: Aggressive

Recommended AI power: Ability Drain

Rogue might be one of the most difficult characters to get a handle on in X-Men Legends. Her two offensive powers are radically different; and, when you use Ability Drain, you actually end up with a different power mapped to your B button.

Rogue is set up as a tank. Southern Strike is second only to Colossus' Power Smash in terms of raw, physical damage--and is also a very slow attack. Her personal shield is not quite as powerful as Colossus', but will still shield her from a lot of damage. Grappling not only increases her Strike rating, it also adds to her defense by deflecting melee damage. Finally, she gets both Might and Flying, making her the only X-Man that could fly tanks over a ravine. Too bad there's really no opportunity to do so...

Ability Drain is most useful against boss mutants (Mystique, Pyro, Avalance, etc.); and is a good power to use as Rogue's AI power for scoring combos. Southern Strike is less useful as it is easy to dodge; but, coupled with a Muscle Accelerator or under the influence of Gambit's Kinetic Mastery, it can do a lot of damage. Because Grappling aids in defense, you probably don't need Rogue's personal shield--especially if you have a party-wide shield (Jean, Storm) available.

Max out Rogue's Critical Strike, Grappling and Might skills. You should also max out one of Southern Strike or Ability Drain and buy the other up to at least level four or five of the second branch (i.e. Southern Smash 4 or 5; Ability Sap 4 or 5). Take three levels of Flight to pick up allies. Concentrate Rogue's stat points on Focus, Strike and Body.

=====
[4.16] Storm (Ororo Munroe)
=====

A-power: Lightning Strike/Chain Lightning/Legend Lightning--a slow-developing, ranged energy attack; Chain and Legend Lightning affect multiple opponents; can weld metal

B-power: Whirlwind/Tornado/Legend Vortex--creates a whirlwind that picks up and throws enemies, doing physical damage in the process; can also put out fires and move distant objects

X-power: Storm Shield/Hail Shield/Blizzard Shield--reduces damage (all types); Hail And Blizzard Shield protect teammates as well

Y-power: Cyclone Fury--a powerful, area-wide lightning and wind attack

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Lightning Fury/Lightning Rage: Adds lightning damage to melee attacks
- Flight: Allows flying and flight pickup (at level 3 and above)
- Leadership: Increases damage of and experience received from combos
- Mutant Mastery: Increases maximum mutant energy
- Toughness: Increases maximum health

When acquired: You can meet Storm during your first tour of X-Mansion.

Recommended AI level: Normal

Recommended AI power: Lightning Strike

Like Jean Grey, it is very difficult to pick-and-choose from among Storm's powers and skills. It would be nice if you could just maximize all of them. Unfortunately, this just doesn't work, so sacrifices have to be made.

By far, Storm's best offensive power is Lightning; you want this leveled up

to Legend status. Whirlwind, while incredibly useful and effective, can be sacrificed. Buy a few levels for putting out fires and moving objects--just in case you don't have Iceman or Jean nearby.

You can sacrifice Storm Shield if you will be using Jean Grey and her TK Shield; however, it's far better to have both shields available so maximize this to Blizzard Shield 3. The easiest skills to give up are the melee-oriented ones; Ororo won't beat many people with her fists. A level or two of Lightning Fury early in the game is a big help; but don't bother maxing that skill tree.

You can also ignore Critical Strike and Toughness. Storm is dependant on mutant energy, so at least one level of Mutant Mastery is a plus. You also don't need more than three levels of Flight (for teammate pickup). That leaves Leadership as the only skill tree that must be maxed out, and that will give you plenty more points for increasing Storm's mutant powers.

Because Storm can weld metal (with Lightning), cross gaps (by flying the team members across), move objects and put out fires (with Whirlwind) and adds Leadership bonuses to combos, she is the ultimate Swiss Army Knife of the X-Men. Unless you have some personal vendetta against Storm, you should always have her on your team.

In the early missions, Storm is a better leader than Cyclops. With a level or two of Lightning Fury, she can hold her own hand-to-hand when her energy runs out; and your energy will run out a lot until you get into the low teens in level. Once you have leveled up a bit, you won't be running out of power and you can focus on mutant attacks. You'll also be able to bring Cyclops into the mix and double your Leadership bonuses.

Chain Lightning/Legend Lightning is great for hitting combos and Whirlwind is very useful for crowd control. Equip Storm with a DNA Generator--or, better, the mask of Xorn--and let her keep the party shield up and just spam her mutant attacks.

=====
[4.17] Wolverine (Logan)
=====

A-power: Brutal Slash/Eviscerate/Legend Slash--Wolverine's staple power, a powerful strike with his extended claws

B-power: Claw Flurry/Claw Frenzy/Legend Frenzy--multiple slashing attacks against all enemies in a line in front of Wolverine

X-power: Feral Rage/Berserker Rage/Unstoppable Rage--adds +5 to Wolverine's Agility and increases movement speed by 30%, Berserker Rage also increases Strike by +5 and Unstoppable Rage also increases Body by +5

Y-power: Savage Rampage--huge slashing attacks against all nearby enemies

Skills:

- Critical Strike: Increases chance of a critical hit for a melee attack
- Expertise: Increases Strike and Agility stats
- Healing Factor: Regenerates health and reduces the effect of pain
- Mutant Mastery: Increases maximum mutant energy
- Sharpness: Adds damage and destruction to all claw attacks
- Toughness: Increases maximum health

When acquired: You start the game with Everyone's Favorite X-Man(tm).

Recommended AI level: Aggressive
Recommended AI power: Brutal Slash

Wolverine is very popular, and is your starting character. In the early going, you will find him to be very useful because of his Healing Factor-- he can regenerate health. As the game progresses, you may find yourself using Wolverine less and less. Once you have the ability to carry a lot of health packs and you have Tissue Generators in your inventory, Logan is just not as appealing.

Wolverine's primary mutant attack should be the Brutal Slash tree. It's a powerful attack, especially combined with Sharpness, and is much faster than the major attacks of Rogue, Psylocke and Colossus. Claw Flurry allows Wolverine to make multiple, fast slashing attacks. It is great for getting out of a crowd, and can also hit combos well. While not, overall, as good as Brutal Slash, it may be worth investing a few points to see if it gives you more combos than Slash. If so, you would want to max Flurry rather than Slash.

It's questionable whether the Rage buffing power is useful. You can, at high levels, get +5 to three of your stats; but, you can also get +5 to two of those stats by buying levels of Expertise. The difference is Expertise is permanent. Rage only lasts, at most, 36 seconds and uses a huge amount of energy.

Since Wolverine probably won't have a lot of energy, you should concentrate on maxing out the Brutal Slash power, Critical Strike, Expertise, Healing Factor and Sharpness. Then, just use Wolverine in a very up-close and personal way. Split your stat points fairly evenly between all four stats until you decide how much you want to use Brutal Slash. If you like to use it frequently, concentrate more points on Focus, followed by Strike. If you would rather just use Queensbury Rules, let Focus lag and put more points into Strike, then Agility and Body.

Wolverine is also the central figure is what is known as the "Fastball Special". Any character with at least one level of Might (Beast, Colossus or Rogue) can pick Wolverine up and throw him, like a dart, at an enemy. This is a quite useless feature of the game, but can be fun to play with once in a while. Note: despite rumors to the contrary, only Wolverine can be thrown as a Fastball Special and only the three X-Men with normal Might can throw him. Emma's Shell Might and Alison's Magma Might do not work.

=====
[4.18] Optional Builds
=====

As in any role-playing game, there is no one correct way to build your characters. Here are some thoughts on other ways you might want to level up your X-Men...

[4.18.1] Batter Up!

With the exception of Cyclops, Jubilee and Nightcrawler, any X-Man can be built into a good melee fighter; i.e. a character that just uses punches and kicks. Emma, Gambit, Iceman, Jean, Magma, Psylocke and Storm can all add different damage types to their melee attacks, making them more effective against physical resistant foes. All X-Men get Critical Strike as

a skill, which increases the chance of scoring triple damage with each strike.

(Cyclops, Jubilee and Nightcrawler aren't good melee fighters because they get no bonus such as energy damage or Might to their melee attacks. Nightcrawler could be considered good at melee through the use of his teleporting powers; but, he's no better at just stepping in and trading punches than Cyclops or Jubilee.)

If you want a real, "hands-on" experience, level up your favorite X-Men with concentrations on their melee skills, Strike and Body, and one offensive or defensive power. You won't use powers as much, so Focus is not much of a concern and a team-shielding power, such as Jean's TK Shield, can substitute for high Agility. Mix up damage types on your team; for example, Rogue for physical damage, Storm for energy (lightning) damage and Emma Frost for mental damage. You can also max out Cyclops' Tactics buffing power and keep him on the team as ranged support and insta-buffer; or, use Jubilee for the same purpose, using Bait, with the added ability to control crowds, using Photo Flash.

The benefit of this method is a greater ability to continue fighting even if powers are exhausted. The downside is lower experience earned from fewer combos performed, and a weak ranged fighting ability.

[4.18.2] The Best Defense...

...Is a good offense. Perhaps you think shields are for girlie-men. Or, perhaps, you have realized when playing X-Men Legends by yourself, most of the defensive powers are unused. The AI doesn't use defensive powers that much, so getting full use from all the various shields and buffs requires a single player to rapidly switch among X-Men and turn on their X-power.

Of course, you're not going to do that; not many people will. When playing exclusively single-player, only level up the defensive power of those X-Men whom you will play (i.e. control) frequently and whose X-power covers the whole team (Cyclops, Storm, Jean, Iceman, etc.). You can switch on the defensive power at the beginning of combat and then just use offensive powers or melee attacks.

On the plus side, you'll have more points to put into offensive powers and skills. On the down side, if you get into a really tough fight and are taking lots of damage, you won't have as much protection to layer on each X-Man.

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The statistics for the enemies below are estimates based on examining gameplay video. They should give you a rough idea of the strength of each enemy. Experience point (XP) awards may vary. Boss stats are given in Section 6, Walkthrough.

=====
[5.1] Anti-Mutant Troops

=====
Health: 40
Resistances: None
Powers: None
XP: 7

These are the basic troops you encounter during the first mission (and again when you have to replay that mission as Magma). They are not terribly strong; use them as punching bags and get the hang of using your mutant powers.

=====
[5.2] Brotherhood Mutants
=====

The Brotherhood is Magneto's anti-human gang of mutants. You'll meet a variety of Brotherhood members during your battles.

[5.2.1] Brotherhood Thug

Health: 75
Resistances: None
Powers: None
XP: 7

The basic foot troop of the Brotherhood, you'll first meet them in Central Park, helping Mystique. Three Brutal Slashes will finish them, or you can toy with them a bit with A and B attacks. They don't pose much threat, especially since you should have leveled up once by now and put a point into Wolverine's Healing ability.

[5.2.2] Brotherhood Insurgent

Health: 40
Resistances: None
Powers: Energy ray that can stun
XP: 11

These mutants are slightly more dangerous than the thugs; you encounter them on the rooftops of NYC during the first mission. While they can stun you with their energy ray, their health is low enough they go down to a single Brutal Slash from Wolverine's claws.

[5.2.3] Brotherhood Marauder

Health: 120
Resistances: Energy
Powers: Powerful punching attack
XP: 31

A stronger version of the thug with resistance to energy attacks, but not physical attacks. Beat him down with your tanks, but beware of his power smash attack. Marauders first appear in the HAARP facility.

[5.2.4] Brotherhood Revolutionary

Health: 100
Resistances: Physical

Powers: Energy ray that can stun
XP: 67

A stronger version of the Insurgent that makes his first appearance in the Ice Tunnels of the HAARP facility. He's resistant to physical damage, so your tanks are going to be less useful against him. Use something that will slow him down or hold him up to keep him from unleashing his stun ray and then beat him down.

[5.2.5] Acolyte

Health: 200
Resistances: Energy
Powers: Stunning beam
XP: 499

These guys are mostly dangerous for their ability to stun the X-Men; allowing you to get beat up by the Warriors that usually accompany them. You run into Acolytes first at the Boshnoy Nuclear Plant.

[5.2.6] Acolyte Warrior

Health: 300
Resistances: Physical
Powers: Super strong melee attack, concussion slam
XP: 667

Strong melee fighters that are resistant to melee attacks; but, they go down like flies to strong energy attacks, especially combos. Watch out for their concussion slam, which can knock your entire team off their feet.

[5.2.7] Acolyte Adept

Health: 250
Resistances: Mental
Powers: Stunning beam, revives fallen acolytes
XP: 887

These slightly tougher acolytes are distinguished by their bright green outfits--the other acolytes wear black. In addition to being able to stun you, they can revive their fallen comrades. Like Morlock Goths, always hunt these mutants down first and take them out; otherwise, you're in for a long, long battle.

=====
[5.3] HAARP Guards
=====

These humans are a little tougher than the anti-mutant troops in NYC. They are frequently equipped with machine guns or flamethrowers, which means they can hit from range. You'll need at least a couple of ranged X-Men to take them on.

[5.3.1] HAARP Security

Health: 100
Resistances: None
Powers: None
XP: 11

The basic foot troops at the HAARP facility. They are melee fighters, using clubs and are not much of a threat.

[5.3.2] HAARP Soldier

Health: 100
Resistances: None
Powers: None
XP: 11

These troops are equipped with machine guns and hand grenades and can damage you from range.

[5.3.3] HAARP Flamethrower

Health: 100
Resistances: None
Powers: None
XP: 11

A flamethrower-wielding version of the Soldier.

[5.3.4] HAARP Officer

Health: 150
Resistances: Physical
Powers: Has a weapon that can stun
XP: 23

A stronger version of the soldier with a weapon that can stun, flash grenades and physical damage resistance. Concentrate energy powers on him and try to hit combos to increase damage.

=====

[5.4] Sentinels

=====

The ultimate mutant-killing machines, Sentinels of various types pop up throughout X-Men Legends. However, rather than inspiring fear and trepidation, they are more like an obstacle that needs to be brushed out of the way. For all the terror they are supposed to induce, they are really rather easy opponents.

[5.4.1] Sentinel Alpha

Health: 100
Resistances: Mental
Powers: Energy beams, missiles, strong melee attacks
XP: 67

These are the Sentinels you fight in the Sentinel Flashback scenario. They don't have much in the way of health and aren't resistant to physical attacks. Wolverine's Brutal Slash or Nightcrawler's Teleport Flurry is the way to take them down, especially if you can combo it with Cyclops' ranged attack.

[5.4.2] Sentinel

Health: 500
Resistances: Mental
Powers: Energy beams, missiles, strong melee attacks
XP: 283

A stronger Sentinel you first encounter on board the Arbiter. Taking it down is the same as any tough foe--lots of combos. Storm and Cyclops, with their energy ranged attacks, are good against these behemoths, as is Rogue with her mutant-powered smash and Nightcrawler, since he is hard to target. By this time, you should be able to buy and use the Hammer of Nimrod, which will make disposing of these robots even easier.

[5.4.3] Sentinel Controller

Health: 600
Resistances: Mental
Powers: Energy beams, missiles, strong melee attacks
XP: 2071

An even bigger, badder Sentinel that uses a lot more energy beam attacks.

[5.4.4] Sentinel Mark II

Health: 1500
Resistances: Mental
Powers: Energy beams, missiles, grenades
XP: 6647

These more advanced Sentinels first show up in the Sentinel factory. The Hammer of Nimrod equipped on an X-Man with a powerful ranged attack or on Nightcrawler will take them down quickly.

[5.4.5] Sentinel Platform Mark II

Health: 5000
Resistances: Mental
Powers: Lots of weapons
XP: 117987

Also known as "spider Sentinels", these are the toughest anti-mutant robots in the game. The Hammer of Nimrod gives you an advantage, and you need every advantage you can get.

[5.4.6] Sentinel Advanced

Health: 800
Resistances: Mental
Powers: Various ranged attacks: energy, freezing, fire, etc.
XP: 37331

These cyborgs first show up in the Sentinel factory. They're actually not as hard to deal with as the larger Sentinels.

[5.4.7] Sentinel Advanced Mark II

Health: 1200
Resistances: Mental
Powers: Various ranged attacks: energy, freezing, fire, etc.
XP: 88491

These are the Sentinels that attack Asteroid M during the final mission. They should not present you with much of a problem.

=====
[5.5] Morlocks
=====

Morlocks are mutants who feel shunned by society and have taken up residence in the sewers of New York City. They derive their name from the race of underground dwellers in H. G. Wells' novel, "The Time Machine".

[5.5.1] Morlock Brute

Health: 150
Resistances: Phsyical
Powers: Concussion slam
XP: 67

Brutes, along with Claws, are the basic troops of the Morlocks. Brutes are strong and can take a beating. Ranged energy attacks, especially in combos, are the best way to dispose of them.

[5.5.2] Morlock Claw

Health: 150
Resistances: Energy
Powers: Throws projectiles, can stun
XP: 51

Claws are quite agile, and jump around a lot. They won't close with you too often, preferring to stay at a distance and hit you with their projectile attack. Your best bet is some type of holding/slowing power to keep them immobile while you beat up on them.

[5.5.3] Morlock Goth

Health: 100
Resistances: Mental
Powers: Revives fallen Morlocks, teleportation
XP: 91

Goths are very nasty, not so much because they are hard to take down, they're actually quite easy. Rather, it's their ability to revive their fallen comrades that makes them such a threat. They lurk in the corners and out of the way, and you usually won't know they are there until the guy you just took down starts glowing green and gets back up. That's when you go Goth hunting. Any time you are fighting Morlocks, try and locate the Goth. You'll be happy you did.

[5.5.4] Morlock Blade

Health: 250
Resistances: Energy
Powers: Throws spikes, can stun
XP: 159

The Blade is a stronger version of the Claw first encountered halfway through the second mission in the Morlock sewers. By the time you run into them, you can frequently take them out with a single combo attack.

[5.5.5] Morlock Giant

Health: 300
Resistances: Physical
Powers: Stunning fist attack
XP: 211

A stronger melee fighter than the Brute, you won't notice much difference in how easily they go down as you'll be much stronger by the time you encounter them.

[5.5.6] Morlock Outsider

Health: 250
Resistances: Mental
Powers: Revives fallen Morlocks, teleportation
XP: 283

This is the improved version of the Goth. The Outsider is distinguished by her white hair, so pick her out of the crowd and take her down.

[5.5.7] Morlock Leviathan

Health: 600
Resistances: Physical
Powers: Power smash
XP: 4983

These brutes are Marrow's henchmen in your second fight with her. By this time they're not much of a challenge to your team; but, if you spend too much time with them, Marrow can hurt you. Take them out with an Xtreme power or some wide area-of-effect attacks.

[5.5.8] Marrow's Lieutenant

Health: 500
Resistances: Mental
Powers: Revives fallen Morlocks, teleports
XP: 8859

These are the Morlocks who, during the second battle with Marrow, teleport in, heal Marrow and her Leviathans and teleport out. You have only a few seconds to take them out, else they will prolong your fight. Fortunately, one good combo can take them down. Having Iceman Freeze them will give you time for one or two more shots.

=====
[5.6] Genetic Research and Security Organization (GRSO)
=====

These are the soldiers working for General Kincaid, an anti-mutant zealot who is, along with Magneto, one of your primary opponents. You first run into GRSO soldiers on the U.S.S. Arbiter during the fourth mission.

[5.6.1] GRSO Soldier

Health: 200
Resistances: None

Powers: None
XP: 119

These foot troops are armed with machine guns and grenades; but, aren't much tougher for you than the HAARP soldiers were in the second mission.

[5.6.2] GRSO Assault

Health: 200
Resistances: None
Powers: None
XP: 119

A GRSO soldier that uses a melee weapon--a type of sword that does additional energy damage--instead of a rifle.

[5.6.3] GRSO Officer

Health: 300
Resistances: Mental
Powers: None
XP: 283

Slightly tougher version of the GRSO soldier that uses a ranged energy weapon.

[5.6.4] GRSO Infiltrator

Health: 400
Resistances: None
Powers: None
XP: 667

These are the GRSO troops that attack X-Mansion during Interlude #5. They are tough only in numbers, since each appears with a drone. If two or three spawn in at once, you've got a fight on your hands. One-by-one they're cake.

[5.6.5] Infiltration Drone

Health: 200
Resistances: Mental
Powers: None
XP: 667

These drones are small robots that accompany the GRSO Infiltrators. They're resistant to psychic attacks, as all robots are, but aren't quite as dangerous as the troops. The main threat comes when you destroy them, as they explode a second or two afterwards.

[5.6.6] Patrol Drone

Health: 300
Resistances: Mental
Powers: Electric shock, can freeze opponent in place for a few seconds
XP: 1579

You encounter these robots in the ruins of Weapon X. By this point in time, two shots from Cyclops' Optic Beam should take care of them. Watch out, they explode when you destroy them.

[5.6.7] GRSO Skirmisher

Health: 300
Resistances: None
Powers: Energy melee attack
XP: 2103

These are the front line troops located in the ruins of the Weapon X facility.

[5.6.8] GRSO Expert Sniper

Health: 500
Resistances: Energy
Powers: Rapid fire, highly accurate machine gun
XP: 2103

These guys can really pepper you full of holes. Take them down quickly.

[5.6.9] GRSO Captain

Health: 600
Resistances: Physical
Powers: Energy gun
XP: 1003

These units are usually accompanied by Expert Snipers, and it's the snipers you've got to watch out for. The Captains aren't much trouble.

[5.6.10] GRSO Line Officer

Health: 600
Resistances: Physical
Powers: Rifle drains mutant energy
XP: 2103

Perhaps the most dangerous enemy in the Weapon X ruins, these officers can drain your mutant energy and prevent you from using your powers. Since they are resistant to physical damage, you don't want to be left without Scott's eye blasts.

[5.6.11] GRSO Commander

Health: 600
Resistances: Energy
Powers: High-powered energy gun
XP: 4983

The commanders go down pretty easily to Wolverine's Brutal Slash.

[5.6.12] GRSO Major

Health: 1000
Resistances: Mental
Powers: None
XP: 1003

By the time you encounter these troops, one combo will usually take them out.

[5.6.13] GRSO Black Guard

Health: 500
Resistances: Energy
Powers: Multiple projectile attack, high Agility
XP: 27999

These troops can be fairly nasty, since they attack from range and are resistant to most of your ranged attacks. Hit a combo with a tank or a psychic X-Man and they'll go down quickly.

[5.6.14] GRSO Elite Skirmisher/Flamer

Health: 500
Resistances: -
Powers: Energy melee weapons or flamethrower
XP: 15751

These are the primary troops in the Sentinel factory. Skirmishers use energy melee attacks; while Flamers use a flamethrower.

=====

[5.7] Weapon X Soldiers

=====

The guards of the Weapon X facility are your only opponents during Wolverine's flashback. They're fairly weak, which is a good thing since Wolverine has to go it alone against them.

[5.7.1] Weapon X Security

Health: 150
Resistances: None
Powers: None
XP: 91

Armed with an energy melee weapon.

[5.7.2] Weapon X Guard

Health: 150
Resistances: None
Powers: None
XP: 91

Armed with machine guns and grenades.

[5.7.3] Weapon X Officer

Health: 200
Resistances: None
Powers: None
XP: 283

Uses a ranged energy weapon and grenades. Watch out for his energy gun, it will sap all your health if you take a full shot. He has to charge it up though, so close in quickly on him and start Slashing.

=====
[5.8] Nuclear Plant Guards
=====

Yet more humans trying to stand in the way of the X-Men. Will they never learn? You know the drill by now, these guys are just cannon fodder to help fill the time it takes to run through the mission.

[5.8.1] Nuclear Security

Health: 200
Resistances: None
Powers: None
XP: 159

Basic melee foot troops, armed with an energy weapon.

[5.8.2] Nuclear Guard

Health: 200
Resistances: None
Powers: None
XP: 159

Ranged version of the security troops; uses a machine gun and grenades.

=====
[5.9] Shadow Creatures
=====

These are the enemies you encounter on the Astral Plane. When you first run into them, you'll think them pushovers. But that's because the 40th level Professor X is hitting them for about 250 points each blow (750 when he hits a critical). Once Prof X is gone, you're in for a fight...

[5.9.1] Astral Shade

Health: 300
Resistances: None
Powers: Energy blast
XP: 403

The weakest foe in the Astral Plane, their energy blast doesn't do much damage and they don't melee much.

[5.9.2] Astral Fiend

Health: 500
Resistances: Physical
Powers: None
XP: 403

This is a hand-to-hand combat unit. It's not very strong, but it has enough health to last for a while unless you can hit some big combos.

[5.9.3] Astral Shadow

Health: 500

Resistances: Energy
Powers: Energy blast
XP: 603

A stronger version of the Shade.

[5.9.3] Astral Goliath

Health: 500
Resistances: Physical
Powers: None
XP: 603

A powerful melee fighter, with resistance to purely physical attacks.

[5.9.4] Warped Synapse

Health: 400
Resistances: None
Powers: Damages anyone who touches it
XP: 5751

A pod that spits out ego creepers and damages anyone who touches it. Do not attack this creature hand-to-hand unless you have a lot of shielding.

[5.9.5] Ego Creeper

Health: 300
Resistances: None
Powers: Explodes on death
XP: 7

You don't get much XP for killing these offspring of the warped synapse, but they can do lot of damage when they explode.

[5.9.6] Astral Warden

Health: 400
Resistances: Mental
Powers: Psionic Blast
XP: 2103

Yeah, that's real nice. Put a mental-resistant monster on a plane where you frequently travel with mental-damage only X-Men. The wardens are tough, especially during the first mission to the Astral Plane, because all the psychic damage is greatly reduced.

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[6] Walkthrough

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[6.1] Overview
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This will be a very generalized walkthrough. First, each stage is almost

constant combat, so it would be incredibly boring to have each encounter spelled out. Only the toughest fights, including boss battles, will be specifically mentioned.

Second, there is no compass and the camera can be freely moved around, so directions like left, right, forward or back have little meaning. Unless there is some distinct frame of reference, no directions will be given, you will need to follow your map. There is usually only one way to go, so rather than very detailed directions, you will be told to go to the first objective point, go to the exit, etc.

Here are some things to watch out for while moving through each stage:

[6.1.1] Obstacles

You will frequently find your path blocked by some obstacle. There are usually several ways around the obstacle, some more efficient than others.

Gaps

Broken bridges, catwalks and deep chasms will occasionally dot your path. There's a variety of methods to get around these. The easiest way is to build a bridge. Iceman (Freeze Blast), Jean Grey (Telekinesis) and Magma (Lava Fissure) can all build bridges. Just target the blue X at the gap and unleash the appropriate power. You can also use Storm, Rogue or Jean Grey to fly the other team members across (with at least three levels of the Flight skill). Nightcrawler can teleport the other X-Men across.

Loose Metal

There are a few missions where you have to weld metal parts back together. Cyclops' Optic Beam, Storm's Lightning and Magma's Fiery Blast can all weld metal. Most of the time you will have Cyclops or Storm (or both) on your team, so leaks, broken supports, etc. will not present much of a problem.

Force Fields

You will occasionally find your way blocked by energy force fields. Some force fields have a control panel nearby that can turn them off. If that is the case, have Nightcrawler teleport through the field and turn it off; otherwise, you have to go around it--typically by stepping into a side room and bashing your way through the wall. Some force fields remain up until you complete your objectives in the area.

Fires

Your path will sometimes be blocked or obstructed by fire. In a couple of cases, a nearby fire hydrant can be broken open to douse the flames. Otherwise, use Iceman's Freeze Blast or Storm's Whirlwind to put out the flames.

Moving platforms

In some of the Astral Plane stages, moving platforms can only hold one X-Man at a time. One X-Man steps on the platform, crosses to the next walkway and flips a switch that builds a bridge for the remaining team. There is one particular stage in the final Astral Plane mission where Jean Grey must make the crossing and use TK to flip the switch. Otherwise, send over a strong fighter to deal with the shadow creatures that typically surround the switch.

Other, unique, obstacles will be covered in the walkthrough.

[6.1.2] Energy Saps

There are machines in various stages that sap your mutant energy. You can take them out with a strong melee fighter or a long-range power (Cyclops' Optic Slam is a good choice).

[6.1.3] Exploding Containers

Some containers explode when struck. Keep an eye out for the hazard symbol (three triangles arranged in a triangle) and don't destroy those containers. You can pick them up and throw them; they make very useful weapons and are also good for destroying energy saps. Be careful when fighting in a room full of exploding containers, you don't want to have one blow up in your face because your opponent has backed into it. Another way of dealing with them is hitting them with a ranged attack--even better, explode them from a distance while enemies are near them.

[6.1.4] "Secret" Areas

The auto-map prevents there being any truly hidden rooms or platforms in the game; however, some are only accessible if you have a flyer or Nightcrawler (teleporting) in your party. Some are just out of the way and you might run right by them on your way to an objective. These areas frequently contain Danger Room discs, comic books, sketch books or other useful bonus items. Keep an eye out for "unfinished" areas on your map and make sure you explore each stage to its edges.

[6.1.5] Make-a-Door

Sometimes the only way to progress is to blow a hole in the wall. Almost any character can do this (though some are better at it than others), so if a room seems otherwise inaccessible or the path seems to have reached a dead end, try knocking down the wall.

In the following walkthrough, stages with an Xtraction point will be marked with an (X). All stages in each mission are listed in the order in which you travel through them. Note, each time you transition between stages, all effects on your characters are reset, so don't bother putting up shields, etc. right before heading through a stage transition.

Select Begin Game from the main menu and watch the video of NYC playing the part of LA in the movie "Volcano".

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[6.2] Escape From New York
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Stages:

- New York City
- West Manhattan
- Central Park (X)
- East Manhattan (X)
- East Rooftops (X)
- North Rooftops

Items:

- Wolverine Comic: East Rooftops, lying out in the open in the one interior area you pass through
- Danger Room Disc Teamwork 101: North Rooftops, lying out in the open on a stair landing

Recommended X-Men:

- You have no choice, you start with Wolverine and pick up Cyclops on the way.

NOTE: The Xtraction points in these stages offer you only the ability to save or load a game. After you pick up Cyclops, you get the Change Team option; its only use is to revive Wolverine or Cyclops if one happens to die.

Your journey begins with just Wolverine tracking Blob through the streets and subways of New York City. This is your tutorial stage and you'll find lots of game hints (yellow question marks floating above the ground) lying in your path. Twice you will have to go through a subway tunnel as your way is otherwise blocked. Keep an eye out for side areas if you need additional health or energy packs. There's one stash that is down in a below-street house entrance.

Eventually you will reach Central Park and encounter Mystique. After your initial encounter, keep following Blob's footprints until Pyro blocks your path with flaming trees. While facing the burning branches, head left and pass under a bridge, then go up the stairs to the top. Go through the broken fence and drop down to the entrance of a drainage tunnel. Destroy the gate and use the drain tunnel to get back on the main path.

You will then come to an Xtraction point. Immediately beforehand, put out the fire by destroying the fire hydrant nearby. The fire hydrant has a blue X floating over it. This symbol indicates something that requires an X-Man to use a mutant power to advance. After the Xtraction point (save your game!), you will come to a bridge with an open gate underneath. This marks the beginning of your first boss battle with Mystique.

Mystique

Health: 400

Resistances: None

Powers: Shapeshifting, can disguise herself among a group of thugs

When fighting Mystique, stay behind her, away from her guns until she stops shooting, then move in and Brutal Slash her. When she calls in help, take them out quickly while you keep moving to avoid the bombs she is throwing at you. If you run out of health or energy packs, break the trash cans lining the side of the patch.

After Mystique, you'll pick up Cyclops and the two of you will continue following Blob's footprints through East Manhattan.

Blob

Health: 200

Resistances: Physical

Powers: Body slam creates a shockwave that can knock you down

While Blob may have lower health than Mystique, his physical damage

resistance absorbs a lot of what Wolverine can dish out, and Cyclops is way underpowered at this point in the game. Try to hit as many combos as you can. The best way of doing this is to control Wolverine, close in on Blob, issue the call to Cyclops and then hit Blob with a Brutal Slash about one second after calling for help. When Blob jumps in the air, run away and jump as he hits the ground so you won't be knocked down by the shockwave. You can also pick things up and throw them at Blob. If you run low on health or energy, there are lots of packs in the barrels and crates lying around.

After Blob is done, you'll pick up Alison; but, she's just a follower and cannot be controlled. Keep following the path over the rooftops of New York until you get to the X-Jet. You should pick up both a comic book and a Danger Room disc along the way.

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[6.3] Interlude #1 - X-Mansion
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Stages:

- Ground Floor
- Dormitories
- Subbasement (X)

Item:

- Danger Room Disc Teamwork 102: in the corner in the Danger Room

After most missions, you will have a "talkie" stage that usually takes place in Xavier Mansion. This is your first interlude. Your primary character in these stages is Alison Crestmere (soon to be known as Magma). This interlude begins in Professor Xavier's office and you are offered a tour of the mansion by Jean Grey or a tour of the subbasement (X-Men HQ) by Prof. X.

Start with the tour of the mansion. Located throughout the mansion are stations where you can view unlocked items. Each station is marked by a green arrow floating over it and pointing at it. Get used to that symbol; it, and a red arrow like it, will be seen in many places. Green arrows mark something you must do, operate or protect; red arrows mark something or someone that must simply be reached or must be destroyed. A third mark you'll encounter in this interlude is the exclamation point over NPC (non-player character) heads. This means you can talk with the NPC. Stand next to the character and press X to talk.

All right, you are in Prof X's office, and have accepted Jean Grey's offer of a tour. Your first stop should be behind the professor's desk; you can use the computer to read short biographies of each X-Man, but only after he or she has been unlocked. Right now, the only X-Men biographies in the computer are Wolverine, Cyclops and Jean Grey.

Exit the professor's office and you will be in the library. On the wall is a bookcase with the tell-tale green arrow. Use (press X while standing in front of it) the bookcase to see the comic books you have collected. Comic books are items found in the missions. Each comic provides a permanent stat boost for one character. In order to get the stat boosts, you must check the comics menu each time you visit X-Mansion. Until you check the menu and see the new comics collected, the stat boosts will not be applied.

On the opposite side of the library from Professor X's office is a

classroom. There's never any reason to visit this room after your first tour, unless you want to use the secondary elevator in this room. Leave the library and head down the hall to the sitting room. They'll be nothing here now, but during some interludes, you'll find X-Men hanging around in here, ready to talk. The large door in one wall leads to the estate grounds; however, you can never actually use this door.

To one side of the room is an entrance to the main foyer, which has a staircase to the second floor (dormitories) and an elevator that goes to the dormitories and the subbasement. For now, continue down the hall. At the other end of the mansion is the day room where a TV provides access to cinematics that you have already seen. Behind the TV is the other secondary elevator. To the other side of the hall is the dining room. You can find X-Men in both these rooms in later interludes.

After peeking in all the rooms on the first floor, go up the stairs or use the elevator to get to the dormitories. You can rifle through each X-Man's bedroom and look at their personal things if you want more information on them. Otherwise, there's no need to go into any bedroom except Colossus' room, which has the station where you can view concept art. Concept art is unlocked when you recover sketch books in the game.

At either end of the dormitories is a sitting room. One room contains a computer where you can review load screens that you have already seen. The other room has a television where you can play the X-Men Legends trivia game (see section 8 below). Both rooms have secondary elevators, allowing quick access to these rooms from the subbasement or ground floor, without having to wind your way through the hallways.

That does it for the upper two floors. Go back down to Professor Xavier's office and ask him to take you on a tour of the subbasement. Prof X will introduce you to the War Room, which is where you go to begin missions. He can then give you a guided tour of the subbasement. Tell him you don't need the tour and just use this walkthrough instead.

After telling Prof X you don't need the tour, you'll find yourself facing the X-Mansion's Xtraction point. Directly behind you is the main elevator. In front of you to the left and right, are the secondary elevators, or transport tubes. These secondary elevators let out into corner rooms on the ground floor and dormitory levels. On those levels, the elevators are hidden inside wood cabinets. Stand near the cabinet and press X to open the transport tube.

To your left is Beast's laboratory and the entrance to the X-Jet hangar. To your right is the medical facility and the holding cell. Inside the holding cell is a computer where you can review biographies of Brotherhood mutants.

Straight ahead, at the end of the hall, is Cerebro. To the left of Cerebro is the War Room and to the right of Cerebro is the Danger Room. Go ahead and save your game at the Xtraction point and head for the lab to your left, where you can find and talk to Beast. Then head for the medical facility for another talk with Jean Grey.

Now go to the Danger Room where you can pick up your second disc. Go ahead and run through some lessons for a quick level up. After playing in the Danger Room, head back upstairs to the ground floor and meet with Rogue in the sitting room, Iceman (Bobby Drake) in the day room and Storm in her room in the Dormitories.

Go back to the subbasement and go to the War Room. Use the computer in the

corner to talk to Forge. From now on, you can use an Xtraction point to visit Forge and buy or sell equipment: backpacks, belts and armor. Use the computer in the center of the room to start the next mission.

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[6.4] HAARPo March
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Stages:

- The Frozen Falls (X)
- The Bridge (X)
- Outer Grounds
- Inner Grounds (X)
- Maintenance Garage (X)
- Mess Hall
- Systems Operations
- Satellite Control Center (X)
- Main Tunnels (X)
- Exterior Access Tunnels (X - two)
- VTOL Pad

Items:

- Sketch book: Frozen Falls near the far transformer
- Cyclops comic: The Bridge, near the Xtraction point
- Skill point: Outer Grounds, on top of a railroad car
- Danger Room disc Combined Powers 101: Outer Grounds on top of building in to which the train has crashed
- Danger Room disc Challenge-Beast: Inner Grounds, on top of a building
- Danger Room disc Combined Powers 102: Mess Hall, side room behind crates
- Iceman comic: Satellite Control Center, near exit
- Danger Room disc Qualifying Exam 100: Main Tunnels, near exit
- Sketch book: Exterior Access Tunnels, near broken bridge

Recommended X-Men:

- Iceman; at this early level, you'll need him to put out fires for you
- Jean Grey or Iceman to build bridges
- Beast, Rogue or Wolverine as your tank
- Either Storm or Cyclops with some Leadership skill
- Recommended team: Storm, Jean Grey, Wolverine and Iceman

The Brotherhood is invading the High Frequency Active Auroral Research Program (HAARP) facility in Alaska. It's up to the X-Men to stop them and find out what they're up too. Of course, since, to humans, all mutants are just alike, the HAARP guards will be trying to kill you too.

You begin next to the X-Jet outside the HAARP facility. Leaving the jet, you have two path options:

1) Follow the road: you'll find your way blocked by a burning bonfire.
Have Iceman put out the fires and continue.

2) Follow the stream: you'll find your way blocked by a chasm.
Have Iceman or Jean build a bridge and continue.

Either way, your objective is taking out two transformers marked on your map. Next to the transformer closest to the exit is a wooded ledge with a sketch book.

When you reach The Bridge stage, you have three more transformers to destroy, then head up to the bridge. The Xtraction point is located at the beginning of the bridge. Off to one side of the bridge is Cyclops' comic. The bridge is guarded by a tank and some soldiers.

Have **your** tank (Beast, Rogue or Wolverine) jump onto the military tank and attack the **front** of the turret with your basic mutant power. Do **not** press L; let your teammates frolic with the soldiers. Once the tank is destroyed, mop up and head into the Outer Grounds.

As you head down the path, your way will be blocked by a derailed train. On the roof of the building the train crashed into is the DR disc Combined Powers 101. It's easiest for a flier (Storm, Rogue or Jean Grey) to get up there. Continue past the train, destroy the first of three transformers and then watch as a bridge is blown out.

Head left from the bridge and cross the chasm on a wrecked railroad car. After crossing, turn around and go back across the chasm using the railroad tracks, jump up onto the next car and pick up a bonus skill point (awarded to whichever X-Man picks it up). Go back across the chasm on the tracks, destroy two more transformers and head for the Inner Grounds.

Look on top of one of the large buildings for a DR disc: Challenge-Beast. Destroy three transformers, and approach the entrance to the Maintenance Garage. Another tank fight is looming, this time there are flamethrowers involved. Have Iceman put out the fires and use the same tactics as before to get into the garage.

You'll follow a convoluted path through the garage stage. When the corridor is blocked by lasers, move into the room to the side and break through the wall into the next room to get around the lasers. Continue to the exit point, which you will find locked. There's a large storeroom nearby; inside is a HAARP Officer with a keycard. Take it from him and continue to the Mess Hall.

Work your way through this stage, going around another laser beam blockade in the process. Keep your eyes out for the Combined Powers 102 DR disc, it's in a side room behind some crates. Next is Systems Operations, which is a large stage with nothing in it but enemy soldiers. Pass through to get to the Satellite Control Center.

Early in this stage, you have a mini-boss fight against Pyro:

Pyro

Health: 300

Resistances: Multiple

Powers: Throws flame, can create flame creatures

Ranged attacks work best on Pyro, as he is usually surrounded by a damaging fire shield. Take out his fire demons to take down his multiple resistances and then smite him with power combos. Iceman is a good choice to keep Pyro cooled down.

Once he's done, continue until you find the lift down to the Main Tunnels. Before using the lift, search the room to find Iceman's comic. Once in the Main Tunnels, work your way to the lift; look for the DR disc Qualifying Exam 100 next to the lift and go to the Exterior Access Tunnels.

In both tunnel stages, there are gaps where Iceman or Jean must build a bridge. Make sure you immediately rush across the bridge and engage the enemy. If you try to engage the enemy on the bridge, your teammates are likely to fall into the darkness. In the Exterior Access Tunnels, when you reach the gap that must be bridged, search to the side for a sketchbook.

At the end of the Access Tunnels is another Xtraction point next to the lift. Save your game and then take the lift to the final boss battle for this mission: Toad. Toad has been left behind by his mates, and he's trying to escape in one of HAARP's jets.

Toad

Health: 300

Resistances: Multiple

Powers: Tongue Lash

In addition to taking down Toad, you have to disable the jets he is using to try and escape. To complicate matters, HAARP troops show up from time to time to give you more trouble. Toad is resistant to physical damage, and his tongue lash can be devastating when it's unleashed. Wolverine, if you've kept Brutal Slash maxed, is devastatingly effective against Toad, especially if you can hit some combos.

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[6.5] Interlude #2 - X-Mansion
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Item: Danger Room disc Protect 202, Dormitories

After delivering Toad to the holding cell in the X-Mansion, you find yourself as Alison once again, lounging by the pool. At the other end of the pool, you can talk to Iceman. Make your way towards the mansion, stopping to speak to other students along the way. On one of the paths you can find Jubilee and talk to her.

Once in the mansion, head for the library outside Professor Xavier's office. You will be startled by the sudden appearance of Kurt Wagner, AKA Nightcrawler. Having this conversation with Kurt unlocks the Sentinel flashback. This is an optional, short mission. You only get this one chance to play this scenario. It's pretty easy and there's a comic book and Danger Room disc available in it, so have a go at it.

[6.5.1] Sentinel Flashback

Stages:

- 7th Avenue (X)
- 8th Avenue
- 9th Avenue

- 10th Avenue (X)

Items:

- Danger Room disc Defend 202: 7th Avenue, in a boarded-up alley
- Nighcrawler comic: 10th Avenue on a rooftop

In this flashback, you have a set team of Nightcrawler, Cyclops, Wolverine and Jean Grey. Advance through each stage, destroying Sentinels along the way. Keep an eye on your objectives to see how many Sentinels you have to defeat in each stage. In the first stage, 7th Avenue, you can find a DR disc in a boarded-up alley. Do your best to keep your team alive, as there is no opportunity to revive them at the Xtraction points.

In the final stage, 10th Avenue, you can get Nightcrawler's comic book from the rooftops; but, only if you have leveled up Jean Grey's Flight skill. Collect the comic before fighting the Sentinels; as soon as you dispose of eight, the scenario ends and you have no opportunity to explore. Avoid the park area in 10th Avenue, as multiple Sentinels drop on your head if you venture into the middle of the park. Skirt the edges, taking on Sentinels one-by-one until you've taken out five or six. Then enter the park and quickly take out the last two or three to end the scenario.

Back in the mansion, go up to the Dormitories and snag a DR disc, Protect 202 from one of the balconies by the stairs. Then go down to the subbasement and the Danger Room. Xavier will give you a test, which gives you an opportunity to play as Magma. You'll be placed in a long hallway, and your objective is to destroy 22 robots. Hopefully, you've leveled up Magma's Lava Fissure and Fiery Form powers, as they are more useful than her Fiery Blast. Hit the robots with Fissure, then transform to Fiery Form and beat on them. If you encounter large crowds, use Fiery Blast to break them up and then take them on one-by-one.

After defeating 22 robots, you're placed in the main Danger Room with more robots coming at you. After you've blown a bunch of them up, there's a cut scene and you're back in the subbasement. Go to Beast's lab and talk to him to open up the Juggernaut Flashback. Again, if you don't take this option to play now, you will not get another chance.

[6.5.2] Juggernaut Flashback

Stage:

- X-Mansion

Item:

- Danger Room disc Challenge-Cyclops, in the foyer

Fight Juggernaut through the X-Mansion, preventing him from getting to Professor X in the subbasement. There's a "damage meter" on the left side of the screen that fills up during Juggernaut's rampage. If it fills completely, you fail the mission. Take a side trip to the main foyer and pick up Cyclops' Challenge scenario DR disc that's lying in front of the main staircase.

Your team is Jean Grey, Cyclops, Iceman and Beast. Hit Juggs with lots of combos. Whenever he moves between rooms, he turns on his multiple resistances. Lay back while he's moving, then hit him hard once his resistances come down.

Now it's off to explore the X-Mansion, or, if you're itching for action, go

to the War Room and initiate the next mission.

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[6.6] That's Morlock It!
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Stages:

- Outfall Tunnels (X)
- Mainline Reservoir (X)
- East Trunk Line
- West Trunk Line
- Morlock Haven
- Mainline North (X)
- Filtration Reservoir (X)
- 22nd Street Steam Works

Items:

- Storm's comic: East Trunk Line, across a gap that must be bridged or flown across
- Sketch book: East Trunk Line, near the water pump
- Danger Room disc Focus 201: West Trunk Line, left path from the entrance
- Sketch book: Mainline North, hidden room--break down the wall
- Danger Room disc Focus 202: Filtration Reservoir, side platform beside bridge at start of stage
- Danger Room disc Challenge-Rogue: 22nd Street Steam Works, small ledge at back left corner from entrance, use flier to reach before starting the fight with Marrow

Recommended X-Men:

- Jean or Iceman to build bridges
- A mixture of attacks (physical, mental, energy) to deal with varying resistances of Morlocks
- Recommended team: Cyclops or Storm, Jean Grey, Rogue, Nightcrawler

Fight your way through the first two stages, which are bereft of anything notable other than new enemies--the Morlocks (just Brutes and Claws at this point). When you reach the end of the Mainline Reservoir, there's an Xtraction point and two exits. You have to enter the two "side" areas: East Trunk Line and West Trunk Line and shut off the pumps that are filling the reservoir. You can do these in either order.

In the East Trunk Line, you can cross a gap (fly or teleport over or make a bridge) and get Storm's comic book. There's also a sketch book near the water pump that you must destroy. In the West Trunk Line, take the left path from the entrance to find a Danger Room disc. Be careful in the West Trunk Line, there's a bug with one set of stairs that leads down into the sewer water. You can go down, but you can't come back up; your X-Men fall through the stairs into a bottomless pit and die. Just stay out of the sewage. After taking care of each trunk line, return to the mainline reservoir and save your game. After the second trunk line is done, you can go down into the reservoir to the Morlock Haven.

Once in the Morlock Haven, enter the center ring and talk to Healer and Marrow. After talking to Healer, you'll be able to access his shop from any Xtraction point. He sells health and energy packs, as well as essential Danger Room discs you may have missed. After talking to Marrow, go through the marked exit to Mainline North.

Here you'll have your first encounter with Morlock Goths. They can be distinguished by their black headgear; take out the Goths first so they can't revive their brethren. After using the Xtraction point to save, look for a small room that can only be accessed by knocking down the wall; you'll find a sketch book inside.

From Mainline North, you'll enter the Filtration Reservoir. There's a bad fight near the beginning of this stage. You have to cross a narrow bridge under attack from a lot of Brutes and Claws. There are two side platforms containing Goths that can keep reviving these guys as they go down. Any X-Man can jump over to the side platforms; use your tank character (Rogue or Wolverine) to take out the Goths. One of the platforms has the Focus 202 Danger Room disc.

The Xtraction point is at the end of the level; make sure you have plenty of health and energy packs and a good team before entering 22nd Street Steam Works--your boss battle with Marrow is coming right up. As soon as you enter the Steam Works, walk around to the left until the ledge ends, then fly straight ahead to a small platform with the Challenge-Rogue DR disc. Then head to the center area for the showdown with Marrow.

Marrow

Health: 600

Resistances: Mental

Powers: Projectile attack

Marrow has a lot of health, but she's only resistant to psychic attack. Take a couple of tanks and a couple of ranged energy attackers (e.g. Storm, Iceman, Wolverine and Rogue) and just keep combo-ing her spiny rear until she goes down. Fortunately, she doesn't do a huge amount of damage in return, but she will keep you busy for a while.

Once Marrow is defeated, and Gambit is free, it's time to return home.

But wait! Professor X has new information about The Brotherhood's next target. It's the submersible aircraft carrier, U.S.S. Arbiter. He stops your flight back to X-Mansion and sends you to the Arbiter instead.

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[6.7] An Arbiter-y Assignment

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Stages:

- Fore Flight Deck (X)
- Aft Flight Deck (X)
- Hangar Lift (X)
- Aft Hatchways
- Starboard Launch Bays (X)
- Fore Launch Bays
- Brig (X)
- Infirmary
- Galley (X)
- Maintenance Division

Items:

- Stat point: Hangar Lift, on a ledge
- Sketch book: Starboard Launch Bays
- Beast comic: Brig, room with a crewman
- Sketch book: Galley, room with force field door
- Danger Room disc Qualifying Exam 200: Galley, side room next to crewman

Recommended X-Men:

- Don't use a mental-attack X-Man against Sentinels (Jean isn't available anyway and you haven't unlocked Emma or Betsy yet)
- Once you reach the Brig, you absolutely must have either Cyclops or Storm, and Iceman. Nightcrawler is also very useful in this part of the mission. Prior to that point, you need at least one good tank to help take down Sentinels.
- Recommended teams: Cyclops, Storm, Nightcrawler and Wolverine for the first six stages. Cyclops, Storm, Nightcrawler and Iceman for the final four stages.

There are four Sentinel launchers on the fore deck. Each one will launch a new Sentinel as you destroy the previous one launched, so take out the launchers first (hit the crane arm) before attacking the Sentinel. Also, try and draw the GRSO soldiers away from the launchers and defeat them and recuperate before taking on the Sentinels.

pgw, of the GameFAQs X-Men Legends message board, contributes the information the launchers on will only spit out four Sentinels apiece. For extra experience, especially if you have the Hammer of Nimrod at this point, let the launchers empty themselves. You can also use this tactic on the launch bays below deck; though, there you will have between five and six Sentinels come from each launcher.

NOTE on the Sentinels: There's a glitch where, if you attack the Sentinel before it fully leaves the launch tube, it will get stuck and you cannot damage it, but it can damage you. (Not a good thing.) This is most likely to happen in the tubes below deck. Let the Sentinel step out of the launch bay before attacking it.

On the aft deck, use the Xtraction point to save, then clear the GRSO soldiers and defeat the Sentinel controller. Climb to the crane platform marked as an objective on your map. Use the control panel to swing the yellow sub over the flight deck, then cut the chain using an exploding barrel or mutant energy attack. The sub will crash through the deck and you can jump down into the Hangar Lift.

The Hangar Lift consists of three large areas side-by-side. There are ledges in the walls of the side areas that can be reached by any character using a power jump (Y, B). One of these ledges has a bonus stat point. Clear out the GRSO soldiers and head for the Aft Hatchways.

There's another Sentinel launcher in the Aft Hatchways; clear everything out and go through to the Starboard Launch Bays. There are two more Sentinel launch bays to be destroyed here. Once you get past the second and are in a long hall, enter the rooms to the side to pick up a sketch book,

then head for the Fore Launch Bays. Take out two more Sentinels and go down to the Brig.

At this point, the ship starts coming apart at the seams. Jean Grey can hold it together, but only for 15 minutes. You have to go through four stages, rescuing two crewmembers in each stage, within that 15 minutes. Now is the time to change out the team so you have Cyclops, Storm, Nightcrawler and Iceman.

As you progress through each level, there are leaks in the ship that can be sealed by either Cyclops or Storm. Each hole sealed up adds to your time; you can double your time, earning 15 extra minutes this way. Considering the importance of gaining time, you'll want both Cyclops and Storm--if one dies, you can continue sealing leaks with the other.

You need Iceman to put out fires and make bridges, which is much faster than flying each X-Man across each gap you come to. Nightcrawler helps get past force fields more quickly--just teleport through and turn them off at the control panel. Make your way through each stage methodically, but not slowly. Do whatever you have to do to free up enough memory card space for at least two saves. If you find yourself running out of time, you can back up a stage or two and try again.

Deal with the enemies, seal up the leaks and rescue the crewmen--talk to each crewman and he will follow you back to the lifeboat; you can collect both crewmen in each stage before returning to the lifeboat. If you reach the lifeboat and, for some reason, the crewman doesn't respond, move away from the exit and then back to it. All the crewmen and the lifeboat are clearly marked on your large map--use it. Follow these simple instructions and you'll make it through these stages with time to spare.

Along the way, keep an eye out for hidden items. In the Brig, you can pick up Beast's comic book in one of the rooms with a crewman. In the Galley, shortly after leaving the Xtraction point, you'll come to a room where the door is blocked by a force field. Have Nightcrawler teleport through and pick up a sketch book. If you don't have Kurt, continue on until you get to the missing bridge. Move along the catwalk to the right of the gap and bust a hole in the wall into the room with the book. Also in the Galley, there's a DR disc, Qualifying Exam 200, in a room next to one of the rooms with a crewman. Break the wall to get to it.

After rescuing all eight crewmen, it's back to the X-Mansion for you.

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[6.8] Interlude #3 - X-Mansion
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You start in your room in the dormitories. There's nothing to do up here except look at new concept art you've acquired. On the ground floor you can look at your new comics and talk to Nightcrawler in the sitting room, Jubilee in the day room and Iceman in the dining room. In the subbasement, you can talk to Beast in his lab and Jean Grey in Cerebro.

Your first objective is to speak to Storm and Wolverine in the Danger Room. They'll send you in for another test, your qualifying exam for the X-Men.

[6.8.1] Magma Qualification Exam

Stages:

- New York City
- West Manhattan
- Central Park
- East Manhattan (X)

Items:

- Magma comic: Central Park beside broken bridge
- Sketch book: Central Park beside drain tunnel entrance

This is an exact repeat of the first mission, with Magma in the place of Wolverine and ending after the fight with Blob. You'll find it very easy because the enemies have not increased in power. During the mission, pick up Magma's comic from beside the broken bridge in Central Park. Also in Central Park, at the entrance to the drainage tunnel, you can get a sketch book. After Blob is defeated, you'll talk to Professor Xavier and officially become an X-Man. Magma is now available for missions.

Afterwards, you're back in your room, now in your X-Man costume. Head down to the subbasement, go to the X-Jet hangar and talk to Wolverine to initiate the Weapon X Flashback. Unlike Nightcrawler and Beast, you must ask the right questions to open the flashback. First comment how Jean refers to Logan as a man of mystery, then ask the questions about the Weapon X experiment. You'll get your one-and-only chance to play the flashback.

[6.8.2] Weapon X Flashback

Stages:

- Infusion Trials (X)
- Lab Support
- Fission Gate (X)

Items:

- Danger Room disc Survival 302: Lab Support, in a side lab
- Danger Room disc Challenge-Wolverine: Fission Gate, past room with the Director

In this mission, you play only as Wolverine. Your job is to track down the director of the Weapon X project. Rampage your way through each level; if you've kept Brutal Slash maxed, most of the troops will go down to a single blow, the officers take two Slashes.

Look for a DR disc in Lab Support in a lab that is off the main path. When you reach the Xtraction point in Fission Gate, you'll be at a nuclear core. From the Xtraction point facing the core, go down the left stairs. Use a power jump (Y, B) to clear the gaps in the catwalk and use the console to turn off the automated security guns.

Go back around past the Xtraction point, down the stairs, dodge the flames, down more stairs, wait for the core to flash twice, then down the stairs, run around, jump the gap and go up the next set of stairs. Go up some more stairs, dodge the flames, up the stairs, jump the gap and up the stairs to the room with the director. Avoid getting close to the director and go through the door opposite where you came in and down the stairs to get the Challenge-Wolverine DR disc. Then go meet with the director to end the flashback.

You are now finished with the third interlude and can go to the War Room to

begin the next mission, to the Boshnoy Nuclear Plant in Siberia.

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[6.9] Nuclear Family
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Stages:

- Primary Control Center (X)
- Turbine Facility (X)
- Reactor Core
- Coolant Pumps (X)
- Conversion Sequencer (X)
- Secondary Control Center (X)
- Condenser Controls

Items:

- Danger Room disc Assault 301: Primary Control Center, in a pit in first room
- Jubilee's comic: Reactor Core, low-lying platform, use flier to reach
- Sketch book: Secondary Control Center, high platform near exit
- Danger Room disc Challenge-Storm: Condenser Controls, fly to a ledge near set of stairs
- Danger Room disc Assault 302: Conversion Sequencer, fly to platform from blast door controls
- Bonus stat point: Conversion Sequencer, same as DR disc Assault 302

Recommended X-Men:

- Iceman, Jean Grey or Magma to build bridges
- Storm, Magma, or Cyclops to do some welding
- Jean Grey or Storm to move things around
- Recommended team: Storm, Jean Grey, Cyclops and Wolverine

After talking to the lab tech in the first stage, drop down into the pit and walk around until you find the DR disc (Assault 301). Continue to the Turbine Facility. Watch out for the electrified bridge and be sure to cross quickly and call your teammates to you. Try not to fight on the catwalks and bridges.

In the Reactor Core, you find the Brotherhood is overloading the core and you have to turn on the coolant pumps. To get to the coolant pumps, you have to take down a force field covering the door. The control is over another electrified bridge. After the force field is down, continue past the door and have a flier (Storm, Jean Grey or Rogue) drop down to a platform below you and pick up Jubilee's comic and then fly back up.

Go to the Coolant Pumps and turn them on, then go back to the Reactor Core and use the control panel to raise the coolant level. Now you can continue to the Conversion Sequencer. Find your way through to the Secondary Control Center. After you turn off the force field and talk to the lab tech, you are on the clock again; but, this time it's much easier to finish in time.

On the way to the exit, fly up to a platform above the stairs and pick up a sketch book. In the Condenser Controls, after you've gone down one set of stairs and then up another, look over to see a DR disc (Challenge-Storm). Fly over to the ledge and pick it up and then fly back. Continue until you reach the exit back into the Conversion Sequencer (use Storm's Whirlwind to put out the fire). This upper level of the Conversion Sequencer stage has the Xtraction point.

From the Xtraction point, fly to the left through the open blast doors and pick up the Assault 302 DR disc and a bonus stat point. Now go to the regulator bracket arms and push them into place with either Jean's Telekinesis or Storm's Whirlwind and then weld them with either Storm's Lightning, Cyclops' Optic Beam or Magma's Fiery Blast.

Thus ends the mission at the nuclear plant, but Colossus does not want to leave his sister, Illyana, who is in a coma. You offer to take her to the Mutant Research Center on Muir Island...

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[6.10] Interlude #4 - Muir Island
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Stages:

- Muir Island
- Com Core

Items:

- Sketch book: main labs of Muir Island, lying out in the open

After the cut scenes, your first objective is to find Forge and speak with him. Spend some time exploring the labs and speaking with the other characters. You'll also find a sketch book lying around. Speak to Forge and he'll ask you to manually reboot the supercomputer. Agree to help and you'll be transported to the Com Core.

This is a simple, short mission you play as Magma. Take out the robots and follow Forge's directions. Once complete, you'll be in another cut scene in the lab, which ends with everyone heading back to X-Mansion.

NOTE: Many people have reported the final cut scene ends without transporting you back to the X-Mansion. Saving, resetting your Gamecube and reloading seems to solve the problem; however, you should be able to avoid this issue if you allow the cut scene dialogue to play itself out without skipping ahead by pressing A.

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[6.11] Interlude #5 - X-Mansion
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Stages:

- X-Mansion Back Lawn
- X-Mansion (X)
- X-Mansion Back Lawn-GRSO (X)
- X-Mansion Front Lawn-GRSO
- X-Mansion (X)

Items:

- Sketch book: by the pool immediately after interlude begins

- Danger Room disc Challenge-Iceman: 2nd floor balcony in X-Mansion
- Rogue Comic: holding cell in the subbasement of X-Mansion

Once again, you are lounging by the pool. Pick up a sketch book from the area around the pool and then head for the mansion. You can talk to Colossus right outside the main doors, then go inside. In the sitting room you'll meet a new character, Emma Frost (aka White Queen). After talking to her, continue exploring the mansion.

You'll find Cyclops by the door to the library. Rogue and Gambit are having a "discussion" in the day room. Upstairs, you can find the Danger Room disc Challenge-Iceman along the balcony next to the stairs. In the subbasement, talk to Beast in his lab, pick up Rogue's comic from the holding cell, play in the Danger Room and talk to Nightcrawler in the War Room. Then begin the next mission.

The X-Mansion comes under attack. You'll have to clear the back and front lawns of the mansion of cloaked GRSO soldiers and drones. Use a flier to quickly go back-and-forth across the lawns until a soldier "de-cloaks", then call your teammates to you. Pick your favorite X-Men; you'll have two new ones to choose from: Emma Frost and Colossus; however, Jean Grey is not available. There are no items to collect. There is an Xtraction point on the back lawn, where you begin.

Once finished, there's another cut scene and you can explore the mansion again. Not much has changed, but you do need to go talk to Jean Grey, who is in Cerebro. If you didn't pick up the DR disc or comic prior to the GRSO invasion, do so now. Then head for the War Room to begin the next mission.

You have a choice of two missions: rescue Illyana from the Astral Plane or investigate the ruins of the Weapon X facility. The Astral Plane will be described first, but you may finish these missions in any order. If you choose the Weapon X mission first, you get a cutscene that does not play if you perform that mission second.

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 [6.12] Illyana on the Astral Plane
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Stages:

- The Shadow Gallery (X)
- The Chamber of Echoes (X)
- The Endless Stairs
- The Lonely Dark (X)

Items:

- Danger Room disc Challenge-Phoenix: Shadow Gallery, below the main path
- Danger Room Disc Qualifying Exam 300: Chamber of Echoes, side room from Xtraction point
- Astral Stone: The Lonely Dark, next to Xtraction Point
- Emma Frost Comic: The Lonely Dark, opposite corner of the map from the Xtraction point

Recommended X-Men:

- Your team is Jean Grey, Emma Frost and Professor X (note, this is the only mission where you can use Prof X). If Prof X dies at any time, the game is over and you have to reload.

The Xtraction points in the Astral Plane actually allow access to all the options: Change Team, Save, Load, Danger Room, Forge and Healer. The Change Team screen; however, is only useful if Jean or Emma dies and needs to be revived.

The Astral Plane can be difficult to navigate because the floors and walls are translucent. The large map can help you find your way. From the starting Xtraction point in The Shadow Gallery, go up the side stairs on either side and flip the switches. One has to be switched by Jean's TK power. That will open the door and allow you to continue.

As you follow the path, keep your eyes peeled for a DR disc, Challenge-Phoenix, that you can see through the floor. In the room immediately before the exit, you can drop down to the lower platform, get the disc, and jump back up. (Note: You cannot fly in the Astral Plane.)

Continue to The Chamber of Echoes. During this mission, any time you come to a moving platform, send Professor X ahead to flip the switch to build a bridge. When you reach the Xtraction point in the Chamber of Echoes, explore the area surrounding it to find a side room that has the DR disc Qualifying Exam 300. Move on to the exit and advance to the Endless Stairs.

There's a lot of combat in this area, and you will meet with astral wardens near the end. They are going to be tougher foes because they are resistant to mental attacks. When you reach the exit, Professor X will leave the group, and Emma and Jean have to continue to the Lonely Dark alone.

Once into the Lonely Dark, you're in for a much more difficult challenge. Now that it is just Emma and Jean, the shadow foes are more difficult to put down. If you have leveled Emma as an almost pure melee fighter, you'll have an easier time. Keep her shell up and just melee the fiends while Jean uses Psychic Shout. You can find the Astral Stone near the Xtraction Point. At the opposite corner of the map from the Xtraction point is Emma Frost's comic book.

Once you rescue Illyana, the mission is over and you will jump straight to the Weapon X mission; unless, you have already completed that mission, in which case you will return to X-Mansion.

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[6.13] Weapon X Part Deux
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Stages:

- Infusion Trials Ruins (X)
- Lab Support Ruins
- C-Block Ruins (X)
- D-Block Ruins
- Holding Cells (X)

Items:

- Danger Room disc Sabotage 402: Infusion Trials Ruins, in pit near Xtraction point
- XP Bonus, 30,000 points: Infusion Trials Ruins, room next to second

power block

- Danger Room disc Challenge-Nightcrawler: C-Block Ruins, same room as switch that opens the exit
- Danger Room disc Focus 401: D-Block Ruins, near entrance

Recommended X-Men:

- You've got Cyclops to start out and Wolverine joins you along the way.

Xtraction points in the Weapon X facility only allow Saving and Loading.

You begin in the ruins of the Infusion Trials area. In an adjacent room is a pit; in the pit is the Danger Room disc Sabotage 402. Just a couple of rooms away is your first Xtraction point. Make your way to the two objective points on your map and use your Optic Beam on the power blocks to turn them on. At the second power block, which is on a small platform next to a stairway, find the door and go into the side room for a 30,000 experience point bonus.

In the Lab Support Ruins, you have to find two more power blocks and turn them on. You will then encounter your little brother, Alex Summers, AKA Havok. Havok has joined the Brotherhood, and you will have to beat some sense into his head. Your Optic Beam is useless against him; hopefully, you have leveled up your Tactics power. Turn it on and use your fists and feet to beat him down. His power is useless against you as well, so it takes time but it isn't hard.

When Havok has been shown the error of his ways, Wolverine shows up and the three of you make your way to the exit. When the C-Block Ruins stage loads, Wolverine is now part of your party. Now you begin to encounter some tough GRSO units, and there are a lot of energy saps. Clear the C-Block Ruins and, in the room where you open the exit, look for the Challenge - Nightcrawler DR disc.

After entering the D-Block Ruins, take your first left and go around to come in behind the energy sap. Shoot it and then deal with the GRSO Commander and his support. Get a keycard from the Commander's leftovers, and then go through the door behind where the sap used to be to find the Focus 401 DR disc.

Once you reach the holding cells, make your way to the upper level to the objective points, which are the control panels keeping the cell force fields in place. Watch out for energy saps, and destroy them before they suck up all your energy. One of the officers on the upper level is carrying a key card that will give you access to a side room where you can pick up a sketch book.

Once you've unlocked both cell blocks, head for the exit. The mission is over, and it's back to the mansion or on to the Astral Plane.

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[6.14] Interlude #6 - X-Mansion
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After a cut scene where Emma and Jean moan and wail about Professor X, Magneto comes calling on Xavier. With Charles out of action, it is up to a team of four X-Men to meet with him. Unfortunately, a bunch of Sentinels pick that very moment to crash the party.

You have to destroy 12 Sentinels on the front lawn. There's an Xtraction point near the front door if you need to change out team members or want to save your game. These Sentinels are the same as the ones you fought on the Arbiter. At this point, you could equip Kurt with the Hammer of Nimrod and he can beat each Sentinel by himself.

Once you've downed a dozen, there's a cut scene and then you're back in the mansion. Your Objectives screen has a long list of people to talk to, and then you can go meet in the War Room for the next mission. The people you should see are:

- Wolverine is in the day room, lounging on the couch
- Emma Frost and Jean Grey are in Cerebro
- Beast, Storm, Colossus and Illyana are in the medical lab
- Cyclops is in the War Room

After talking to Cyclops, use the War Room computer to start the next mission.

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[6.15] Morlock, More Power
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Stages:

- Morlock Haven
- Storm Drain (X)
- Influent Bypass (X)
- Wastewater Basin (X)
- Overflow Reservoir
- Mount Entrance (X)
- Transport Conduit

Items:

- Sketch book: Storm Drain, side platform across a small bridge
- Gambit Comic: Influent Bypass, side tunnel before stage objective
- Danger Room disc Focus 402: Influent Bypass, upper level next to lever
- Danger Room disc Challenge-Colossus: Overflow Reservoir, knock down wall into small room near entrance
- Danger Room disc Graduation Exam 400: Overflow Reservoir, in room with lever that frees Healer
- Danger Room disc Challenge-Magma: Mount Entrance, small strip of rock near exit
- Sketch book: Mount Entrance, bottom of the ramp to the control panel that opens the door

Recommended X-Men:

- For once you don't need a bridge-builder or flier
- Both Iceman and Emma Frost come in handy for the boss battle

- You'll want a variety of damage types to deal with the various resistances of the Morlocks and Acolytes.

- Recommended team: Storm, Colossus, Jean Grey and Emma Frost

The Morlocks have gotten themselves tied in with the Brotherhood and are holding the key to getting into Magneto's base, Asteroid M. It's time to pay the sewer dwellers another visit. You begin in the Morlock Haven. Go into the center section and find the Morlock who is pilfering supplies from Healer's shop. Go through his entire conversation and you will be able to leave through one of the side doors and enter the Storm Drain.

In about the fourth room of the Storm Drain stage, right before you are forced to go down into the sewage, go across a small bridge to a side platform to pick up a sketch book. Continue to Influent Bypass.

In the Bypass, just before you reach the objective point marked on your map, turn and head down the side hallway until you find Gambit's comic. When you get to the objective point (a lever), run along the right side of the room from the entrance to pick up a Danger Room disc, Focus 402.

Continue through the Wastewater Basin; the Xtraction point is located near the exit. Shortly after entering the Overflow Reservoir, you'll enter a large room with two small rooms in the center; inside is the DR disc, Challenge - Colossus. When you reach the room with the lever to free Healer, search for the DR disc, Graduation Exam 400. After freeing Healer, talk to him and then go into the next room and use Gateway's portal to get to The Mount.

When you reach the Mount Entrance, continue along the path until you see a ledge going up to your right. The Xtraction point is at the top of the ledge. Past the Xtraction point, when you reach the large door, continue along the narrow strip of rock to find the DR disc, Challenge - Magma. Now go over the bridge to get to the control panel that opens the door. At the bottom of the ramp leading to the control panel is a sketch book.

Use the Xtraction point before entering the Transport Conduit. Add Iceman to your team in place of your tank. You have a fight against Avalanche and Sabretooth before you. Your main focus should be Avalanche--as soon as he's beaten, both mutants will flee. Avalanche is physical resistant and he's very dangerous at close range.

Avalanche

Health: 1800

Resistances: Physical

Powers: Concussion blast, Concussion slam, Quake

Keep up the combos on Avalanche and ignore Sabretooth. Use Iceman to slow or freeze Avalanche so he can't use his powers. A good X-Man to use here is Emma Frost. With her Shell up, Avalanche can't hurt her, even toe-to-toe; her Hardness skill will deflect some of Avalanche's damage back onto him and Emma's Psionic Strike/Fury skill will bypass his physical resistance. Keep control of Emma, engage Avalanche and spam the L button to keep your teammates focused on Avalanche. He'll go down in less than a minute with these tactics.

After Avalanche and Sabretooth have fled, it's time to regroup at X-Mansion.

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[6.16] Interlude #7 - X-Mansion
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Items:

- Sketch book: ground floor, dining room

This interlude begins with Alison in her room, complaining to her diary about the new ice age on Earth. Bummer. There's nothing to see or do up here unless you want to look at some of your newly acquired concept art, so head down to the ground floor.

You can pick up another sketch book in the dining room, and look at your new comics. Then it's time to go to the subbasement. Beast is working in his lab. Jean Grey is caring for Professor X in the medical lab. Emma Frost is in Cerebro, and Wolverine is standing outside the Danger Room.

Now is a good time to make use of your newly acquired Graduation Exam 400 Danger Room scenario. Within 20 minutes, you can have all your X-Men to at least 30th level. You can get them all to 35th level if you spend a bit more time at it. When you're ready for a mission again, go to the War Room and use the computer. There are three missions that need to be completed, in any order, and there will be no interludes between them.

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[6.17] Juggernaut Jig
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Items:

- Danger Room disc Survival 501: starting point
- Colossus Comic: center, round room

Recommended X-Men:

- A team that has a variety of damage types and can easily hit power combos. Emma or Jubilee is good for keeping Juggernaut confused and off-balance.

Juggs is on the loose at the Mutant Research Center on Muir Island. Looks like the X-Men are going to be putting in some overtime today...

After the cut scenes, pick up a Danger Room disc, Survival 501, from right in front of you. In the center, round room, you can pick up Colossus' comic book.

Juggernaut

Health: 4000

Resistances: Mental

Powers: Shield gives multiple resistances, power smash

Keep after Juggernaut, and keep up the combos. When he puts up his energy shields--signified by a glowing, red circle around him--lay back a little as you won't do much damage to him. Wait for the shields to come down and lay into him again.

After Juggernaut is beaten, there's a cut scene and then you can chat with

Forge, Moira and Multiple Man. When you're finished, head for the door and either load the next mission, or, if you saved Juggs for last, head back to X-Mansion.

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[6.18] 48 Sentinels on Parade
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Stages:

- East 2nd Street (X)
- East 4th Street
- East 5th Street (X)
- East 6th Street

Items:

- Danger Room disc Survival 502: East 2nd St, alcove near exit
- Danger Room disc Challenge-Jubilee: East 4th St, stairs near exit
- Sketch book: East 5th St, alcove near Xtraction point
- Stat point: East 6th St, subway entrance near ambulance

Recommended X-Men:

- The only opponents in this mission are Sentinels, so leave the psychics (Jean and Emma) at home
- With the Hammer of Nimrod and Legend Frenzy (you did power level in the DR in the last Interlude, right?), Nightcrawler can take down each Sentinel by himself. With a power combo or two, he can take down two Sentinels with one Frenzy.
- You'll have to put out some fires, so you'll need Storm or Iceman
- Recommended team: Nightcrawler, Iceman and any two other mutants

There are riots in New York City, and the mutant-hunting Sentinels stomping around are not helping. You must take a team of X-Men through four stages of Sentinel hunting and mutant rescues. In each stage you must lead a number of mutants to an ambulance, much like leading the crewmen of the Arbiter to a lifeboat; there's no time limit. You must also defeat some Sentinel Mark IIs in each stage. The number of mutants needing rescue and the number of Sentinels that need to be destroyed are:

- East 2nd Street: 3 mutants, 9 Sentinels
- East 4th Street: 4 mutants, 11 Sentinels
- East 5th Street: 5 mutants, 13 Sentinels
- East 6th Street: 6 mutants, 15 Sentinels

Some basic tips:

- Advance slowly so no more than one or two Sentinels drop on you. Be aware there are usually Sentinels near the mutants that need to be rescued.
- There are very few health or energy packs available in these areas. Use the Xtraction points to visit Healer and purchase a full supply. Sell off equipment if you have to.
- The Sentinels explode when destroyed, so run away as they fall and call your team to you.

- Keep a couple of Tissue Generators in your inventory. If things get really bad, you can always run away, equip the TGs and heal up.
- When you meet a young Bishop in East 6th St., do not use Nightcrawler's Flurry attack on the Sentinel, else he will invariably fall through the scene and die--and there's no Xtraction point to revive him. When you get the notice there's a young boy in trouble, switch Kurt to AI control and set his AI power as Teleport Leap. Put the Hammer of Nimrod on your next strongest X-Man (e.g. Cyclops, Colossus, Wolverine) and beat the one Sentinel threatening Bishop. Then switch everything back to normal.

You can pick up a few items in these stages. In East 2nd Street, to the right of the exit (as you're facing the exit), is an alcove with the DR disc, Survival 502. In East 4th Street, on the street leading up to the exit, is a fire on a stairway. Put the fire out with Storm or Iceman and collect the DR disc, Challenge-Jubilee. Also on East 4th Street, you'll help Psylocke with a couple of Sentinels. After this series of missions, Psylocke will be available for your team.

In East 5th Street, you'll get your first taste of fighting a Sentinel Weapons Platform. You can also collect a sketch book behind a tree in an alcove. From the Xtraction point facing the ambulance, head right from the ambulance and look for it along the right side of the street. In East 6th St, head away towards two mutants who are cowering near each other (marked as objectives on your map). Just before reaching the mutants, there is a subway entrance blocked by a fire. Put out the fire and go down the stairs to collect a bonus stat point. Once the last stage is complete, you'll either advance to the next mission, or return to X-Mansion, if you saved this mission for last.

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 [6.19] Got Morlock?
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Stages:

- Pumping Station (X)
- Grit Flowage
- Sedimentary (X)
- Dechlorination Area

Items:

- Sketch book: Pumping Station, near 4th ladder
- Danger Room disc Sabotage 501: Grit Flowage, behind energy sap
- Danger Room disc Challenge-Gambit: Dechlorination, side ledge, requires flier

Recommended X-Men:

- You'll want a team with a variety of damage types to overcome the different resistances of the GRSO soldiers.
- You'll want one or two ranged fighters to take out the ladders and teleport beacons quickly.
- You will need a flier prior to the last stage, if you want the DR disc
- You need a bridge builder

- Storm can be especially useful if you've leveled up her Chain Lightning power. Stand next to a teleport beacon, wait for a bunch of GRSO soldiers to teleport in, then hit the beacon with Chain Lightning and watch what happens...
- Iceman is especially handy for the boss battle against Marrow
- Recommended team: Storm, Jean Grey, Iceman, Colossus

GRSO soldiers are invading the Morlock sewers. It's up to the X-Men to save the worthless hides of the Morlocks. And be thoroughly unappreciated for the effort.

The first three stages require you to destroy the GRSO soldiers' means of access to the tunnels. You have to destroy four ladders and four teleport beacons in each stage. All ladders and beacons are marked on your map.

First up is the Pumping Station; next to the fourth ladder you destroy is a sketch book. Next up is Grit Flowage; after the second ladder has been destroyed, and you reach the energy sap, search the area behind the sap for the DR disc, Sabotage 501.

From Grit Flowage, you enter Sedimentary and destroy another four ladders and four teleport beacons. The Xtraction point is near the exit. Stock up on health and energy packs (if you need them), get your team set for a huge boss battle (change out psychic X-Men for energy or physical X-Men), save your game and then head through the door to Dechlorination.

Marrow

Health: 2000

Resistances: Mental

Powers: Throws bone projectiles in a 90-degree arc

As the battle begins, quickly take a flier on a circuit of the outer rim of the room. You're looking for a DR disc, Challenge - Gambit. Once you have it, quickly return to the fight. Each time you beat Marrow down, one of Marrow's Lieutenants pops up in one of the corners of the main stage and revives her and all her Leviathan henchmen. Killing the Lieutenants when they pop up will shorten the fight; however, you can still beat Marrow down without taking out the Lieutenants. Each time she is revived, she has less of her full health, and she will eventually not be able to get back up.

When Marrow gets low on health, quickly run over to a corner and look for the Lieutenant. Iceman is a good X-Man to have here, as he can slow, or even freeze, the Lieutenant and allow your team to get over for the kill. There are four Lieutenants, so you're going to have to fight Marrow and her "Gene Nation" at least five times. It is recommended that you have purchased some Xtreme powers and saved all your tokens so you can, at least, dispose of the henchmen easily.

Once Marrow is finally finished, the mission ends in a cut scene and it is either on to the next mission or back to X-Mansion.

=====
[6.20] Interlude #8 - X-Mansion
=====

There's not much to see or do this time. You can speak to Emma Frost in Cerebro, Jean Grey in the medical lab and Psylocke in the day room. Once you've talked to those three, you can speak to Beast in his lab. Then go to the War Room to initiate the next mission. Thanks to Beast, the Astral Gate is now working and the entire team can enter the Astral Plane to rescue Xavier's mind.

=====
[6.21] I Fall To Pieces...
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Stages:

- The Threshold (X)
- The Guardian Statues
- The Chamber of Earth
- The Hall of Fire
- The Colosseum

Items:

- Danger Room disc Protect 601: Threshold, bottom of stairs to the right from Xtraction point, as you face astral doors
- Danger Room disc Challenge-Emma Frost: Guardian Statues, take a left before taking a right to get to the objective
- Sketch book: Chamber of Earth, room right after first floating platform
- Emma Frost Comic: Hall of Fire, left from entrance

Recommended X-Men:

- Ranged fighters work best for the mini-boss battles
- A mix of damage types is useful for overcoming multiple resistances
- Recommended team: Cyclops, Storm, Psylocke and Colossus

Shadow King seems to have fragmented Xavier's mind. Three important pieces of his mind are held in three areas. You must collect each piece and bring it back to the Threshold in order to enter Xavier's mind and rescue him. There's an Xtraction point here on the Threshold, and you can come back here between each stage, save your game, sell or purchase supplies and change your team. While standing on the Xtraction point looking at the astral doors that lead to the three stages, go to your right and search around the bottom of the stairs for a DR disc, Protect 601.

At the Xtraction point, the stages, from left to right, are:

Guardian Statues

Follow the path. Before you take a right to reach your objective point, turn left and pick up the DR disc, Challenge - Emma Frost. On the way back out, you have to fight Dark Blob. Look for the glowing statues and destroy them to take down his multiple resistances.

Dark Blob

Health: 2500
Resistances: Multiple
Powers: Belly flop

Chamber of Earth

First go left from the entrance and use the switch, then go back past the entrance and go around the other way. Send a good fighter on the moving platform and use the switch to reunite the team. You can get a sketch book from the room right before the switch. On the way back out, you're in for a fight with Dark Avalanche. Use the same techniques here as you used against Avalanche at The Mount.

Dark Avalanche

Health: 2000
Resistances: Physical
Powers: Quake, concussion slam

Hall of Fire

From the entrance, take the left path to find Emma Frost's comic book. Continue to the objective. On your way back out, you'll have to fight Dark Pyro. Destroy his fire creatures to take down his multiple resistances, and beat on him with power combos. A group of four ranged attackers is recommended, or tanks with very good personal shields. Try to keep shields up and hit Pyro from range to avoid damage from his fiery shield.

Dark Pyro

Health: 1000
Resistances: Multiple
Powers: Column of fire, fire shield, fire blast

After you've collected Xavier's wisdom, honor and knowledge, go to the upper platform of the Threshold and the door to the Colosseum will open. Inside, you'll find Xavier under the control of Shadow King, and you will have to fight a bunch of champions from the Astral Plane. They shouldn't be much of a problem. After, Xavier comes out of his mental stupor, but Shadow King spirits him away.

The group reconvenes at X-Mansion. Beast informs the team he needs a Sentinel guidance system sensor and navigational controller to get the X-Jet through to Asteroid M; so, it's off to the Sentinel factory in Europe...

=====
[6.22] Sentinels 'R Us
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Stages:

- Factory Grounds (X)
- Fabrication Facility (X)
- Armor Application
- Leg Attachment (X)
- Arm Attachment
- Head Attachment (X)
- Storage Warehouse
- Bio Labs Holding (X)
- Bio Lab Workshop (X)
- Bio Lab Gallery (X)
- Subject Retention Center (X)

- Bio-Chamber Storage (X)

Items:

- Sketch book: Factory Grounds, in cargo box on far side of main building
- Danger Room disc Qualifying Exam 500: Fabrication Facility, across the first bridge, blow a hole in the back wall of the room
- Danger Room disc Focus 601: Head Attachment, room next to guidance sensor
- Sketch book: Bio Lab Workshop, over a pit in one of the labs
- Danger Room disc Nightmare-Wolverine: Bio Lab Gallery, on top of a generator in room with second Sentinel weapons platform
- Skill point: Subject Retention Center, requires Nightcrawler and either Storm or Rogue to retrieve

Recommended X-Men:

- Magma or Iceman to build bridges; Jean could build them, but her psychic attacks are not as useful as Magma or Iceman's energy attacks
- Cyclops, Storm or Magma for welding
- Cyclops or Storm for Leadership
- A tank
- A flier for obtaining a sketch book
- Nightcrawler with Legend Frenzy and the Hammer of Nimrod is still your best option for taking down Sentinels.
- Nightcrawler and either Storm or Rogue for a bonus skill point
- Recommended team: Storm, Nightcrawler, Iceman, Colossus

In the first stage, take out four tanks and their guards. By this point, a ranged character should be able to take out a tank in one shot. Continue all the way around the building, taking out the GRSO Captain on the far side for his keycard; get the sketch book from the cargo box just beyond him.

In the Fabrication Facility, follow the path until you cross a bridge. Blow a hole in the back wall of the room after the bridge and collect Qualifying Exam 500. You have to destroy three Sentinel production machines in this stage and the next.

In Leg Attachment, you have to disable two leg placement machines. In the Arm Attachment area, you must not only shut down the arm placement machines, you must seal the doors the Sentinels are coming through. Use Cyclops, Storm or Magma to weld the doors shut.

In Head Attachment, you will finally get the guidance sensor. On the way, there's another door that needs to be sealed up less it keep spitting out Sentinels. Once you obtain the sensor, go across the bridge to a small room and pick up a DR disc, Focus 601.

When you reach the Storage Warehouse, you have to destroy eight Sentinels.

The Sentinels come at you two-by-two. Be careful not to run further down the corridor where they are located, or you'll set off the next two in line. After the first four Sentinels are destroyed, you'll pick up the navigational controller. After the next four Sentinels are destroyed, you will encounter Sentinel Advanced cyborgs for the first time. After the Mark IIs you've been fighting, the bio-Sentinels will seem easy.

Continue down into the depths of the factory, exploring the bio-labs where the new cyborgs are built. After you reach the Xtraction point in the Workshop, in the next large lab, there's a pit filled with gas. The gas will kill you if you drop into it; send a flier over to the small I-beam and pick up the sketch book.

In the Bio Lab Gallery, after the second fight with a Sentinel platform Mark II, search the room. There is a DR disc, Nightmare - Wolverine, on top of one of the generators. Next up is the Subject Retention Center, where you will have to free several Morlock prisoners.

First, free Gateway by destroying one of the pillars of his cage. Talk to him to get a portal open to New York City. Then head through the stage, freeing the other prisoners. There is one spot where you have to build two bridges to cells that are surrounded by the deadly gas you encountered earlier. There is a bonus skill point available here, but you need Nightcrawler and either Storm or Rogue to get it.

Have Storm or Rogue pick Nightcrawler up and fly him around to a ledge at the back of the cells. Kurt can then teleport the two of them through the wall and destroy the Sentinel advanced. You then need Storm or Rogue to take down one of the pillars, bringing down the force field and allowing you to get the bonus point. (Note: Jean Grey isn't much help here against the Sentinel, nor can she help destroy the pillar.)

Once you've guided all five Morlock prisoners to Gateway, General Kincaid makes an appearance and your next objective is to chase him down. Follow him through Bio-Chamber Storage until your way is blocked and you have to go back to X-Mansion. With the Sentinel factory shut down, it's time to get Xavier back from the Astral Plane.

=====
[6.23] Three Strikes and You're Out, Shadow King
=====

Stages:

- The Forsaken Place (X - 2)
- The Forbidden Halls
- The Lost Passages (X)

Items:

- Jean Grey's Comic: Forsaken Place, from Xtraction point, go left, comic is in room at far corner of map
- Danger Room disc Nightmare-Cyclops: Forsaken Place, next room beyond comic

Recommended X-Men:

- Jean Grey is necessary as there are a couple of places you need her TK power to throw a switch (Storm's Whirlwind, alas, will not work)
- Recommended team: Cyclops, Storm, Jean Grey and Colossus--

energy, psychic and physical attacks plus outrageous combo bonuses and 100 points of damage reduction.

It's your third--and last--trip to the Astral Plane. This time, Shadow King is going down and out. From the first Xtraction point in The Forsaken Place, take the straight path rather than the curved stairs. Follow the path around; at the far corner room, search for Jean's comic. In the next room, go up the stairs to an alcove to collect the DR disc, Nightmare - Cyclops. From this room, ascend a stairway to a ledge with a switch nearby. Use Jean's TK to throw the switch, then jump down from the ledge to another room, which is the room you would have reached had you taken the curved path from the Xtraction point.

There is another Xtraction point at the exit leading to The Forbidden Halls. Follow the Forbidden Halls; when you reach the moving platform, send Jean Grey across as you need her TK power to throw the switch on the far side. Continue to The Lost Passages.

In the Lost Passages, twice there will be a locked door blocking your way and, both times, there is a path around the door. Look for stairs to the side of the door. When you reach the moving platform, send a good fighter across to flip the switch and hold the shadow creatures at bay until the rest of the team can cross.

When you reach the room with the crystal, before breaking the crystal use the Xtraction point to save your game and stock up on health and energy packs. Have one character concentrate on breaking the crystal while the others deal with the creatures. Once the crystal is broken, it's time for Xavier (as Astral Gladiator) to get it on with Shadow King.

Shadow King

Health: 2500

Resistances: Multiple

Powers: Rejuvenation, Energy Lance, Gas Breath, Cloning

When the boss stage loads, immediately go to the Characters screen and level up Astral Gladiator. You can't add any power or skill levels, but you do have 47 points to spend on stats. Get Focus and Strike up to 40 or higher before worrying about Agility or Body. You can also equip him with the best stuff you've got right now.

Try to stay behind SK and just beat on him. Use your defensive power to reduce damage taken. When SK clones himself or calls forth some shadow creatures, use your B-power or Xtreme Power to get rid of the extras. If you leveled up your Strike, you can do a lot of damage just melee attacking. He can restore his health a few times; but, so can you with a full supply of health packs, so just keep at it.

Once Shadow King is down, the mission is over and it's time for one last visit to X-Mansion.

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[6.24] Interlude #9 - X-Mansion
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This is your last chance to wander around X-Mansion. You can look at all the concept art, comic books, mutant biographies, etc. You will still be able to visit the Danger Room during the last mission by using the

Xtraction points. When the stage loads you are in the War Room; talk to Cyclops. Then go to the X-Jet hangar and talk to Beast and Wolverine. While you're in the hangar, pick up the DR disc, Nightmare - Phoenix.

On the first floor, you can pick up the last sketch book in the dining room. You can now view all the game's concept art in Colossus' room (this is your last chance to do so). You should have collected 20 sketch books during the game, and this will unlock an additional 18 pieces of concept art.

If you haven't power-leveled your X-Men, now is the time to do so using Focus 601. You should be able to easily get your favorite X-Men to 40th level and buy Ultra equipment from Forge. Now you're ready to take on the big guy (or guys, as the case may be). Go to the War Room and start the final mission...

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[6.25] Magneto's Hunk-a, Hunk-a, Burnin' Rock
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Stages:

- Storage Area (X)
- Power Station
- Interior Quarters (X)
- Command Center (X)
- Lounge Deck A (X)
- Lounge Deck B (X)
- Main Power Core (X)

Items:

- Danger Room disc Nightmare-Colossus: Power Station, left and down from the bridge where you meet Mystique
- Danger Room disc Challenge-Psylocke: Command Center, right next to exit
- Bonus stat point: Lounge Deck A, get the ID card from Havok's cell and use it on the cell opposite
- Danger Room disc Challenge Legends: Lounge Deck B, large room where you build two bridges and a ramp, behind planter on center pedestal

Recommended X-Men:

- You're must use Emma Frost in the first two stages
- You should have both Cyclops and Storm for the huge bonuses to damage from power combos
- You will need a bridge builder
- You need Iceman or Storm to put out fires
- Psychic X-Men will not be much help during the last three stages
- Recommended team: Cyclops, Storm, Colossus and Iceman
(use Emma in place of Cyclops for the first two stages)

The Xtraction point in the Main Power Core can only be used to Change Team, Save Game and Load Game.

The invasion of Asteroid M is the last mission. You'll finally face off against Magneto and General Kincaid. If your team dies during this mission, you don't just get the "Game Over" screen, you actually get to watch the consequences of your failure in spectacular, full-motion video. Nice.

Emma Frost "influences" Toad to let you into Asteroid M, and you must keep her on your team until you reach the Xtraction point in Interior Quarters. Fight your way through the Storage Area and Power Station. About two-thirds of the way through the Power Station, you'll have a chat with Mystique. After she runs off, while facing the bridge she was standing on, head left and go down the stairs. Continue straight to the wall and find a DR disc, Nightmare - Colossus.

Continue through Power Station and Interior Quarters. Be sure to carefully search out and talk to the "friendly" Morlocks standing around. There's one in Power Station that unlocks the exit to Interior Quarters. At the Interior Quarters Xtraction point, you can remove Emma from your team, if you wish. Continue through Interior Quarters until you reach the Command Center. You'll quickly reach a spot where you have to build a bridge and then blow a hole through the wall to continue. When you reach the Command Center Xtraction point, the door on your right (as you face the Xtraction point) is a room with some Acolytes. The door on your left leads to Magneto.

Magneto

Health: 5000

Resistances: Multiple

Powers: Manipulates magnetic fields to shield himself and throw heavy, metal objects at you

Save your game and check your health and energy pack supply before going in to see Magneto. You have to fight him and Mystique and Sabretooth. Concentrate on Magneto and try to hit as many combos as you can. See if you can score a couple of super combos using an Xtreme power. His shields don't stay up forever, try to hit him when they're down. Don't worry about Mystique and Sabretooth, especially if you're using an area-of-effect power like Chain Lightning; they'll go down while you pound on Magneto.

Finally, Magneto is beaten; but...

Sentinels are now attacking Asteroid M and are sending it hurtling Earthward. You have to defeat the Sentinels and use the Gravitron to send Asteroid M back into space. Go back and save your game at the Xtraction point, then continue on through the Command Center and pick up the DR disc, Challenge - Psylocke, right before the exit.

In the second large room you enter in Lounge Deck A, there are three side rooms, two on one side and one on the other. On the side with two rooms, go in the left room (as you face the rooms) and pick up a keycard. Use it on the room opposite to find Havok. After speaking with Scott's brother, pick up an ID card from his room and use it on the other room opposite. There's a bonus stat point in that room.

In Lounge Deck B, shortly after you pass the Xtraction point, you'll come to a room where you have to build a bridge across the room and you can also build a ramp down into the room and a bridge from your bridge over to a center pedestal. On the center pedestal, behind the large planter, is the Challenge Legends Danger Room disc. You now have all the DR discs and you

can go back to the Xtraction point in this stage and finish all the courses if you so desire. You can also use Challenge Legends to get your X-Men to 45th level if you wish. This is your last chance to do so.

Once you're ready to end the game, proceed to the exit from Lounge Deck B. In the Main Power Core, you'll first be swarmed by Sentinel Advanced Mark IIs and then Sentinel Platform Mark IIs. When the last platform is defeated, Master Mold shows up.

Master Mold

Health: 15000

Resistances: Multiple

Powers: Strong melee attack, freezing beams, guided missiles

Master Mold is a huge robot controlled by General Kincaid. It has multiple resistances that are controlled by the three generators spaced around the room. There are catwalks connecting the generators. You must get to each generator and turn it off to take down Master Mold's resistances and then pile on with power combos.

When MM gets to about 50% health, he'll summon in three Sentinel controllers to turn the generators back on. Get back to each generator, destroy the Sentinel controller and turn the generator off again. Then spam combos on MM.

Recommended strategy is to have Cyclops fitted with the Mask of Xorn (no energy cost for his Optic Beam) and Storm fitted with an Ultra DNA Regenerator. Keep Storm up on the catwalks and control her to spam Legend Lightning on MM while Cyclops is hitting with Legend Blast, etc. You can easily pull off combos that do over 2,000 points of damage, which, as you can tell, is not all that much against MM.

When the Sentinel controllers show up to turn the generators back on, use Storm to fly to each generator and call your team to you. When Storm is flying, it is easy to avoid the guided missiles and energy beams coming from MM. If you really get into trouble, there's an Xtraction point in the corner of the room where you can Change Team if necessary (including reviving fallen X-Men).

It's finally all over. There are some extended FMV end sequences and the credits to watch. You can use the Review option from the main menu to look at all your comics, concept art, load screens and movie sequences (cinematics). Then you get to try all over again; this time with cool new costumes...

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[7] Item List

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[7.1] Health and Energy Packs, Tech Bits & Xtreme Tokens
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Health and energy packs can be used to restore...you guessed it...health and energy! They can be found lying all over the place, and are usually

dropped by enemies and the crates and barrels you break open. Each pack restores 25% of your health or energy meter. Energy packs seem to be more common than health packs, which is a minor problem since all X-Men regenerate energy, but only Wolverine can regenerate health without wearing special equipment. You can also buy both types of packs from the Morlock Healer, but only after you have finished the first Morlock mission. You begin the game with the ability to carry a maximum of 10 of each type of pack. This capacity increases by 5 every 10 levels: 15 at 10th level, 20 at 20th level and 25 at 30th level.

Tech bits are the "currency" of X-Men Legends. You use them to revive fallen team members (at an Xtraction point) and purchase items from Forge and Healer. They are dropped by some enemies and some trashed items. They don't drop as frequently as health and energy packs, so keep a lookout for them and try to pick up as many as you can, especially in the early game. You can also receive tech bits for selling excess equipment to Forge or Healer. This is a good idea not only for the tech bits, but also because your inventory can only hold so many items and you have to sell some off in order to pick up newer items that you find.

Xtreme tokens are used to fill up your Xtreme icons (see section 3.2 above). Each token fills one-quarter of an X-treme icon; so, you need to collect four tokens to use one Xtreme power. You can have one filled icon at 15th level, and this increases by one each five levels to a maximum of 5 filled icons at 35th level.

Note that the additional capacity for health and energy packs and Xtreme powers increases as soon as any one X-Man reaches the appropriate level (with the exception of Professor X, who is a special case).

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[7.2] Danger Room Discs
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In order to train in the Danger Room, you need Danger Room discs. These can be found in various stages; you can also buy them from Healer or get them from Healer's Grab Bag (sometimes). The locations of Danger Room discs is given in section 6, Walkthrough and in section 9, Danger Room Scenarios.

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[7.3] Comic Books
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Comic books add permanent stat bonuses to the associated X-Man. There are 13 comics, one for each X-Man except Psylocke and Professor X. In order to gain the stat bonuses, you must check the comics "stand" in X-Mansion. You do not need to actually view the comics, simply open the menu to see the new comics added and the stat bonuses that have just been applied.

- Cyclops Comic: +2 Agility, +2 Focus; located in the trees near the Xtraction point in The Bridge stage of the HAARP mission
- Jean Grey Comic: +4 Focus; located in the Forsaken Place during last trip to Astral Plane
- Wolverine Comic: +2 Strike, +2 Agility; located on the floor of a building in the East Rooftops stage of the first mission.

- Storm Comic: +4 Focus; located in the Morlock tunnels, East Trunk Line, use a bridge-maker or flier to get it
- Rogue Comic: +2 Strike, +2 Body; located in the brig of X-Mansion during the post-Muir Island interlude
- Iceman Comic: +2 Body; located in the elevator room at the end of the Satellite Control Center of HAARP
- Colossus Comic: +2 Strike, +2 Body; located on Muir Island during the Juggernaut escapade
- Gambit Comic: +2 Strike, +2 Agility; located in the Influent Bypass during second Morlock mission, in a side area just before stage objective
- Jubilee Comic: +2 Agility, +2 Focus; located in the Reactor Core of the nuclear plant
- Magma Comic: +2 Body, +2 Focus; located in Central Park next to the broken bridge in Magma's X-Man trial.
- Beast Comic: +2 Agility, +2 Body; located in the Brig of the Arbiter in a room with a crewman that needs to be rescued
- Emma Frost Comic: +2 Body, +2 Focus; located in the Lonely Dark stage of the first Astral Plane mission, in the corner of the map opposite the Xtraction point
- Nightcrawler Comic: +2 Agility, +2 Focus; located on a rooftop in 10th Avenue of the Sentinel Flashback scenario, you'll need Jean Grey's Flight skill to reach it

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 [7.4] Sketch Books
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Sketch books allow you to view concept art at the stand in Colossus' room in Xavier Mansion. They have no other value. If you collect all sketch books in the game, you will unlock additional concept art. Sketch book locations are given in section 6, Walkthrough.

There are 20 sketch books in the game, representing the following concept art:

- Sentinels
- Asteroid M
- Morlock Tunnels
- Early Alison
- Morlocks
- HAARP Soldier 1
- HAARP Soldier 2
- Spider Sentinel
- Jubilee
- Arbiter
- Astral Plane
- Hive Labs
- Rogue Gambit
- Trio One

Sewers Healer
Hive Factory
Mansion Sketches
HAARP and Ice Tunnels
HAARP Interior
Weapon X Lab

If you collect all of those sketch books, you will unlock an additional 18 sketches:

Mansion Backyard
Mansion Subbasement
Conference Furniture
Conference Environment
Subbasement Hall
Mansion Front
Overhead Mansion
Hangerbay [sic]
Danger Room
Danger Room Blueprint
Mansion Blueprint Layout
Professor X and Cerebro
Wolverine and Beast
Cyclops and Emma Frost
Nightcrawler, Kitty, Havok
Storm and Marvel Girl
Polaris, Sage, Rogue
Gambit and Bishop

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[7.5] Bonus
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There are several types of bonuses that can be found or are given as rewards. These include a skill point for whichever character picks it up; additional experience or a stat point bonus. These are pretty rare, but very valuable, so keep a close eye out for them. Locations of these items can be found in section 6, Walkthrough.

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[7.6] Backpacks
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Backpacks enhance an X-Man's mutant abilities. With the exception of some of the unique items, these are all random drops, or may be purchased from Forge.

Agility of the Acrobat (Nightcrawler Challenge)

+20% damage to Nightcrawler's teleport attacks, +5 Agility; requires Nightcrawler, level 20

Astral Stone

+3 Focus, +9-11 damage vs. Shadow creatures

Bands of the Beast (Beast Challenge)

+20% damage to Beast's mutant attacks, +5 Strike; requires Beast, level 20

Belt of Unus

-13 damage, 20% chance of deflecting beam damage back at attacker; requires level 32

Black Tom's Cane

+1 Body, -20% beam damage; requires level 7

Caliban's Shroud

+2 Focus, +25-31 damage to punches; requires Level 19

Callisto's Eye Patch

+2 Strike, +15-18 damage to melee attacks vs. Morlocks; requires Level 15

Cannonball's Flame

-8 damage, +100-125 damage to flying melee attacks; requires Level 15

Claws of Rage (Wolverine Challenge)

+20% damage to Wolverine's claw attacks, +5 Strike; requires Wolverine, level 20

Crown of Apocalypse

+4 Strike, +4 Agility, -2 Body, -2 Focus, +12% chance for melee criticals; requires level 35

Cyber's Revenge

-8 damage, +4-5 bleed damage to punches for 5 seconds; requires level 30

Dead Man's Hand (Gambit Challenge)

+20% damage to Gambit's kinetic attacks, +5 Agility; requires Gambit, level 20

Deathbird's Javelin

Attack and run speed +20%, +9-11 bleed damage for 5 seconds to projectiles; requires level 20

Diamond's Aura (Emma Frost Challenge)

+50% damage to Emma Frost's Punch/Kick, +5 Body; requires Emma Frost, level 20

DNA Generator (Basic/Normal/Super/Ultra)

The X-Man regenerates mutant energy 25%/50%/75%/100% faster than normal. With a Super or Ultra DNA Regenerator and a fairly high Focus stat, an X-Man can just spam (use over and over and over and over) mutant powers and will almost never run out of energy.

Eric the Red's Armor

-8 Damage, +100-125 to energy attacks vs. Magneto; requires Level 29

Exodus Cloak

30% chance to deflect mental damage back to attacker. +80-100 damage vs humans. Requires level 18. Until you get Super Power Enhancers (about level 30), equip your strongest X-Man with this item any time you're fighting GRSO soldiers or other human guards.

Flight of the Northstar

30% longer flying time, +20% knockback to knockback attacks; requires level 10

Gauntlets of Wrath (Rogue Challenge)

+20% damage to Rogue's power attacks, +20% Rogue stun duration, +5 Body; requires Rogue, level 20

Goddess Medallion (Storm Challenge)

+20% to Storm's wind and electricity, +5 Agility; requires Storm, Level 20

Hammer of Nimrod

+125-150 damage to mutant attacks vs. Sentinels; requires level 13. This is pretty much a must-have item for one of your ranged X-Men any time you are fighting Sentinels (unless you have an Ultra Power Enhancer, which has the same effect against all enemies). Nightcrawler is a good choice for this, as the bonus damage is applied to *each* of his Teleport Flurry attacks.

Heart of the Assassin (Psylocke Challenge)

+20% damage to Psylocke's psychic attacks, +5 Strike; requires Psylocke, level 20

Hypnotic Skyburst (Jubilee Challenge)

+5 Agility, +20% damage to Jubilee's power attacks; requires Jubilee, level 20

Luck of the Longshot

+1 Strike, +1 Agility, +1 Body, +1 Focus, 5% chance to reflect punch/kick for 125-150 damage; requires level 17

Mantle of the Phoenix (Jean Grey Challenge)

+20% damage to Phoenix's psychic attacks, +5 Focus; requires Jean Grey, level 20

Manual of the Puck

+1 Agility, +15-18 damage to kicks; requires level 13

Mask of Xorn (Legends Challenge)

Mutant powers cost no energy to execute; requires level 35. This item is the reward for completing the Challenge Legends scenario in the Danger

Room. A worthy replacement for a DNA Generator; but, doesn't provide any kind of attack or damage bonuses.

Muscle Accelerator (Basic/Normal/Super/Ultra)

Adds 10%/20%/30%/40% to attack and run speed. For a couple of the slower tank characters (like Colossus), this is a good enhancement.

Opal of Ozymandius

+5 Body, 30% chance of deflecting fire, cold and wind damage back at attacker; requires level 23

Power Enhancer (Basic/Normal/Super/Ultra)

Adds 9-11, 25-31, 80-100 or 125-150 damage to mutant attacks. The Super and Ultra Power Enhancers are, probably, the best equipment in the game for almost every X-Man (Beast may be the lone exception). They even affect punches and kicks for those X-Men that add "mutant" damage to melee attacks (i.e. Emma Frost, Storm, Iceman, etc.). Putting an Ultra Power Enhancer on, say, Colossus with Concussion Legend is, really, almost unfair. The enemies on the other side of the wall--who haven't even seen you yet--are toast. In fact, Super and Ultra Power Enhancers are so powerful, you may want to avoid using them just to make the game a little more difficult.

Ring of Polaris

+1 Body, +20% flying time, -40% knockback; requires level 13

Sabretooth's Tags

Regenerate 4 Health per second, up to 50% health, +25-31 blade damage to punches; requires level 28

Shadowcat's Touch

-5 damage, +25-31 to punch/kick attacks vs. robots; requires level 15.

Shard of Cyttorak

-5 damage, +2 Body, +2 Strike; requires level 31

Shi'Ar Battle Implants

+3 to all traits; requires level 26. This item is the reward for completing the Nightmare - Colossus scenario in the Danger Room.

Shi'Ar Body Shield

+50% resistance to physical attacks; requires level 29. This item is the reward for completing the Nightmare - Phoenix scenario in the Danger Room.

Shi'Ar Energy Armor

+50% resistance to energy attacks; requires level 30. This item is the reward for completing the Nightmare - Cyclops scenario in the Danger Room.

Shi'Ar Mind Gem

+50% resistance to mental attacks; requires level 28. This item is the

reward for completing the Nightmare - Wolverine scenario in the Danger Room.

Soul of the Gladiator (Colossus Challenge)

+20% damage to Colossus' powered attacks, +5 Body; requires Colossus, level 20

Spiked Armor of Stryfe

-10 damage, +4-5 energy draing to punches

Spikes of Penance

-8 damage, reflects 80-100 physical damage to attacks; requires level 27

Sunfire's Mask

-20% damage from fire, +9-11 fire damage to mutant attacks; requires level 16

Sword of Ogun

+3 Focus, +8% chance for punch/kick criticals; requires level 25

Targeting Implant (Basic/Normal/Super/Ultra)

Adds 2%/4%/6%/8% to chance for a critical during a ranged attack

Thunderbird's Beads

-20% physical damage, Stun immunity; requires level 18

Tissue Generator (Basic/Normal/Super/Ultra)

The X-Man regenerates health at the rate of 2/4/6/8 points per second after five idle seconds up to 25%/50%/75%/100% of full health. Generally, you will not want to wear these full time since there are more useful backpacks available. You should always keep at least one or two in your general inventory. There may be times when you are down to only one or two X-Men, are out of health packs and will need to run away, rest while wearing a Tissue Generator and then run back to battle.

Vindicator's Gauntlets

+10% experience, -20% beam damage; requires level 14

Visor of Retribution (Cyclops Challenge)

+20% Cyclops' Optic damage, +5 Focus; requires Cyclops, level 20

Volcano's Might (Magma Challenge)

+5 Body, +20% damage to Magma's power attacks; requires Magma, level 20

Weakness Analyzer (Basic/Normal/Super/Ultra)

Adds 2%/4%/6%/8% to chance for a critical during a melee attack

Winter's Fury (Iceman Challenge)

+20% damage to Iceman's cold attacks, +5 body; requires Iceman, level 20

Wrath of Wendigo

-5 damage, -60% pain; requires level 14

X-Cutioner Hood

Generate energy 50% more quickly, +80-100 damage vs. mutants; requires level 20. A good item for Cyclops, Storm or other ranged attacker whenever you're fighting Morlocks or The Brotherhood.

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[7.7] Belts
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Belts enhance an X-Man's stats. Like backpacks, most of these are random drops or can be purchased from Forge.

Stat Enhancer (Basic/Normal/Super/Ultra)

Adds +1, +2, +4 or +8 to the listed stat (Strike, Agility, Body or Focus). Focus Enhancers work for every X-Man. Lacking Focus Enhancers, Body Enhancers should be your second choice; or, Strike Enhancers for those X-Men that use more melee attacks (e.g. Beast or Wolverine).

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[7.8] Armor
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Armor reduces damage received or gives resistance to specific types of damage. Armor can be found in random drops or purchased from Forge.

Damage Deflector (Basic/Normal/Super/Ultra)

Gives a chance to reflect a specific type of damage:

- Basic: +10% chance to reflect 15-18 damage
- Normal: +20% chance to reflect 50-63 damage
- Super: +30% chance to reflect 125-150 damage
- Ultra: +40% chance to reflect 175-215 damage

The types of damage deflected are:

- Harmonic: beam damage
- Inertial: punch/kick damage
- Psionic: psychic damage
- Electron: electrical damage
- Elemental: elemental (fire/cold/wind) damage

Inertial Dampener (Basic/Normal/Super/Ultra)

Reduces the chance of being knocked back by 20%, 40%, 60% or 80%.

Nanofiber Armor (Basic/Normal/Super/Ultra)

Reduces damage received by 5, 8, 10 or 13 points. This is your best choice for the armor slot for every X-Man.

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[8] Trivia Game Q&A

On the second floor of Xavier Mansion, there is an X-Men Trivia Game the player can use to earn a quick 300 experience points. There are 50 questions, and each question is worth 6 XP. This is the list of questions and the correct answers for any player wishing to earn all 300 XP with the Trivia Game without playing through most of the game to learn the answers (and who does not know enough about the X-Men in the first place). The questions are listed in the order in which they appear when you first play the game.

Q) Rogue had once been romantically involved with which evil mutant?

A) Magneto

Q) The address for the X-Mansion is:

A) 1407 Graymalkin Lane

Q) Of these characters, which was the first X-Man:

A) Cyclops

Q) Who isn't a member of the Brotherhood?

A) Gateway

Q) Name the machine Xavier uses to augment his psychic powers.

A) Cerebro

Q) Why can't Cyclops control his optic blast?

A) Head trauma suffered as a child

Q) Gambit's father trained him to be a:

A) Thief

Q) Nightcrawler is originally from:

A) Germany

Q) When Jean Grey is overwhelmed by her psychic powers she becomes:

A) The Phoenix

Q) Who is Cyclops's brother?

A) Havok

Q) Moira MacTaggart runs what facility?

A) Mutant Research Center on Muir Island

Q) Who is not truly a mutant?

A) Juggernaut

Q) Wolverine was forced to slay the father of the woman he loved. What was the father's name?

A) Shingen

Q) Cyclops's father was leader of which group?

A) The Starjammers

- Q) Who developed Sentinels as a deterrent to mutants?
A) Bolivar Trask
- Q) The original X-Men went to the Coffee A-Go-Go to listen to a beatnik known as:
A) Bernard the Poet
- Q) Magneto's outer space base, Asteroid M, has also been referred to as:
A) Avalon
- Q) Who wears a helmet to protect against psionic attacks?
A) Juggernaut
- Q) The metal bonded to Wolverine's body is:
A) Adamantium
- Q) Which is a codename for Kitty Pryde?
A) Sprite
- Q) Toad's real name is:
A) Mortimer Toynbee
- Q) Aside from being a powerful telepath, Emma Frost can also:
A) Change to diamond hard substance
- Q) Moira's son, Kevin MacTaggart, was also known as:
A) Proteus
- Q) For a short time, Jean Grey was a member of:
A) The Hellfire Club
- Q) Which X-Man is immune to Rogue's power?
A) Colossus
- Q) Storm's biggest fear is:
A) Enclosed spaces
- Q) Who in this group is a mutant?
A) Bobby Drake
- Q) What is the Xavier Protocol?
A) Files listing the secret identities of all known mutants
- Q) Professor Xavier built Cerebro with the aid of:
A) Magneto
- Q) Forge is a member of which Native American tribe?
A) Cheyenne
- Q) The comic book X-Men #1 featuring the X-Men and Magneto appeared in:
A) September 1963
- Q) Who is next in line to lead the X-Men if Cyclops is unable to?
A) Storm
- Q) Psylocke is from:
A) England
- Q) Where did Jubilee live for a short time?
A) Hollywood shopping mall

- Q) Cyclops derives the energy for his optic blast from:
A) Solar energy
- Q) When Shadow King first met Professor Xavier he was known as:
A) Amahl Farouk
- Q) The Morlocks took their name from:
A) The underground race in H. G. Wells' novel "The Time Machine"
- Q) Gambit's power is the ability to:
A) Charge objects with kinetic energy
- Q) Jubilee is the unofficial sidekick of which X-Man?
A) Wolverine
- Q) Against her will, Psylocke's mind was transferred into the body of:
A) A ninja
- Q) Juggernaut received his fantastic powers from...
A) A gem of Cyttorak
- Q) A nickname for Cyclops is:
A) Slim
- Q) Sabretooth and Wolverine worked together doing covert operations for:
A) The CIA and Weapon X
- Q) Kitty Pryde has a pet dragon named:
A) Lockheed
- Q) One name Mystique goes by is:
A) Raven Darkholme
- Q) One of Storm's favorite hobbies is:
A) Gardening
- Q) In addition to Wolverine, who has been an experiment of the Weapon X program?
A) Sabretooth
- Q) When did Colossus first turn into his metal form?
A) Stopping a runaway tractor
- Q) The first five members of the X-Men were:
A) Cyclops, Iceman, Angel, Beast and Jean Grey
- Q) When do mutant powers normally first activate?
A) During the teenage years

If you play the trivia game during your first visit to Xavier Mansion, they're worth a quick two levels for Alison Crestmere (Magma).

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[9] Danger Room Scenarios

Following is a list of Danger Room scenarios: their objectives, the required number of credits you need to have earned, the recommended level (according to the game) for playing the scenario, the reward for completion, the location of the disc and tips for completing the scenario, if needed. (Note: n/a in the Location field means the disc is automatically available to you and does not need to be collected during game play.)

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[9.1] Freshman Classes
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The first 6 classes listed here are very basic training. You play them as Magma and they will help you learn the basics of gameplay. Play them early, during your first Interlude. Moves 105, especially, is actually harder to execute once you've leveled up a bit--your attacks are so powerful you knock the Danger Room robots away from you and can't complete the strike sequence. For the other classes at this level (and most DR classes except for the character-specific challenges), you can choose your team from currently available X-Men.

Setting 101 - Hidden Goods

Credits required: 0
Recommended level: 1
Reward: 1 credit
Location of disc: n/a

Destroy all eight crates within 30 seconds.

Setting 102 - Throwing

Credits required: 1
Recommended level: 1
Reward: 1 credit
Location of disc: n/a

Pickup and throw five crates within 30 seconds. Use X to pickup a crate and A to throw it.

Moves 101 - Triple Hit

Credits required: 1
Recommended level: 2
Reward: 2 credits
Location of disc: n/a

Strike enemies with the triple hit three times within one minute. A triple hit is A, A, A.

Moves 102 - Knockback

Credits required: 2
Recommended level: 2
Reward: 2 credits
Location of disc: n/a

Strike enemies with the knockback attack three times within one minute. Knockback is B, B.

Moves 103 - Popup

Credits required: 2
Recommended level: 2
Reward: 2 credits
Location of disc: n/a

Strike enemies with the popup attack four times within one minute. Popup is A, A, B.

Moves 104 - Trip

Credits required: 4
Recommended level: 3
Reward: 3 credits
Location of disc: n/a

Strike enemies with the trip maneuver five times within two minutes. Trip is A, B, A.

Moves 105 - Stun

Credits required: 4
Recommended level: 3
Reward: 3 credits
Location of disc: n/a

Strike enemies with the stunning blow six times within two minutes. Stun is B, A, B, B. Very hard to do except at low level. At higher levels--over 3 or 4--the first B attack knocks the opponent away and you can't follow up with the A attack.

Moves 106 - Throw

Credits required: 4
Recommended level: 3
Reward: 3 credits
Location of disc: n/a

Throw an enemy seven times within two minutes. To throw an enemy, stand near and press X, then push the control stick in the direction you wish to throw and press A.

Teamwork 101

Credits required: 9
Recommended level: 4
Reward: 4 credits
Location of disc: NYC, North Rooftops, see [6.2]

Call for help ten times within two minutes. Press L to call for help. This is a great course to leave undone in order to collect items (especially health and energy packs). All you have to do to fail the course is not press L. You can play it any time you need to stock up on health packs and don't want to spend tech bits (or don't have enough tech bits).

Teamwork 102

Credits required: 9

Recommended level: 5
Reward: 4 credits
Location of disc: Danger Room during first Interlude, see [6.3]

Call for help ten times within one minute.

Combined Powers 101

Credits required: 14
Recommended level: 6
Reward: 5 credits
Location of disc: HAARP, Outer Grounds, see [6.4]

Execute five power combos within four minutes.

Combined Powers 102

Credits required: 14
Recommended level: 7
Reward: 5 credits
Location of disc: HAARP, Mess Hall, see [6.4]

Execute seven power combos within four minutes.

Qualifying Exam 100

Credits required: 28
Recommended level: 8
Reward: Grade complete
Location of disc: HAARP, Main Tunnels, see [6.4]

Destroy four generators, survive for three minutes.

===== [9.2] Sophomore Classes =====

Protect 201

Credits required: 28
Recommended level: 8
Reward: 2 credits
Location of disc: n/a

Protect four air vents from destruction, survive for two minutes.
Protection scenarios demand that you keep moving and take enemies out as quickly as possible. Ignore any opponent that is not directly threatening a protected item. Ranged, area-of-effect powers work very well for these scenarios. E.g. Colossus' Concussion Slam, Jean's Psychic Shout, Jubilee's Energy Burst, etc.

Defend 201

Credits required: 28
Recommended level: 9
Reward: 2 credits
Location of disc: n/a

Defend civilian, survive for two minutes. There are two civilians. You can

move them by getting on one side of them and walk towards them. They will walk away from you. Using this method, "push" the two together in the center of the room and just stand there and blast away at any soldier that gets close. If you've already got shields that cover nearby allies (not likely unless you wait a long time to play this scenario), you can use your shields to help protect the civilians.

Protect 202

Credits required: 34

Recommended level: 10

Reward: 3 credits

Location of disc: Dormitories during second Interlude, see [6.5]

Defend civilian, protect all computers, survive for two minutes. There are two computers in adjacent corners of the room. Push the civilian next to one computer and keep your team around it. Run over to the over computer every 10 seconds and get rid of any soldier attacking it. Ranged, area-of-effect powers are very useful for these types of scenarios.

Defend 202

Credits required: 38

Recommended level: 11

Reward: 3 credits

Location of disc: Sentinel flashback, 7th Ave, see [6.5.1]

Defend civilian, protect two vehicles, survive for two minutes. Push the civilian between two of the vehicles and stand your ground. Let the other two vehicles go. Requires 38 credits. Reward is 3 credits.

Focus 201

Credits required: 38

Recommended level: 12

Reward: 4 credits

Location of disc: Morlocks, West Trunk Line, see [6.6]

Defeat a Morlock Goth four times within three minutes. Don't worry about trying to target the Goths specifically, just blast anything that moves. You'll easily defeat four Goths in the time limit.

Focus 202

Credits required: 40

Recommended level: 13

Reward: 5 credits

Location of disc: Morlocks, Filtration Reservoir, see [6.6]

Defeat a Morlock Goth six times within two minutes.

Qualifying Exam 200

Credits required: 43

Recommended level: 14

Reward: Grade complete

Location of disc: Arbiter, Galley, see [6.7]

Defend crewman, protect four computers, survive for two minutes. As before, push the crewman in between two computers and keep your team clustered

around. You only need to keep one computer intact in order to win the scenario, so don't worry about the two computers across the room.

Challenge - Beast

Credits required: 0
Recommended level: 8
Reward: Bands of the Beast
Location of disc: HAARP, Inner Grounds, see [6.4]

Defeat 20 enemies within two minutes, Beast only. In character challenges, you have unlimited mutant energy. Run into groups of enemies and use Propeller Kick to take lots of them down at once.

Challenge - Rogue

Credits required: 0
Recommended level: 10
Reward: Gauntlets of Wrath
Location of disc: Morlocks, 22nd Street Steam Works, see [6.6]

Defeat 20 enemies, defeat Mystique within two minutes, Rogue only. Keep using Ability Drain and/or Southern Smash.

Challenge - Cyclops

Credits required: 0
Recommended level: 12
Reward: Visor of Retribution
Location of disc: Juggernaut flashback, foyer of X-Mansion, see [6.5.2]

Defeat two Sentinels in two minutes, Cyclops only. Stand far away, blast a few times and be prepared to run when a Sentinel throws a grenade. Wait until you have and can use the Hammer of Nimrod to make this extremely simple (each Sentinel only requires three to four blasts when using HoN).

===== [9.3] Junior Classes =====

Combined Powers 301

Credits required: 43
Recommended level: 15
Reward: 2 credits
Location of disc: n/a

Execute five power combos in two minutes.

Combined Powers 302

Credits required: 43
Recommended level: 15
Reward: 2 credits
Location of disc: Weapon X flashback, Lab Support, see [6.8.2]

Execute seven power combos in two minutes.

Survival 301

Credits required: 45
Recommended level: 16
Reward: 3 credits
Location of disc: n/a

Survive for two minutes.

Survival 302

Credits required: 49
Recommended level: 17
Reward: 3 credits
Location of disc: n/a

Survive for three minutes.

Assault 301

Credits required: 50
Recommended level: 18
Reward: 4 credits
Location of disc: Nuclear plant, Primary Control Center, see [6.9]

Defeat 30 enemies within two minutes.

Assault 302

Credits required: 55
Recommended level: 19
Reward: 5 credits
Location of disc: Nuclear plant, Conversion Sequencer, see [6.9]

Defeat 30 enemies within two minutes.

Qualifying Exam 300

Credits required: 57
Recommended level: 20
Reward: Grade complete
Location of disc: Astral Plane, Chamber of Echoes, see [6.12]

Defeat 30 enemies, destroy all teleporters within two minutes.

Challenge - Wolverine

Credits required: 0
Recommended level: 15
Reward: Claws of Rage
Location of disc: Weapon X flashback, Fission Gate, see [6.8.2]

Defeat 20 enemies, defeat the Director within two minutes, Wolverine only.
This is almost too easy, just lay into everyone with Brutal Slashes.

Challenge - Storm

Credits required: 0
Recommended level: 17
Reward: Goddess Medallion
Location of disc: Nuclear plant, Condenser Controls, see [6.9]

Defeat 10 enemies, defeat Marrow within two minutes, Storm only. Lots of Lightning and Whirlwind will do the job.

Challenge - Iceman

Credits required: 0
Recommended level: 18
Reward: Winter's Fury
Location of disc: Dormitories during Interlude #5, see [6.11]

Defeat 20 enemies, defend civilian, survive for two minutes, Iceman only. Push the two civilians together in a corner and use Freeze Blast to slow or freeze the GRSO soldiers, then pummel them.

===== [9.4] Senior Classes =====

Protect 401

Credits required: 57
Recommended level: 20
Reward: 2 credits
Location of disc: n/a

Protect all statues for two minutes. A group of four ranged X-Men is recommended because you cannot herd the statues together.

Protect 402

Credits required: 57
Recommended level: 21
Reward: 2 credits
Location of disc: n/a

Protect all statues for three minutes. Same as Protect 401, just harder.

Sabotage 401

Credits required: 59
Recommended level: 22
Reward: 3 credits
Location of disc: n/a

Defeat 10 enemies, destroy all four ladders, complete within one minute. Storm or Colossus work well for this scenario as they can destroy the ladders from the other side of the wall.

Sabotage 402

Credits required: 61
Recommended level: 23
Reward: 4 credits
Location of disc: Weapon X, Infusion Trials Ruins, see [6.13]

Defeat 15 enemies, destroy all four ladders, complete within 45 seconds. Same as Sabotage 401, just harder.

Focus 401

Credits required: 66

Recommended level: 24

Reward: 5 credits

Location of disc: Weapon X, D-Block Ruins, see [6.13]

Defeat five enemies, defeat Astral Fiend two times, complete within one minute and 30 seconds.

Focus 402

Credits required: 70

Recommended level: 25

Reward: 6 credits

Location of disc: Morlocks, Influent Bypass, see [6.15]

Defeat ten enemies, defeat Astral Shade two times, complete within one minute. As with other Focus courses, just blast everything that moves and you'll easily complete the course.

Graduation Exam 400

Credits required: 75

Recommended level: 25

Reward: Grade complete

Location of disc: Morlocks, Overflow Reservoir, see [6.15]

Defeat 25 enemies, defeat Astral Shadow 5 times, defeat Astral Fury 5 times, defend Professor X, destroy all statues, complete within two minutes. Use a shield power that affects the whole team, it will shield Prof X as well. Stay near him, keep the shields up and destroy the shadow creatures. Once all the required enemies have been defeated, send a ranged fighter around the room to destroy the statues.

This is a good DR scenario for power leveling. Use both Storm and Cyclops on your team and try to hit as many power combos as possible. By not destroying the statues, you can go the whole two minutes and easily earn in excess of four million experience points.

Challenge - Phoenix

Credits required: 0

Recommended level: 20

Reward: Mantle of the Phoenix

Location of disc: Astral Plane, Shadow Gallery, see [6.12]

Defeat 20 enemies within two minutes, Jean Grey only. Use lots of TK and Psychic Shout.

Challenge - Nightcrawler

Credits required: 0

Recommended level: 22

Reward: Agility of the Acrobat

Location of disc: Weapon X, C-Block Ruins, see [6.13]

Defeat Toad within two minutes, Nightcrawler only. In addition to Toad, you'll be attacked by Acolytes. Use Teleport Flurry continuously.

Challenge - Magma

Credits required: 0
Recommended level: 23
Reward: Volcano's Might
Location of disc: Mount Entrance, see [6.15]

Defeat 20 enemies within two minutes. Some of your opponents are Sentinels. Isn't that fun? Stay in fiery form, use your most powerful mutant attack frequently and wear the Hammer of Nimrod, if you have it.

Challenge - Colossus

Credits required: 0
Recommended level: 24
Reward: Soul of the Gladiator
Location of disc: Morlocks, Overflow Reservoir, see [6.15]

Defeat 20 enemies, defeat Pyro, destroy all four alarm boxes, complete within two minutes. If you've leveled up Concussion Slam, this should be relatively easy. If you leveled up Power Smash, equip Colossus with a Muscle Accelerator to make it easier to land your punch.

===== [9.5] X-Man Classes =====

Defend 501

Credits required: 70
Recommended level: 24
Reward: 2 credits
Location of disc: n/a

Defend civilian. Survive for two minutes. Use at least one X-Man with a party-covering shield power.

Assault 501

Credits required: 70
Recommended level: 24
Reward: 3 credits
Location of disc: n/a

Defeat 25 enemies within three minutes.

Assault 502

Credits required: 74
Recommended level: 25
Reward: 3 credits
Location of disc: n/a

Defeat 25 enemies within three minutes.

Survival 501

Credits required: 79
Recommended level: 26

Reward: 4 credits
Location of disc: Muir Island, Juggernaut fight, see [6.17]

Survive for three minutes.

Survival 502

Credits required: 80
Recommended level: 27
Reward: 4 credits
Location of disc: NYC Riots, East 2nd St, see [6.18]

Survive for three minutes.

Sabotage 501

Credits required: 86
Recommended level: 28
Reward: 5 credits
Location of disc: Morlocks, Grit Flowage, see [6.19]

Destroy all four alarm boxes within one minute.

Qualifying Exam 500

Credits required: 91
Recommended level: 29
Reward: Grade complete
Location of disc: Sentinel Factory, Fabrication Facility, see [6.22]

Danger level must not exceed 10.00. Survive for 3:00. This is a replay of the Arbiter timed rescue mission. Let your teammates do their own thing while you, as Cyclops, run around keeping the hull breaches sealed.

Challenge - Jubilee

Credits required: 0
Recommended level: 25
Reward: Hypnotic Skyburst
Location of disc: NYC Riots, East 4th St, see [6.18]

Defeat 50 enemies, destroy all four generators within two minutes. Use Bait to weaken the soldiers and plenty of Energy Burst.

Challenge - Gambit

Credits required: 0
Recommended level: 27
Reward: Dead Man's Hand
Location of disc: Morlocks, Dechlorination, see [6.19]

Defeat 20 enemies, defeat Marrow's Lieutenant four times within two minutes. Excessive use of Staff Slam works wonders in this challenge.

Challenge - Emma Frost

Credits required: 0
Recommended level: 28
Reward: Diamond's Aura
Location of disc: Astral Plane, Guardian Statues, see [6.21]

Destroy all six statues. This challenge is almost an admission by the developers that Emma is a useless character. There's not even a time limit! Turn on your Shell and run to the statues and take them down. If you've leveled Shell Might, Psionic Fury and Hardness, you don't even need to bother Confusing the shadow creatures.

Challenge - Psylocke

Credits required: 0

Recommended level: 29

Reward: Heart of the Assassin

Location of disc: Asteroid M, Command Center, see [6.25]

Defeat Sabretooth, defeat Mystique, complete within two minutes. Remember you have unlimited mutant energy so exercise your powers generously. Your shield won't do any good against either mutant, so stay back and fling Psychic Bolts at them.

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[9.6] Legends Classes

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Protect 601

Credits required: 0

Recommended level: 30

Reward: None

Location of disc: Astral Plane, Threshold, see [6.21]

Protect all generators for one minute. You don't earn any credits for this class, but you can earn a couple million experience points.

Focus 601

Credits required: 0

Recommended level: 31

Reward: None

Location of disc: Sentinel Factory, Head Attachment, see [6.21]

Defeat Acolyte Master Elite 5 times within one minute. This is easy if you've learned how to hit combos. Again, the only reward is a lot of XP.

Nightmare - Wolverine

Credits required: 0

Recommended level: 32

Reward: Shi'Ar Mind Gem

Location of disc: Sentinel Factory, Bio Lab Gallery, see [6.21]

You play as Magma. Defeat Ultimate Predator 2 times within one minute. If you've leveled up Lava Fissure, this one is cake.

Nightmare - Phoenix

Credits required: 0

Recommended level: 33

Reward: Shi'Ar Body Shield

Location of disc: X-Mansion, X-Jet hangar, during final Interlude

You play as Rogue. Defeat Sun Goddess 2 times within one minute. Use Ability Drain and then use Sun Goddess' power against her.

Nightmare - Cyclops

Credits required: 0
Recommended level: 34
Reward: Shi'Ar Energy Armor
Location of disc: Astral Plane, Forsaken Place, see [6.23]

You play as Nightcrawler. Defeat Chaos Lord 2 times within one minute. Frequent use of Teleport Flurry is recommended.

Nightmare - Colossus

Credits required: 0
Recommended level: 35
Reward: Shi'Ar Battle Implants
Location of disc: Asteroid M, Power Station, see [6.25]

You play as Gambit. Defeat Champion of Rhodes 2 times within one minute. Staff Slam works great for this battle, as it knocks the champions away from you and keeps them from beating on you.

Challenge - Legends

Credits required: 0
Recommended level: 35
Reward: Mask of Xorn
Location of disc: Asteroid M, Lounge Deck B, see [6.25]

Defeat 40 enemies, defeat Dark Pyro, destroy all generators within five minutes. Just blast away. Three of the generators are close by and will be destroyed quickly. Run to the fourth and take it out, then just blow up bad guys. Dark Pyro will be in there somewhere and be taken down as well.

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[10] Version History

1.30 (2005-01-14)

- Fixed some atrocious grammar in Beast's description
- Added yet more super power combo names
- Added some more questions to the FAQ (section 1.3)
- Added more information to Power Leveling (section 4.2)
- Clarified information about the Leadership skill in several places
- Clarified information about earned XP in section 3.4.1
- Made minor changes throughout the guide
- This is, most likely, the final version of this guide. Enjoy!

1.21 (2004-12-29)

- Put in some information accidentally left out of previous update
- Added to list of power combo names
- Added section 1.3, Frequently Asked Questions

1.20 (2004-12-02)

- Added section 3.2.1, Power Combo Names
- Added additional equipment to section 7
- Re-formatted and updated section 9, Danger Room Scenarios
- Added location of bonus Stat point to section 6.18
- Added more enemy stats

1.10 (2004-11-15)

- Changed section 4.2 from Shared Skills to Power Leveling, put Shared Skills under each X-Man for ease of looking up the information
- Fleshed out the X-Men descriptions
- Added section 1.2, Glossary
- Cleaned up some bad grammar and typographic errors

1.00 (2004-10-14)

- Walkthrough is complete
- Added more item descriptions to section 7
- Added concept art titles to section 7.4
- Added more enemy stats to section 5
- Finished Danger Room scenario descriptions
- TO DO: Finish all enemy stats

0.80 (2004-10-13)

- Moved this version history to section 10, renumbered sections
- Added section 4.18, Optional Builds
- Added sections 6.16 through 6.22 to Walkthrough
- Added more items to section 7

0.70 (2004-10-11)

- Added sections 6.10, 6.11, 6.12, 6.13 and 6.14 to the Walkthrough
- Added more enemy stats to section 5
- Added Professor X's descriptive information to section 4.13
- Added more DR class descriptions in section 9
- Rewrote section 8, Trivia Q&A to match the actual wording used in the game
- Minor grammar and spelling changes throughout

0.60 (2004-10-09)

- Added sections 6.7, 6.8 and 6.9 to the Walkthrough
- Added more items to section 7
- Added more Danger Room class descriptions to section 9
- Added more enemy stats to section 5
- Cleaned up some information and corrected some typos

0.50 (2004-10-07)

- Beta release, currently incomplete
- TO DO: finish walkthrough, currently only complete through the third mission (rescue Gambit from Morlocks)
- TO DO: finish list of Danger Room classes
- TO DO: finish item list, missing some unique items

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\ /--MEN-----[11] Credits-----

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Thanks to Eristole and HexKrak for their FAQ, which helped me find a few items that I missed on my first playthrough.

Thanks to pgw for several tactics and tips on the GameFAQs X-Men Legends message board, and for finding the bonus Stat point in the NYC riots/Sentinel mission

Thanks to Bob Floris for giving me the information on the Crown of Apocalypse

Thanks to Ralph Anthony Huerto for filling me in on Prof X's power combo names.

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