

# X-Men: Mutant Apocalypse FAQ/Walkthrough

by grawl

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X-Men: Mutant Apocalypse (SNES) Guide by Grawl  
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10/09/06 - Version 1.0

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Introduction  
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To make searching easier, I added search-codes in the TOC. Just press CTRL + F and enter the code to jump to that part immediately.

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History & Next Version [MA.01.01]  
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Version 1.0 (10/09/06) - First version, everything is new. (26,2KB)

=====  
Introduction [MA.02.01]  
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Taken from the official manual:

"Forgive me for bringing you here on such short notice X-men, but the situation in Genosha is far worse than I once feared. As you know, I have been troubled by the recent rise in anti-mutant activist on that tine island nation. Today, I believe I have found the root of the problem.

While using Cerebro to scan the island for the source of the anti-mutant uprising, I came upon the presence of one of our oldest and most deadly enemies. It appears that Apocalypse has found a home in Genosha.

It is now clear that the Genoshan government is using Apocalypse to bring their mutant population under tighter control. But, Apocalypse must have his

own plans for the mutants of Genosha. Whatever they may be, they will only serve to accelerate the growing conflict between mutant and humankind. It is up to you, my X-MEN, to put a stop to this madness.

Our invasion of Genosha begins tonight..."

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Characters

[MA.03.01]  
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Taken from the manual.

Name: Cyclops

Real Name: Scott Summers

Height: 6'3"

Weight: 195 lbs.

Mutant Powers: Possesses the mutant ability to discharge optic blasts of concussive force from his eyes.

Attacks:

Punch - Press the Y button.

Crescent Kick - Press Up and the Y button simultaneously.

Slide Kick - Press Right, Right and quickly press the Y button.

Standing Optic Blast - Press Down, Downright, Right and quickly press the Y button.

Jumping Optic Blast - While in mid-air, press Down, Downright, Right and quickly press the Y button.

Crouching Optic Blast - Press Right, Downright, Right and quickly press the Y button.

Name: Wolverine

Real Name: Logan

Height: 5'3"

Weight: 195 lbs.

Mutant Powers: Possesses the mutant powers of superhuman series, agility and adamant claws.

Attacks:

Slash - Press the Y button.

Uppercut - Press Up and the Y button simultaneously.

Running Claw - Press Right, Right and quickly press the Y button.

Jumping Slash - While in mid-air, press the Y button.

Berserker - Press Down, Downright, Right and quickly press the Y button.

Flying Berserker - While in mid-air, press Down and quickly press the Y button simultaneously.

Wall Climb - Jump towards the wall. Press Y to slash while hanging.

Name: Psylocke

Real Name: Elizabeth "Betsy" Braddock

Height: 5'11"

Weight: 155 lbs.

Mutant Powers: Possessed the mutant power of telepathy, which she uses to generate a "psychic blade".

Attacks:

Elbow Jab - Press the Y button.

Flip Kick - Press Up and the Y button simultaneously.

Spin Kick - Press Down and the Y button simultaneously.

Psychic Knife - Press Down, Downright, Right and quickly press the Y button.

Flying Knee - Press Right, Down, Rightdown and quickly press the Y button.

Quick Slide - Press Right, Right and quickly press the Y button.

Neck Cracker - As you land on an enemy's head, hold Down and the Y button simultaneously.

Name: Beast

Real Name: Henry "Hank" P. McCoy

Height: 5'11"

Weight: 355 lbs.

Mutant Powers: Possessed the mutant powers of enhanced strength, speed, agility, dexterity and acrobatic prowess.

Attacks:

Punch - Press the Y button.

Beast Charge - Press Right, Right and quickly press the Y button.

Somersault Kick - Press Up and the Y button simultaneously.

Crouching Kick - Press Down and the Y button simultaneously.

Ceiling Walk - Jump up to ceiling and press Up.

Beast Bounce - As you land on an enemy's head, hold Down and press the Y button simultaneously.

Name: Gambit

Real Name: Remy LeBeau

Height: 6'1"

Weight: 195 lbs.

Mutant Powers: Possesses the ability to convert any object's stored potential energy into explosive kinetic energy.

Attacks:

Staff Attack - Press the Y button.

Low Staff Attack - Press Down and the Y button simultaneously.

Jumping Staff Attack - While in mid-air, press the Y button.

Double Kick - Press Up and the Y button simultaneously.

Single Card Attack - Press Right, Right and quickly press the Y button.

Triple Card Attack - Press Down, Downright, Right and quickly press the Y button.

High Card Attack - Press Up, Up and quickly press the Y button.

=====  
Walkthrough

[MA.04.01]  
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You can play the game in 'Mission Mode' and 'Training Mode'. Mission Mode gives you 2 lives, while Training Mode gives you 3 lives and allows you to easy use the moves. However, you can only play the first 5 levels if you play on Training Mode.

-----  
Gambit

[MA.04.02]  
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Not a hard level. Jump on the boxes in the beginning to avoid the enemies at the bottom. Work your way up. Soon you'll need to head left in order to go further up.

When you find a small red [x] you can grab that (after getting rid of the enemy that throws grenades) to regain some health. Go left, up, and right again and follow the path.

Use the platforms to get to the right side and reach an elevator. Once you step on it, it'll go down. The easiest way to do this is by staying crouched all the time. The enemies are too stupid to hurt you when you do this. You can destroy the barrel to get rid of enemies in the middle of the elevator and to get some health.

Head right until you find a small boat. Step on it to start the last part of

the level. A big aircraft will hover above you. Use the High Card Attacks to destroy the laser cannons. After that jump into the aircraft and attack the driver using the Crouching Attack to get rid of him and finish the mission.

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Psylocke

[MA.04.03]  
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Head right until you find a door. Soldiers will come out of this door and from your left and right. Take care of them and continue.

Use the platform to get up, but be aware of the fact it'll fall down once you stepped on it. Kill the two soldiers. At the end of the platform jump right to get a card. You'll encounter another door and new enemies.

After you got rid of them you'll find some health and you proceed through the level. The mini-boss you encounter is rather easy. He'll either throw a spiky ball your way or flash and go sideways. Use the Neck Cracker attack this is pretty easy.

Once the boss is down, the ground will crumble down. Head right and jump over the enemies until you reach solid ground and some energy again.

Destroy the enemies and then step onto the elevator to fight Sentinel. Using the Neck Cracker you can avoid the bombs and most of his lasers.

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Cyclops

[MA.04.04]  
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Just keep fighting bad guys until you reach a platform in the middle of a stage and you see guys hovering in the background. They'll hover high, middle and low in the background and will appear at the same height on the foreground. Time your attacks to knock them off their hoverjets.

After this fight you'll see encounter health and more enemies. What a joy. Fight them and head right.

You'll need to fight another hoverjet. It'll first appear on the right side and shoot bullets. Stay left and try to hit it when it goes up again. It'll switch between left and right, so it's not hard to find a pattern. One hit is enough to take him and the bridge down.

Fall on the left side to get a card and end up in a swamp. Watch the water to find out where enemies will appear. Keep going right until you find a tank.

Quickly jump over it and grab the health. Then keep hitting the main part of the tank while crouching to avoid most things that are thrown your way. When one part is down, destroy the other one. Don't bother to destroy the turrets and soldier.

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Wolverine

[MA.04.05]  
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Head to the right and keep fighting the enemies. Nothing hard there. Use the grenades that get thrown at you as an advantage by luring enemies into the area where they explode, and let them take the damage.

When you reached the right side, grab the health and go up. Destroy the

laser cannons and soldiers until you reach the top. The room ahead contains a mini-boss.

This isn't a hard boss at all. Just keep close and crouch, while you attack. When it starts to flash in yellow, move away. If it shoots rockets you're fine - since they don't reach you, because you're crouching. If it starts to flash a bit longer than normal, jump up to avoid his side-ward attack.

Keep going to reach Sentinel. He will move his head and shoot lasers in the direction he's looking at. What's good about that? He'll also shoot his own guys down. Just keep moving left and right and hit it.

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Beast [MA.04.06]  
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From the beginning you can go straight into the sewers or stay at higher ground. The upper path is easier, go defeat the enemies and drop down.

If you stay stuck to the ceiling the enemies can't hit you. Use Beast Bounce to take the enemies out easily.

To the right you'll find a mini-boss. There a mines in the water, so stay upside down. The robot will either shoot electric things at you or flash. Avoid its attacks. At the top of this area you'll find a card. Once you got it, head right.

The next room is quite big. All the way down to the right you'll find some health. Go up from here until you find a lever. If you hang onto it, the water will stop for a second and you can reach the platform on the left, in order to continue.

Grab the health to fight the bosses. It are three small Sentinels. Using the Beast Bounce this is a laugh.

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Forest [MA.04.07]  
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Any X-men can play this level, pick one you like. With Gambit it's all very easy.

The bugs in this level only take one hit to kill, so no problems there. Break the first truck to find a card. Upon going further to the right you'll find another card in the air.

Break the second truck to find some health. Keep going to enter a cave.

There a bugs crawling on the ceiling here. Don't let them get you, since they hurt. Once you find some eggs, destroy them before they hatch.

Grab the health on the right and then fight Q.Blood. If you picked Gambit, use the Triple Card Attack to hit his head (where he loses energy), his leg (which is bothering the other X-men and takes a while to come off) and possible a bug.

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Tusk [MA.04.08]  
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I suggest Beast for this level, since he can use the ceiling to his advantage.

The first level consists of trolls jumping around. Stay on the ceiling and just hit them, to avoid the bombs. Once you reached the second part, it's time to fight Tusk.

Try to use Beast Bounce to avoid getting hit and also try to hit Tusk, so he falls into the lava - This will do extra damage.

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Apocalypse [MA.04.09]  
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The first part of the level consists of you avoiding the lava. It's easiest to play as Wolverine. Go up as soon as you can and follow the passage until you end up in a normal room.

Kill the enemies and head right (other characters will enter this room too). Into the next area lava will quickly go up. Keep jumping until you reach the boss.

Do has three kind of attacks - a fireball, a drill and spikes. When he does the last one mentioned, make sure you don't attack him, since it'll hurt. Your best bet is to jump as he appears and then attack him, depending on the attack he did.

-----  
Omega Red [MA.04.10]  
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Time to test your skills against Omega Red. I found this battle to be really easy using Psylocke or Beast. Just use Neck Cracker or Beast Bounce on the back of his head (don't attack from the front, that'll hurt you) and you don't have to risk your life.

Omega Red has a few attacks regarding his tentacle. He'll wave them around, making it impossible to hit him from the front, he'll drill his tentacle into the ground and make it pop out at your location and he'll hang from his tentacle and shoot them at you.

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Juggernaut [MA.04.11]  
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Another test. Against Juggernaut, bitch! (you need to watch the movie in order to get this - Google the sentence).

It's a hard fight, since he can block attacks and does uppercuts. My tactic is to use Gambit. Just let him rush towards you while standing on a platform, then jump to the other and use the Crouching Attack one time on him. Wait for him to rush, jump to the other side etc. etc. It'll take a while, but it works.

After this boss one person needs to do the ending and beat Magneto. It's up to you. Note that every character has his or her own ending level.

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Gambit - End [MA.04.12]  
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Work your way up while avoiding the enemies and the laser beams. The robots are easy to destroy with any Card attack. The lasercannons on the platforms can be destroyed too.

All the way on top get the health and battle Exodus. He has a few attacks. If he is not completely in view, he will swift down to hurt you. Move away. If you aren't close enough, he will fly around and try to grab you. Stay close at all times. The best tactic is to jump and hit. This way he won't be able to shoot his laser at you. When you killed him for 50%, he leaves.

Avoid the lasers in the next room and you'll end up at the boss - which is a virtual image of every other X-men. You know their attacks, so this really isn't too hard.

-----  
Psylocke - End

[MA.04.13]  
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Avoid the crosshair at all costs, since it hurts when you get hit. Just keep moving and you'll be fine.

You'll end up in a big room with lots of transporting enemies. Use the Neck Cracker to avoid most attacks. Once they are gone more will show up, but you can continue - do so.

You'll end up fighting Exodus. Not just that, but normal enemies too. Hit Exodus in the air and then kick him a few times when he is low to the ground. Continue after the battle to fight the boss.

The boss is just a rocket. Use the Neck Cracker to get to the upper platforms. Make sure you don't use normal attacks, but Crouching Attacks. Try to get to a platform on the right as soon as possible and you'll be fine.

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Cyclops - End

[MA.04.14]  
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Stand on the platforms while defending yourself to get up. You'll find more platforms after a while, until you have to fight Exodus.

After the fight you'll get some health and it's time for the boss. Get onto the moving platforms and then start using your lasers to hit the core (and remove the obstacles).

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Wolverine - End

[MA.04.15]  
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You need to make your way up without getting his by the big pink lasers. Time your climbs and jumps. After a while you'll fight Exodus.

After the fight jump down and head to the right to fight the boss. Which is rather easy. Climb to the left and avoid the energy balls. When the platforms are picking up speed, jump on one and hit the core.

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Beast - End

[MA.04.16]  
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Avoid the electricity and keep going right until you can fight Exodus. After



the fight don't head right, but head up until you can fight the boss.

The best tactic is to head to the ceiling and hit the machine. When electricity comes along, leave for a second and come back.

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Magneto [MA.04.17]  
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Magneto isn't hard - just takes long to beat. Your best bet would be to stand in a corner. When he moves metal plates towards him, start to slash, so you destroy them. Then jump and hit him, and go stand in the corner again.

It takes quite a while, but after that you beat the game. Good job!

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Cheats & Secrets [MA.05.01]  
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Passwords [MA.05.02]  
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First 5 levels complete - Gambit, Xavier, Wolverine, Wolverine, Wolverine,  
Beast, Cyclops, Beast

Level 6 complete - Beast, Psylocke, Psylocke, Cyclops, Magneto, Gambit,  
Magneto, Gambit

Level 7 complete - Xavier, Magneto, Gambit, Gambit, Magneto, Magneto, Magneto,  
Magneto

Level 8 complete - Psylocke, Cyclops, Psylocke, Psylocke, Wolverine, Gambit,  
Xavier, Psylocke

Level 9 complete - Gambit, Xavier, Gambit, Wolverine, Wolverine, Magneto,  
Xavier, Apocalypse

Level 10 complete - Beast, Psylocke, Cyclops, Cyclops, Magneto, Cyclops,  
Psylocke, Wolverine

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FAQ [MA.06.01]  
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Q: Are you a mutant?

A: No, but I have the power to write guides.

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Conclusion [MA.07.01]  
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I hope you enjoyed my guide, since I put a lot of work in it. If you encounter problems, feel free to mail me. Also suggestions, feedback, comment etc. are accepted, the mail addy is on top of this file.

Thanks-list: N/A

And especially you, for reading this.

For other guides, you can check this link:

<http://www.grawl.nl>

<http://www.gamefaqs.com/features/recognition/13739.html>

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