

# X-Men: Mutant Academy 2 Gambit Move List

by Windman

Updated to v1.1 on Nov 10, 2001



MOVE LIST  
For PlayStation

Version 1.1

11/10/2001

Best viewed in a NotePad with Courier New.

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## I. BIOS:

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Always an outsider, Remy LeBeau was shunned as a youth because of his strange, burning-red eyes. Eventually, he realized he was a mutant -- gifted with the ability to charge inanimate objects with explosively released biokinetic energy. A reformed thief and charming scoundrel, the ragin'Cajun always has a card up his sleeve!

Real name: Remy LeBeau (LeBeau means The Handsome)  
Occupation: Adventurer, reformed thief  
Group affiliation: X-Men, Thieves Guild of New Orleans  
Base of operations: Mobile  
First appearance: Uncanny X-Men #266 (1990)

Height: 6'1"  
Weight: 175 lbs.  
Eye color: Burning red  
Hair color: Brown

Powers: Through physical contact, Gambit can convert an object's potential energy into kinetic energy.

Weapons: In Gambit's hands, even the most benign implement becomes an exploding projectile. However, he most often relies on kinetically charged playing cards.

History: Orphaned at birth, Remy LeBeau spent his early years fending for himself on the hard, cold streets of New Orleans. He survived by picking pockets -- teaching himself the tricks of the trade through trial and error, and eking out a modest living. However, he had yet to learn an important lesson: restraint. Remy unknowingly tried to pick the pocket of Jean-Luc LeBeau, head of the legendary Thieves Guild of New Orleans.

Jean-Luc took the boy under his wing, adopting him. In time, Remy mastered the ways of the guild -- as well as those of its chief rival, the New Orleans Assassins Guild. To seal a peace pact between the organizations, Gambit married Bella Donna Boudreaux, granddaughter of the assassins' patriarch. But

Bella Donna's brother, Julien, objected to the arranged union and challenged Gambit to a duel. Severely wounding his opponent, Remy was forced to flee New Orleans to prevent war between the guilds.

Gambit wandered the world and plied his skills as a master thief, aided by his mutant ability to charge objects with explosive energy. During this period, he worked as an operative for the master geneticist known as Mr. Sinister. Unable to control his burgeoning talents, Gambit submitted to an operation whereby Sinister siphoned off a considerable portion of his power. In return, Gambit helped Sinister assemble a team of super-powered assassins -- unaware his benefactor would dispatch the Marauders to annihilate the Morlocks, an underground community of mutant outcasts. Ignorant of the true motive behind Sinister's machinations, Gambit even led the Marauders into the Morlock tunnels. The outlaw team of mutant adventurers known as the X-Men were able to help some of the Morlocks to safety, and a considerable number managed to escape the Marauders on their own -- but the majority perished.

Severing his ties to Sinister, Gambit partnered with the X-Men's weather witch, Storm, who had turned to thievery after being transformed into an amnesiac child. When Storm regained her memories and true age, she sponsored Gambit's admission to the X-Men. Although technically married, he became enamored of his teammate Rogue, blessed and cursed with the ability to absorb other mutants' thoughts and abilities through skin-on-skin contact. The feeling was mutual, but the two soulmates were condemned never to touch. After sharing a forbidden kiss, Rogue learned Gambit's dark secret: his complicity in the so-called "Mutant Massacre." At Rogue's request, the X-Men left Remy to fend for himself in the frozen wasteland of Antarctica. Eventually, Gambit rejoined the team and reconciled with Rogue.

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## II. GAMBIT POWER SPECIFICATIONS:

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POWER GRID	0	1	2	3	4	5	6	7	8	9	10
INTELLIGENCE	_____										
STRENGTH	_____										
SPEED	_____										
DURABILITY	_____										
HEALING	_____										
AGILITY	_____										
REFLEXES	_____										
FIGHTING SKILLS	_____										

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## III. CHARACTER FEATURES:

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This Cajun offers a different style of play. Gambit takes a more relaxed approach to fights. He is a defensive character that likes to keep his opponents away.

Gambit must study his special moves to be able to use them at will.

Keep the opponent away with his projectiles and practice big damage combos for those in close battles.

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#### IV. COSTUMES:

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First Costume: Use square button to select it.

Comments: Gambit original costume. A black and pink outfit with a brown trenchcoat.

Second Costume: Use circle button to select it.

Comments: Same of Gambit's original costume, but with alternate colors. A black and red outfit with a grey trenchcoat.

Third Costume: Press and hold R1, then press cross to select it.

Comments: A X-Men Movie style costume. Although Gambit wasn't in the movie, he got a movie version of his costume. A Black outfit with a grey trenchcoat.

Fourth Costume: First, finish Academy Mode to unlock it. To select, Press and hold R1, then press square.

Comments: Joe Quesada's costume (Gambit's actual costume). A Blue outfit with a red handkerchief and his brown trenchcoat.

Fifth Costume: Play with Gambit in versus mode on "Pool Party" Arena.

"Pool Party" is only available in versus mode. "Pool Party" Arena appears just above "Random Select" in Versus Mode. To unlock "Pool Party", play Survival Mode and Rank as 1st with any character.

Comments: Gambit wears a black short and holds something used to clean pool instead of his Cajun.

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#### V. GAMBIT STAGE:

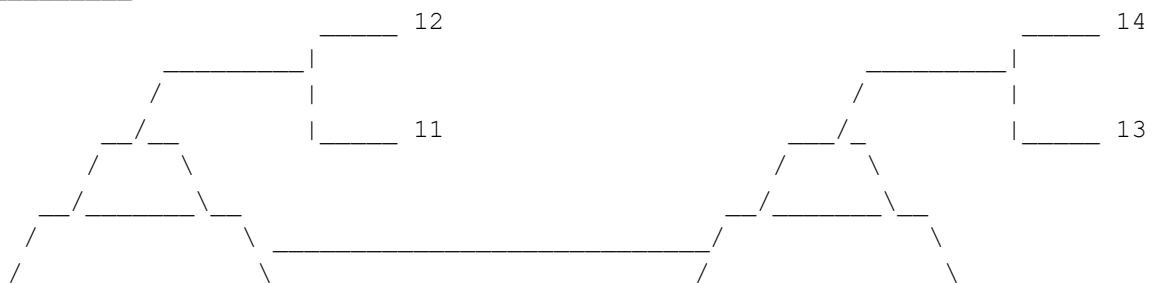
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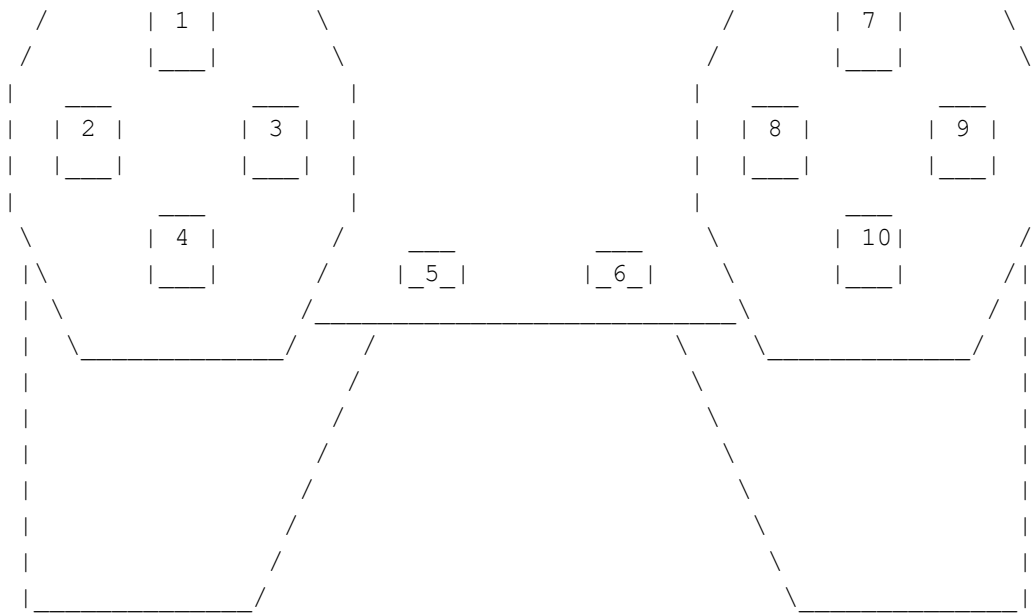
Bayou Hideout

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#### VI. CONTROLS:

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- 1 = UP (u)
- 2 = BACK (b)
- 3 = FORWARD (f)
- 4 = DOWN (d)
- 5 = SELECT
- 6 = START
- 7 = triangle - medium punch
- 8 = square - weak punch
- 9 = circle - medium kick
- 10 = cross - weak kick
- 11 = L1 (same as triangle + circle) - counter
- 12 = L2 (same as square + cross) - throw
- 13 = R1 (same as square + triangle) - strong punch
- 14 = R2 (same as cross + circle) - strong kick

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VII. FILLING IN THE SUPER BARS:

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Just hit the opponent ^\_^"!

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VIII. CHANGING POWER FROM SUPER BARS:

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Player 1:

- square = SUPER energy bar
- triangle = SMI super energy bar
- circle = X-TREME super energy bar

Player 2:

- circle = SUPER energy bar
- triangle = SMI super energy bar
- square = X-TREME super energy bar

First, press and hold the button that corresponds to the bar that has the energy you want to drain and transfer.

Second, hold Left or Right.

Finally, press the button that corresponds to the bar that you wish to

transfer to.

Exemple: As player 1, to switch energy from SUPER bar to X-TREME bar, press:  
square + right (or left) + circle.

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IX. MOVES:

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IX.1. Standing Attacks:  
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Backhand - square  
Staff Upper - triangle  
Full Staff Slam - R1  
Knee - cross  
Side Kick - circle  
Double Kick - R2  
Overhead Hilt Smash - d + f + square

-----  
IX.2. Crouching Attacks:  
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Backhand - d + square  
Low Cross - d + triangle  
Staff Upper - d + R1 (or d + f + triangle)  
Foot Slide - d + cross  
Slide Back Kick - d + circle  
Reverse Spin Kick - d + R2  
Mini Upper - d (while standing up), square

-----  
IX.3. Jumping Attacks:  
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Air Chop - u + square  
Double Palm Staff - u + triangle  
Baseball Swing - u + R1  
Pop Kick - u + cross  
Roundhouse - u + circle  
Power Roundhouse - u + R2

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IX.4. Throws:  
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Unblockable attacks. Use near opponent.

Shoulder Butt - L2  
Trip Slam - f + L2  
Shove It - b + L2

-----  
IX.5. Counter:  
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Use it close to opponent just before he attacks. It not function against

projectile moves. Each counter move drains one of the yellow bars showed under the life bar. So, you can perform this only three times in a match.

Counter - L1

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IX.6. Special Attacks:  
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Insurance - d, b, square  
Insurance 2 - d, b, triangle  
Insurance 3 - d, b, R1  
Blackjack - b, f + square  
Blackjack 2 - b, f + triangle  
Blackjack 3 - b, f + R1  
Surging Staff - b, f + cross  
Surging Staff 2 - b, f + circle  
Surging Staff 3 - b, f + R2  
Air Blackjack - (in air) d, f, square  
Air Blackjack 2 - (in air) d, b, square

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IX.7. Super Attacks:  
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SUPER Bar: Charged Staff - d, b, L2  
SMI super bar: Card Trick - d, b, R2 (SMI Commands: Up, Left, Right, Up, Down)  
X-TREME super bar: 52 Card Pickup - f, f + R1

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IX.8. Combos:  
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String Combo 1 - square, cross, circle, R1  
String Combo 2 - (d + cross), (d + triangle), (d + circle)  
Special Combo 1 - square, cross, circle, (b, f + R1)  
Special Combo 2 - (b, f + R2), (b, f + R1) \*  
Special Combo 3 - (d + triangle), (b, f + R2), (b, f + R1) \*  
Super Combo 1 - square, cross, triangle, R2, (d, b + L2)  
Super Combo 2 - square, cross, triangle, R2, (d, b + R2)  
Master Combo - cross, circle, (d + triangle), (b, f + R2), (f, f + R1) \*

\*time is tricky to perform it right

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IX.9. Air Combos:  
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For Air Combos you just need to press the up button when you launch the opponent into the air. The character jumps automatically into the opponents direction.

String Combo 1 - (d + R1), u, square, triangle, triangle  
String Combo 2 - (d + R1), u, cross, circle  
Special Combo 1 - (b, f + R2), u, square, cross, triangle, circle,  
(d, f + square)  
Special Combo 2 - (d + circle), (b, f + R2), u, square, cross, triangle,  
circle, R1  
Master Combo - (d + triangle), (b, f + cross), (b, f + R2), (f, f + R1) \*

\*time is tricky to perform it right

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IX.10. Full Combos:  
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Full Combos are a mix of Air and Ground Combos. You start the Combo in Ground and finish it in air. They are the most powerfull combos in game. In this kind of Combo, you hit the opponent 11, 12 times without using a Super Move.

11 Hit Combo - square, cross, circle, (d + triangle), (b, f + cross),  
(b, f + R2), u, square, cross, triangle, circle,  
(d, f + square)

12 Hit Combo - square, cross, triangle, R2, (b, f + cross), (b, f + R2), u,  
square, cross, triangle, circle, (d, f + square)

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X. HIT DAMAGE:  
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X.1. Standing Attacks:  
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	Number of Hits	Damage	Total
Backhand	1	3	3
Staff Upper	1	5	5
Full Staff Slam	1	7	7
Knee	1	3	3
Side Kick	1	5	5
Double Kick	2	3+3	6
Overhead Hilt Smash	1	5	5

-----  
X.2. Crouching Attacks:  
-----

	Number of Hits	Damage	Total
Backhand	1	3	3
Low Cross	1	5	5
Staff Upper	1	7	7
Foot Slide	1	3	3
Slide Back Kick	1	5	5
Reverse Spin Kick	1	7	7
Mini Upper	1	5	5

-----  
X.3. Jumping Attacks:  
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	Number of Hits	Damage	Total
Air Chop	1	3	3
Double Palm Staff	1	5	5
Baseball Swing	1	7	7
Pop Kick	1	3	3
Roundhouse	1	5	5
Power Roundhouse	1	7	7

-----  
X.4. Throws:  
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	Number of Hits	Damage	Total
Shoulder Butt	1	15	15
Trip Slam	3	4+4+7	15
Shove It	2	5+12	17

-----  
X.5. Counter:  
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	Number of Hits	Damage	Total
Counter	1	10	10

-----  
X.6. Special Attacks:  
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	Number of Hits	Damage	Total
Insurance	1	8	8
Insurance 2	1	9	9
Insurance 3	1	10	10
Blackjack	1	8	8
Blackjack 2	1	9	9
Blackjack 3	1	10	10
Surging Staff	1	8	8
Surging Staff 2	1	9	9
Surging Staff 3	1	10	10
Air Blackjack	1	9	9
Air Blackjack 2	1	9	9

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X.7. Super Attacks:  
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	SMI Command	Number of Hits	Damage	Total
Charged Staff	-	1	25	25
Card Trick	-	2	10+15	25
	Up	2	12+15	27
	Up, Left	2	14+15	29
	Up, Left, Right	2	16+15	31
	Up, Left, Right, Up	2	18+15	33
	Up, Left, Right, Up, Down	2	20+15	35
52 Card Pickup	-	16	6+7+6+6+4+4+2+2 1+1+1+1+1+1+1+1	45

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X.8. Combos:  
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	Number of Hits	Damage	Total
String Combo 1	4	3+3+5+6	17
String Combo 2	3	3+5+5	13
Special Combo 1	4	3+3+5+9	20
Special Combo 2	2	10+10	20
Special Combo 3	3	5+10+10	25
Super Combo 1	6	3+3+5+2+1+25	39
Super Combo 2	7	3+3+5+2+1+17+11	42
Master Combo	4+16	3+5+5+9+25	47

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X.9. Air Combos:  
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	Number of Hits	Damage	Total
String Combo 1	4	7+3+5+6	21

String Combo 2	3	7+3+5	15
Special Combo 1	6	10+3+3+4+3+6	29
Special Combo 2	7	5+10+3+2+3+2+3	28
Master Combo	3+16	5+8+10+25	48

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X.10. Full Combos:  
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	Number of Hits	Damage	Total
11 Hit Combo	11	3+3+5+4+6+7 +1+1+1+1+1	33
12 Hit Combo	12	3+3+5+2+1+5+ 6+1+1+1+1+1	30

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XI. MOVE COMMENTS:  
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XI.1. Special Moves:  
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Name: Insurance

Comments: Its's not a good move at all. Gambit throws a kinetically charged card on the ground. If hits the opponent, he's automatically throwed into the air. The strength of punch tells the distance you throw the opponent into the air. The card explodes after a few seconds, or when Gambit throws other card (Insurance or Blackjack card). It also explodes when the opponent walk or dash over it. Most of times it doesn't work against flying opponents (it only work's when they're very close to ground). I don't use this move 'cause nobody is so stupid to step on the card.

Name: Blackjack

Comments: This move is better than Insurance. Gambit throws a kinetically charged card that acts like a Hadou-Ken. I personally like to use this move after throwing a enemy into air (special Combo 2). Against projectile moves, like Cyclops Opitic Blast, don't use this move or you'll get burned!

Name: Surging Staff

Comments: Maybe Gambit's best move. The strength of the punch tell how far the opponent goes in the air. It's a good move to start a combo or to make a "special Combo 2" by throwing a Blackjack. The problem in this move is the recovery time. If you miss the attack it'll take a few (and long) minutes to Gambit get back to his fighting position. If you're fighting a opponent that knows how to make great Combos, you better pray...

Name: Air Blackjack

Comments: This move must be done in air area (DUH!). It's a good move to use against flying opponents that like to stay all time in the upper part of the screen.

Name: Air Blackjack 2

Comments: Again, this move must be done in air area. It's a good move to use

against opponents that have projectile moves, like Cyclops Optic Blast.

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XI.2. Super Moves:  
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Name: Charged Staff

Comments: To hit the opponent with this move you should be in a two step distance from the opponent or closer.

Name: Card Trick

Comments: To perform this move you should be close to opponent. Always do it with the complete SMI sequence to make it's real power.

Name: 52 Card Pickup

Comments: Gambit's most powerfull move. Although it's not a good move. It takes a while to Gambit start throwing the cards. If you're fighting against a opponent that has projectile moves (always them?!), it's a good time to him use it to hit you and cancel your X-TREME super move. It's hard to do it, your opponent must be very good (time is very tricky), but it's possible.

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XI.3. Combos:  
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First, to make Combos of anytype, you should be near your opponent. I'll just comment the Combos that use Super Moves and Full Combos.

----- [ Ground Combos ]

Combos are very good to perform Super Moves. The only problem to preform a Super move in a Combo is that the Super Move lost great part of his power. Besides, when you use a Super Move on a Combo it always hit the opponent. I like to use this kind of Combo to impress my opponents.

Name: Super Combo 1

Comments: The Super Move used in this Combo is Charged staff. This is the only Super Move that doesn't have it's power reduced. It does a good damage.

Name: Super Combo 2

Comments: My favorite Combo. Very easy to do and very powerful. Always do it with the complete SMI Command.

Name: Master Combo

Comments: I don't like Combos that use 52 Card Pickup. The power of Super Move in this case, reduces a lot, something near 20! And it's very hard to make the Super Move hit the opponent. Time in this case is very tricky. As I said before, it's a good way to make X-TREME Super Move hit the opponent and impress him.

----- [ Air Combos ]

Name: Master Combo

Comments: Read above.

----- [ Full Combos ]

This Combos are funny. If you do the 11 Hit Combo, but without pressing the first square button, it will become a 10 Hit Combo, but although the number of hits reduce, the damage increases! I don't know why, but it increases! Check it out. Something similiar happens in 12 Hit Combo. In this case, if you don't press the first square button, it becomes a 11 Hit Combo, but the damage remains the same. It doesn't increase or reduce. Still in 12 Combo Hit, if you don't press the first square button and don't wait the second kick of R2 button hit the opponent (before the second kick hits the opponent you do a Surging Staff), the move will become a 10 Hit Combo, but the damage now will increase. Seems that 10 Hit Combos are stronger than 11 and 12.

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## XII. CODES:

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Press SELECT, DOWN, R2, L1, R1, L2 on title screen to unlock everything. To unlock "Pool Party" Arena read COSTUMES section (Fifth Costume).

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## XIII. ABOUT THIS FAQ:

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This is my first FAQ, I made everything alone in a NotePad (it spent me 2 days!). I'm not american, that explains so many mistakes in writing.

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## XIV. DISTRIBUTION:

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Feel free to anything you want with this FAQ. You can download it, publish it, anything. If you have questions, suggestions, anything, feel free to send me a e-mail. I'll certainly reply it.

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## XV. UPDATES:

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Version 1.0 - First Release of this FAQ (10/30/2001).

Version 1.1 - First update of this FAQ (11/10/2001). Updated Sections:

- Added Full Combos Section in MOVES, HIT DAMAGE and MOVE COMMENTS.
- Corrected the CODES section.