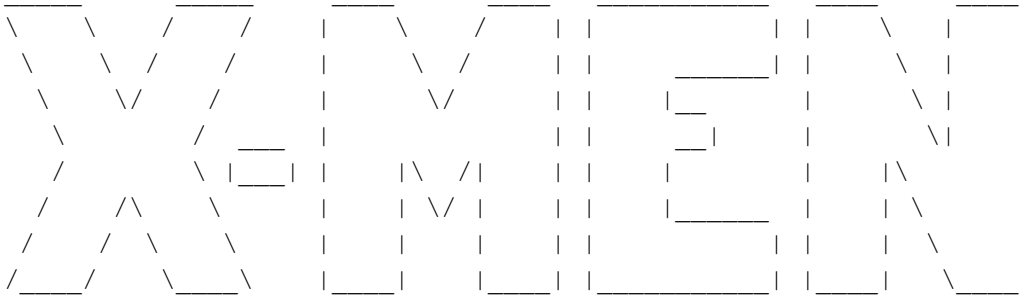


# X-Men: Mutant Academy FAQ/Move List

by Ice Master

Updated to v1.20 on Jul 20, 2000



```
MMM      MMM UUU      UUU TTTTTTTTTT  AAAAAA  NNN      NNN TTTTTTTTTT
MMMMM    MMMMM UUU      UUU TTTTTTTTTT  AAAAAAAAA NNNNN  NNN TTTTTTTTTT
MMM MM MM MMM UUU      UUU   TTT   AAA  AAA NNNNNN  NNN   TTT
MMM  MMM  MMM UUU      UUU   TTT   AAAAAAAAA NNN NNN NNN   TTT
MMM  M   MMM UUU      UUU   TTT   AAA  AAA NNN  NNNNNN  TTT
MMM      MMM  UUUUUUU      TTT   AAA  AAA NNN   NNNN   TTT
```

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AAAAA    CCCCC    AAAAA  DDDDDD  EEEEE  MMM      MMM  YYY  YYY
AAA AAA  CCC   CCC  AAAAAAA DDD DDD  EEE   MMMMM  MMMMM  YYY  YYY
AAA AAA  CCC           AAA AAA  DDD  DDD  EEEEE  MMM  MMMM  MMM  YYY  YYY
AAAAAAA  CCC           AAAAAAA DDD  DDD  EEE   MMM  MM  MMM   YYY
AAA AAA  CCC   CCC  AAA AAA  DDD DDD  EEEEE  MMM      MMM   YYY
AAA AAA  CCCCC    AAA AAA  DDDDDD  EEEEE  MMM      MMM   YYY
```

X - M E N : M U T A N T A C A D E M Y  
P L A Y S T A T I O N  
C O M P R E H E N S I V E T E X T F A Q

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Revision 1.20  
Last Modified on 07/20/2000

The latest version of this document can always be found at the following URL:

<http://www.icemaster.org/xma/>

(The condensed move list is also available at the above URL)

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The author of this document is in no way affiliated with Activision, Marvel, Paradox Developments, nor any other parties involved with the development, licensing and/or distribution of X-Men Mutant Academy.

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WHAT'S NEW  
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Revision 1.20 - 07/20/2000

Added information on counters to the Basics section. Minor corrections to the Super Move section. Added "Intro FMV - Story Style" to Codes and Secrets section.

Revision 1.12 - 07/17/2000

More updates to the Super Move section and changes to the FAQ's format.

Revision 1.01 - 07/16/2000

Revamped the Super Move section. Minor changes to the format of the FAQ.

Revision 1.00 - 07/15/2000

First completed revision. Tons of corrections made to the move list originally from Tips & Tricks Magazine (most moves have apparently been changed since the preliminary versions of the game). Tested all moves that are listed. The move names are from the Academy mode so don't complain to me about them. Codes and Secrets thanks to IGN.

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SECTION 1: Introduction -----  
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#### 1-1 BIRTH OF THE X-MEN

"Mutations have occurred since life began. It was inevitable that eventually mutations would result in beings with extraordinary abilities. These are the mutants: men and women whose actual genetic structure endows them with super-human powers. A mutant named Charles Xavier has formed a team of these mutants called

the X-Men.

Professor Charles Xavier has made it his life's work to train the X-Men to use their powers for good. But still, some of those born with an ordinary genome hate and fear the X-Men. These unusual warriors learn to protect those that reject them.

In the X-Men: Mutant Academy, each and every mutant must prove his or her worth in battle against the others. They must learn to harness their rage and utilize their individual special powers."

----- (X) -----

#### 1-2 MOVE KEY

Abbr	Fullname	Button Used
====	=====	=====
u	UP	Up on the D-Pad
d	DOWN	Down on the D-Pad
f	FORWARD	Forward; the direction toward the opponent
b	BACK	Back; the direction away from the opponent
P1	PUNCH 1	Square Button
P2	PUNCH 2	Triangle Button
P3	PUNCH 3	R1 Shoulder Button (or Square+Triangle)
P	ANY PUNCH	Any of the above
K1	KICK 1	X Button
K2	KICK 2	O Button
K3	KICK 3	R2 Shoulder Button (or X+O)
K	ANY KICK	Any of the above
CTR	COUNTER	L1 Shoulder Button
THR	THROW	L2 Shoulder Button

#### Other Notations

=====  
See section 1.05 for more information on Super Moves.

[S] Super Move  
[M] Stringed Super Move  
[X] X-Treme Super Move

----- (X) -----

#### 1-3 THE BASICS

Punch Overhead Attack: f+P2  
Kick Overhead Attack: f+K2

Weak Jump Punch Attack: (in air) P1  
Med Jump Punch Attack: (in air) P2  
Hard Jump Punch Attack: (in air) P3  
Weak Jump Kick Attack: (in air) K1  
Med Jump Kick Attack: (in air) K2  
Hard Jump Kick Attack: (in air) K3

Weak Crouch Punch Attack:d+P1

Med Crouch Punch Attack: d+P2  
Hard Crouch Punch Attack:d+P3  
Weak Crouch Kick Attack: d+K1  
Med Crouch Kick Attack: d+K2  
Hard Crouch Kick Attack: d+K3

Blocking: Hold b  
Low Blocking: Hold db  
Guard Cancel: Tap b

Backstep: b,b  
Dash: f,f  
Run: f, Hold f

Throw: THR or P1+K1  
Throw 2: f+THR or f+P1+K1  
Reverse Throw: b+THR or b+P1+K1

Taunt: P2+K1

Counter: CTR or P2+K2

The three yellow bars under your character's health meter are the Counter meters. Each time you counter a move will deplete one of the three bars, so you can only counter up to 3 times per match.

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#### 1-4 CHOOSING COSTUMES

SQUARE Button: Movie Costume  
X Button: Comic Costume  
O Button: 3rd Costume (HIDDEN)

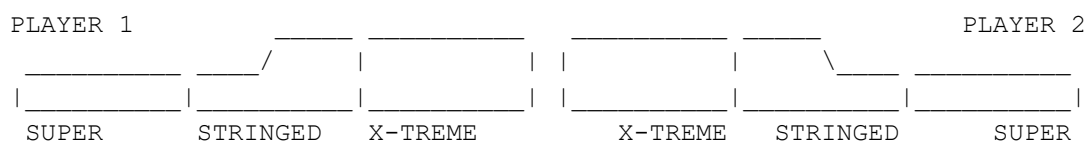
Each character in X-Men: Mutant Academy has an alternate outfit that is their appearance from the Summer 2000 X-Men motion picture. Despite the fact that Gambit and Beast are not in the movie, they have been given custom-designed "movie-style costumes" used exclusively in this game. To choose a character's Movie outfit, simply choose the character using the SQUARE button at the Select Screen. A third outfit, once they are unlocked (see the Codes and Secrets section), can be chosen using the O button.

----- (X) -----

#### 1-5 SUPER MOVES

Basics of the Super Move System

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Each character in the game has unique Super Moves that correspond to each of the three bars (as illustrated above) at the bottom of the screen. Whenever you connect with any attack, as long as it's not blocked, power will be added to one of the three bars.

>From left to right (for Player 1) or right to left (for Player 2), the bars represent the following:

#### Super Move

Denoted with "[S]" in this FAQ's move lists. The Super Move can be done as soon as the outer bar is full (an "S" will appear on the bar to indicate this.)

#### Stringed Super Move

Denoted with "[M]" in this FAQ's move lists. The Stringed Super Move can be done as soon as the middle bar is full (an arrow will appear on the bar to indicate this.)

NOTE: Once you have performed the motion for a Stringed Super Move, yellow arrows will appear above your bars during the brief pause. Press the directional pad in the directions as indicated by these arrows to multiply the strength of your Stringed Super Move.

#### X-Treme Super Move

Denoted with "[X]" in this FAQ's move lists. The X-Treme Super Moves, unlike the other two, cannot be done yet when the inner bar is initially filled. Instead, two small arrows (or half-X's) will appear at the outer edges of the bar, and you must tap the X button rapidly in order to bring them together and form an "X" at the center. Once this is done, you're allowed a limited period of time in which you can perform your X-Treme Super Move.

If you use any of the above, it will deplete the corresponding bar whether it hits the opponent or not. So use them wisely.

#### Advanced Technique: Managing Your Super Meters

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At any time during a fight, you can actually transfer the power from one bar to another. For this purpose, the Square, Triangle, and O buttons will each represent one of the three bars:

**SQUARE Button:** The bar farthest to your left. If you're Player 1, this would be your Super Move bar. Or if you're Player 2, this would be the X-Treme Super Move bar.

**TRIANGLE Button:** The bar at the middle. This is the Stringed Super Move bar whether you're Player 1 or 2 since it's always in the middle.

**O Button:** The bar farthest to your right. This would be Player 1's X-Treme Super Move bar or Player 2's Super Move bar.

To perform the transfer, hold either Left or Right on the directional pad, then press and hold the button corresponding to the bar you want to transfer FROM, followed by the button corresponding to the bar you want to transfer TO.

For example, if you're Player 1, and would like to transfer the power from your Stringed Super (middle) meter to your X-Treme Super meter (farthest to your right), simply hold Left/Right, then press and hold the TRIANGLE button followed by the O button. This technique is actually much simpler than it may seem, and it really comes in handy to gain more victories.

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SECTION 2: Default Characters -----  
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2-1 CYCLOPS

Real Name: Scott Summers  
Height: 6'3"  
Weight: 195 lbs.

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

Profile blurb: "Strict and precise field commander, he can bring his optic blasts to bear with deadly effect."

Special Moves

Optic Blast: d,df,f+P  
Upper Blast: d,db,b+P1  
Super Upper Blast: d,db,b+P2  
Hyper Upper Blast: d,db,b+P3  
Lunge Kick: d,db,b+K1  
Super Lunge Kick: d,db,b+K2  
Hyper Lunge Kick: d,db,b+K3

Super Moves

Super Power Lunge Kick: [S] d,df,f+K3  
Hyper Rush: [M] b,f+P3  
Concussion Blast: [X] d,df,f+P3+K3

----- (X) -----

2-2 WOLVERINE

Real Name: Logan  
Height: 5'3"  
Weight: 200 lbs. without Adamantium Skeleton  
300 lbs. with Adamantium Skeleton

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

Profile blurb: "The most ferocious of the X-Men. He is the best there is at what he does: hurt his opponents."

Special Moves

Fury Claw: d,df,f+P  
Setup Jump: d,db,b+K...  
Samurai Dive: Setup Jump (above), P1/P2/P3/K1/K2  
Sudden Dip: Setup Jump (above), K3

Super Moves

Samurai Slice: [S] d,df,f+K3  
Special Delivery: [M] d,db,b+P3  
Weapon X (recharge): [X] K2,K1,d,P2

2-3 GAMBIT

Real Name: Remy LeBeau  
Height: 6'1"  
Weight: 175 lbs.

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

Profile blurb: "This Cajun can charge and throw objects. In a fight he holds all the right cards."

Special Moves

Falling Card: d,db,b+P1  
Falling Card 2: d,db,b+P2  
Falling Card 3: d,db,b+P3  
Card Toss: Hold b 2secs,f+P1  
Card Toss 2: Hold b 2secs,f+P2  
Card Toss 3: Hold b 2secs,f+P3  
Staff Charge Upper: Hold b 2secs,f+K1  
Staff Charge Upper 2: Hold b 2secs,f+K2  
Staff Charge Upper 3: Hold b 2secs,f+K3

Super Moves

Charged Staff: [S] Hold d 2secs,b+K1+P1  
Card Trick: [M] d,db,b+K3  
52 Card Pickup: [X] db,f+P3+K3

2-4 STORM

Real Name: Ororo Munroe  
Height: 5'11"  
Weight: 127 lbs.

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

Profile blurb: "At the heart of a raging maelstrom, she remains calm and in control."

Special Moves

Ball Lightning: d,db,b+P1  
...hold P1 and use D-Pad to steer  
Ball Lightning 2: d,db,b+P2  
...hold P2 and D-Pad to steer  
Ball Lightning 3: d,db,b+P3  
Electric Drill: Hold b 2secs,f+P1  
Electric Drill 2: Hold b 2secs,f+P2  
Electric Drill 3: Hold b 2secs,f+P3  
Lightning Uproar: Hold b 2secs,f+K1  
Lightning Uproar 2: Hold b 2secs,f+K2

Lightning Uproar 3: Hold b 2secs, f+K3

Super Moves

Static Force: [S] K2,u,P2  
Hyper Electric Drill: [M] Hold b 2secs, f,b+P3  
EMF: [X] Hold b 2secs, f,b+K3

----- (X) -----

2-5 BEAST

Real Name: Henry P. McCoy  
Height: 5'11"  
Weight: 355 lbs.

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

Profile blurb: "Uses his ape-like strength and agility, plus genius-level intellect to confront and confound foes."

Special Moves

Handspring Kick: d,db,b+P1  
Handspring Kick 2: d,db,b+P2  
Beast Roll: d,db,b+P3  
Beast Slide: d,db,b+K1  
Beast Slide 2: d,db,b+K2  
Beast Slide 3: d,db,b+K3

Super Moves

Handplant Hell: [S] d,df,f+K3  
Seismic Smackdown: [M] d,df,f+P3  
Flat Out: [X] b,db,d,df,f+K2

----- (X) -----

2-6 PHOENIX

Real Name: Jean Grey-Summers  
Height: 5'6"  
Weight: 110 lbs.

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

Profile blurb: "One of the most powerful X-Men. Along with telepathy, Jean wields the cosmic might of the Phoenix."

Special Moves

Inferno Kick: d,df,f+K  
Flying Phoenix: (in air) d,df,f,P1  
Flying Phoenix 2: (in air) d,df,f,P2  
Flying Phoenix 3: (in air) d,df,f,P3  
Air Strike: (in air) d,df,f,K1  
Air Strike 2: (in air) d,df,f,K2  
Air Strike 3: (in air) d,df,f,K3



### Super Moves

Hyper Air Strike: [S] (in air) d,db,b+K3  
Control Bubble: [S] d,db,b+P3  
Double Phoenix: [M] d,df,f+P3  
Phoenix Force: [X] P2,P1,d,K2

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SECTION 3: Boss Characters -----  
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### 3-1 TOAD

Real Name: Mortimer Toynbee  
Height: 5'8"  
Weight: 260 lbs.

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

Profile blurb: "An outcast misfit. He possesses a frog-like physique and leg strength to match."

### Special Moves

Toad Spit: d,df,f+P  
Toad Trick: d,db,b+K...  
Toad Slide: Toad Trick (above), then K1  
Toad Slide 2: Toad Trick (above), then K2  
Toad Slide 3: Toad Trick (above), then K3  
Toad Dive: Toad Trick (above), then P  
Flytrap Weak: d,df,f+K1  
Flytrap Med: d,df,f+K2  
Flytrap Strong: d,df,f+K3

### Super Moves

Kicking Toad: [S] b,f+P3  
Frog Legs: [M] d,db,b+P3  
Flying Toad: [X] b,f+K3

----- (X) -----

### 3-2 MYSTIQUE

Real Name: Raven Darkholme  
Height: 5'10"  
Weight: 120 lbs.

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

Profile blurb: "Drop dead gorgeous, this evil mutant assassin wields high-tech weaponry with deadly accuracy."

### Special Moves

Cheap Shot: d,db,b+K1  
Cheap Shot 2: d,db,b+K2

Cheap Shot 3: d,db,b+K3  
Head Shot: d,df,f+P1  
Pop Shot: d,df,f+P2  
Leg Sweeper: d,df,f+P3

Super Moves

Deck Special: [S] d,db,b+P1+K1  
Sum Total: [M] d,db,b+P3  
Mystique's Surprise: [X] d,df,f+K3

----- (X) -----

3-3 SABRETOOTH

Real Name: Victor Creed  
Height: 6'6"  
Weight: 275 lbs.

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

Profile blurb: "A psychotic hunter and fighter. He is the mortal enemy of Wolverine."

Special Moves

Dusty Claw: b,f+K  
Dive Claw: Hold b 2secs,f+P1  
Dive Claw 2: Hold b 2secs,f+P2  
Dive Claw 3: Hold b 2secs,f+P3  
Ill Treatment: d,db,b+K2

Super Moves

Weapon X (recharge): [S] P1,K2,b,P1  
Ground Pound: [M] d,db,b+P3  
Rampant Strength: [X] P1,K2,b,P2

----- (X) -----

3-4 MAGNETO

Real Name: Erik Magnus Lehnsherr  
Height: 6'2"  
Weight: 190 lbs.

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

Profile blurb: "Leader of evil mutants and master of magnetism. Mutant world domination is his goal."

Special Moves

Lure: d,df,f+K  
Power Gush: d,df,f+P1  
Power Gush 2: d,df,f+P2  
Power Gush 3: d,df,f+P3  
Magnetic Lift: b,f+P1

Magnetic Lift 2:           b,f+P2  
Magnetic Lift 3:           b,f+P3

#### Super Moves

Hyper Magnetic Lift:       [S] b,f+K3  
Hyper Power Gush:         [M] d,db,b+P3  
Hyper Lure:               [X] d,db,b+K3

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SECTION 4: Codes and Secrets -----  
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#### 4-1 UNLOCKING CEREBRO FEATURES

Cerebro Mode allows you to view many hidden features such as full-motion video sequences and special photos. By default, the only feature unlocked is the Movie Trailer (the 2nd Theatrical trailer for the Summer 2000 X-Men film).

In Cerebro Mode, use Up/Down on the D-Pad to scroll through the features, and Left/Right to change categories. Press the X button to view a feature, or Triangle to exit back to the main menu.

#### CATEGORY 1: ARCADE

=====

##### Intro FMV

To unlock the Intro Full-Motion Video (FMV) sequence for each character, complete Arcade mode using him/her.

##### Intro FMV - Story Style

To unlock the "Story Style" Full-Motion Video (FMV) sequence, win Arcade with every character.

##### Historical Comic Pix

To unlock the Historical Comic Pictures, complete Arcade mode with all of the characters using their normal comic costumes.

##### Behind the Scenes Pix

To unlock the Behind the Scenes Pictures, complete Arcade mode with all of the characters using their alternate (movie) costumes.

#### CATEGORY 2: SURVIVAL LEVEL 1

=====

##### Individual Character Comic Pix

To unlock the individual character Comic Pictures, go through ten rounds with a character in Survival mode, wearing his/her normal comic costume.

#### CATEGORY 3: SURVIVAL LEVEL 2

=====

##### Individual Character Movie Pix

To unlock the individual character Movie Pictures, go through twenty rounds with a character in Survival mode, wearing his/her alternate (movie) costume.

##### Movie Pix

To unlock the Movie Pictures (not specific to each of the movie characters), go through twenty rounds in Survival mode using Gambit.

CATEGORY 4: ACADEMY LEVEL 1

=====

Outro FMV

To unlock the Outro Full-Motion Video (FMV) sequence for each character, graduate the Academy Training mode using him/her.

CATEGORY 5: ACADEMY LEVEL 2

=====

3rd Costumes

To unlock the third costume for each character, graduate the Academy Training mode with straight A's using him/her. The 3rd costume will be accessible by selecting the character with the O button.

----- (X) -----

4-2 UNLOCKING THE BOSS CHARACTERS

All ten characters, including the four bosses, are available by default in the two-player Versus mode. However, the four bosses (Toad, Mystique, Sabretooth, and Magneto) must be unlocked in order to make them selectable in the Arcade, Academy, and Survival modes.

Boss Name	How to Unlock
-----------	---------------

=====	=====
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TOAD	Complete Arcade mode with any character for the first time.
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MYSTIQUE	Complete Arcade mode with any character for the second time.
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SABRETOOTH	Complete Arcade mode with any character for the third time.
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MAGNETO	Complete Arcade mode with any character for the fourth time.
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SECTION 5: The Outro -----  
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5-1 FAQ CREDITS

Credits

Jason Wilson of Tips & Tricks Magazine (Preliminary Move List)  
Imagine Games Network (Codes and Secrets)  
Cerebro Files (Vital Stats)

Special thanks to Activision

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