# X-Men: Mutant Academy FAQ/Move List

by Hermitt                                          Updated to v5.0 on Jan 1, 2003

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X-MEN: MUTANT ACADEMY (PS1)
FAQ/Move List by Hermitt

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==Updates==
August 3, 2002 - Created the FAQ.
August 4, 2002 - Updated the FAQ.
December 05, 2002 - Updated the FAQ.
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==Key==
D - Crouch
U - Jump
F - Forward
B - Back
S - Low Punch
T - High Punch
R1- Strong Punch
X - Low Kick
C - High Kick
R2- Strong Kick


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|=====1. THE BASICS=======================================================|
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==Specials==
Super - You begin each fight with this bar filled, and it regains quickly.
Stringed - You can use this special and press buttons to make it longer.
X-Treme - You can use this by tapping X until the bar flashes with X.

==Moves==
Low Punch - S
High Punch - T
Strong Punch - R1
Low Kick - X
High Kick - C
Strong Kick - R2
Counter - L1
Weak Throw - F+L2
Throw - L2
Strong Throw - B+L2
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|=====2. THE X-MEN=======================================================|
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==Cyclops==
Real Name: Scott Summers
First Appearance: X-MEN #1
Powers: Optic Blasts

When Scott was a child, he suffered a head injury after an attack that
killed his parents. The injury damaged part of his brain that would have
enabled him to control his optic blasts.

Speed: Medium
Strength: High
Range: Very High
Healing: Low

Optic Blast: D F+S
Super Optic Blast: D F+T
Hyper Optic Blast: D F+R1
Upper Blast: D B+S
Super Upper Blast: D B+T
Hyper Upper Blast: D B+R1
Lunge Kick: D B+X
Super Lunge Kick: D B+C
Hyper Lunge Kick: D B+R2

(Super) Super Power Lunge Kick: D F+R2
(Stringed) Hyper Rush: D B+R1
(X-Treme) Concussive Blast: D F+R1+R2

==Wolverine==
Real Name: James Howlett
First Appearance: INCREDIBLE HULK #181
Powers: Super Senses and Healing

Logan was taken by a group of scientists as a part of the Weapon X Program,
to perfect and use a technique that would bone the indestructible element
adamantium to human body cells. His skeleton was bonded to the adamantium,
and he was indoctrinated into the Weapon X Program.

Speed: High
Strength: Very High
Range: Very Low
Healing: Very High

Fury Claw: D F+S
Super Fury Claw: D F+T
Hyper Fury Claw: D F+R1
Samurai Dive: D B+K X
Sudden Dip: D B+K R2

(Super) Samurai Slice: D F+R2
(Stringed) Special Delivery: D B+R1
(X-Treme) Weapon X: C X D T

==Gambit==
Real Name: Remy LeBeau
First Appearance: X-MEN #130
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Powers: Kinetic Charges

A homeless boy walking around streets, Gambit was adopted by Jean-Luc
LeBeau, head of The Council of the Thieves Guild. Gambit is a master thief
aided by his mutant power to charge objects with explosive energy. He
employs playing cards charged with kinetic energy as his trademark weapon.

Speed: Very High
Strength: Low
Range: High
Healing: Very Low

Card Toss: B F+S
Super Card Toss: B F+T
Hyper Card Toss: B F+R1
Card Throw: D B+S
Super Card Throw: D B+T
Hyper Card Throw: D B+R1
Staff Upper: B F+X
Super Staff Upper: B F+C
Hyper Staff Upper: B F+R2

(Super) Charged Staff: D B+L2
(Stringed) Card Trick: D F+R2
(X-Treme) 52 Card Pickup: B F+R1+R2

==Storm==
Real Name: Ororo Munroe
First Appearance: GIANT SIZE X-MEN #1
Powers: Weather Control

Storm is a descendant of an ancient line of African priestesses, all of
whom have white hair, blue eyes, and the potential to wield magic.
Professor Charles Xavier recruited her into the new team of X-Men he was
assembling. She was given the codename "Storm" after her power to affect
the weather.

Speed: Low
Strength: Medium
Range: Very High
Healing: Very Low

Electric Drill: B F+S
Super Electric Drill: B F+T
Hyper Electric Drill: B F+R1
Ball Lightning: D B+S
Super Ball Lightning: D B+T
Hyper Ball Lightning: D B+R1
Lightning Uproar: B F+X
Super Lightning Uproar: B F+C
Hyper Lightning Uproar: B F+2

(Super) Static Force: C U T
(Stringed) Hyper Electric Drill: B F B+R1
(X-Treme) EMF: B F B+R2

==Beast==
Real Name: Henry "Hank" McCoy
First Appearance: X-MEN #1
Powers: Super Agility and Strength

Henry McCoy's father, Norton, worked at a nuclear power plant where he was exposed to massive amounts of radiation during an accident. Norton was unharmed, but the radiation affected his genes, and as a result, his son Henry was born a mutant.

Speed: High
Strength: Very High
Range: High
Healing: Low

Beast Slide: D B+X
Super Beast Slide: D B+C
Hyper Beast Slide: D B+R2
Handspring Kick: D B+S
Super Handspring Kick: D B+T
Beast Roll: D B+R1

(Super) Handplant Hell: D F+R2
(Stringed) Seismic Smackdown: D F+R1
(X-Treme) Flat Out: B D F+C

==Phoenix==
Real Name: Jean Grey-Summers
First Appearance: X-MEN #1
Powers: Telepathy and Telekinesis

Jean Grey is younger daughter of John Grey, a history professor at Bard College in New York state, and his wife, Elaine. When Jean was ten years old, an automobile killed her best friend. Jean's outpouring of emotion as she held her dying friend activated her latent telepathic powers.

Speed: Low
Strength: Very Low
Range: Very High
Healing: Low

Flying Phoenix: D F+S
Super Flying Phoenix: D F+T
Hyper Flying Phoenix: D F+R1
Inferno Kick: D F+X
Air Strike: D F+X
Super Air Strike: D F+C
Hyper Air Strike: D F+R2

(Super) Hyper Air Strike: D B+R2
(Stringed) Double Phoenix: D F+R1
(X-Treme) Phoenix Force: T S D C

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|=====3. THE BROTHERHOOD=============================================|
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==Toad==
Real Name: Mortimer Toynbee
First Appearance: X-MEN #4
Powers: Enhanced Jumping

Mortimer Toynbee was discovered by Magneto and recruited for his Brotherhood of Evil Mutants. Magneto gave him the alias Toad because of his

powers, appearance, and personality.

Speed: Medium
Strength: High
Range: High
Healing: Low

Toad Spit: D F+S
Toad Trick: D B+X
Flytrap: D F+X
Super Flytrap: D F+C
Hyper Flytrap: D F+R2

(Special) Kicking Toad: B F+R1
(Stringed) Frog Legs: D B+R1
(X-Treme) Flying Toad: B F+R2

==Mystique==
Real Name: Raven Darkholme
First Appearance: MS. MARVEL #16
Powers: Shapeshifting

Mystique has concealed her superhuman powers and criminal intentions so
well over the years that she was able to rise rapidly through the U.S.
Civil Service to the trusted position of Deputy Director of the Defense
Advanced Research Planning Agency (DARPA) in the U.S. Department of
Defense.

Speed: Medium
Strength: Low
Range: High
Healing: Very Low

Cheap Shot: D B+X
Super Cheap Shot: D B+C
Hyper Cheap Shot: D B+R2
Head Shot: D F+S
Pop Shot: D F+T
Leg Sweeper: D F+R1

(Super) Deck Special: D B+L2
(Stringed) Sum Total: D B+R1
(X-Treme) Mystique's Surprise: D F+R2

==Sabretooth==
Real Name: Victor Creed
First Appearance: IRON FIST #14
Powers: Super Senses and Healing

The full origin of Sabretooth is unknown. However, he is a superhumanly
powerful mutant. Sabretooth is said to be the ultimate warrior and
survivor, and for years he has been driven by psychotic needs to hunt,
fight, and kill other humans.

Speed: Medium
Strength: Very High
Range: Very Low
Healing: Very High

Dusty Claw: B F+X

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Ill-Treatment: D B+C
Dive Claw: B F+S
Super Dive Claw: B F+T
Hyper Dive Claw: B F+R1

(Super) Weapon X: S C B S
(Stringed) Ground Pound: D B+R1
(X-Treme) Rampant Strength: S C B T
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## Magneto

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Real Name: Erik Lensherr
First Appearance: X-MEN #1
Powers: Magnetic Control
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The man now known as Magneto spent his early teens imprisoned with his family at the Nazi death camp in Auschwitz, Poland. The only member of his family to survive the camp, he learned here how brutally humans could treat minorities whom they considered different. Years later, he reemerged as Magneto, who was determined to conquer the humans to prevent their oppression of mutants.

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Speed: Very Low
Strength: Very High
Range: High
Healing: Low
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Magnetic Lift: B F+S
Super Magnetic Lift: B F+T
Hyper Magnetic Lift: B F+R1
Power Gush: D F+S
Super Power Gush: D F+T
Hyper Power Gush: D F+R1
Lure: D F+X
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(Super) Hyper Magnetic Lift: B F+R2
(Stringed) Hyper Power Gush: D B+R1
(X-Treme) Hyper Lure: D B+R2
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|=====4. THE WALKTHROUGH==================================================|
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## Cyclops
He's the first guy, so it's not that hard to beat him. I would suggest that you keep hitting him until you are open for a throw, and then throw him.

## Wolverine
He heals really quick and moves around pretty quick, so you need to hit him fast and hard. Also, use specials if you have learned them already.

## Gambit
He'll get hits in on you, so be quick and deadly. Use specials when you're sure you can use them. Also, keep an eye on your health bar.

## Storm
She can hit you more than the rest. Watch your health bar and make sure you only use specials sparingly. Also, throwing takes her life down quickly.

## Beast
He'll hit you with a lot of combos if you don't hit him fast enough. That's

why it's probably good to use the easier specials as well as strong hits.

==Phoenix==
She mostly attacks short-range, so keep away from her and use lots of long-range specials. Make sure she doesn't get close or jump near you.

==Toad==
He attacks extremely fast, so try and attack faster than him. If you need to, use lots of counters and specials. Change up your attacks, as well.

==Mystique==
She's the hardest, and will hit you with no mercy. Try and counter if you can't get a hit in on her. Also, use specials a lot!

==Sabretooth==
He's fairly easy to beat. Keep hitting him, but be fast about it, because he has a healing factor. Also, try and dodge him when he does attack.

==Magneto==
He can be tough, but keep throwing him and staying out of his way with counters. He's got a long range, and he hits hard. Just stick it out.

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|=====5. THE SECRETS=====================================================|
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==Arcade==
Movie Trailer: Already unlocked.
Character Intro FMV: Beat the game with the character.
FMV Story Style: Beat the game with everyone in normal costumes.
Comic Pix: Beat a match in Arcade with everyone in normal costumes.
Movie Pix: Beat a match in Arcade with everyone in movie costumes.

==Survival==
Character Comic Pix: Beat 10 rounds with the character in normal costume.
Character Movie Pix: Beat 20 rounds with the character in movie costume.

==Academy==
Character Outro FMV: Graduate the Academy with the character.
Third Costume: Graduate the Academy with all As with the character.

==Secrets==
Unlock Bosses: Beat the game with a character four times.

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