

X-Men: Mutant Academy 2 FAQ/Move List

by GalFord

Updated to v0.4 on Nov 14, 2001

X-MEN: MUTANT ACADEMY 2

Sony Playstation

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:::NOTE TO ALL THAT READ THIS FAQ:::

When I first started to write this FAQ I had used an 'Unlock everything' code to enable..well, everything. I did not listed it here, and I didn't give it out via e-mail. The reason I'm did so is for the fact that it's spoilt the sense of achievement that I should have gained when I unlocked something new. However, it seems that one person thought that I had a bit of a arrogance problem, so he mailed me a one of the funniest abuse-laden mails I've ever read. They continued to get more and more hilarious each time he wished death upon me, all for the sake of a cheat code. Well, the game's been out for ages now, so I don't think that it really matters whether I gave out the code now, as you can find it nearly anywhere on the 'net. If you can't find it at all, then I suppose I don't mind giving it out via e-mail if need be.

Kind Regards,
~GalFord~

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<VERSION HISTORY>
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Version 0.4 = 14/11/01 <<Final: beta>>

Corrected a few errors that were pointed out to me. Cleared up a few things that meant that people would be able to unlock certain secrets. Credited a few people with their findings etc, etc... received a LOT of mail about this FAQ, unfortunately most of it was from one rather abusive little fellow that continues to try and upset me by mailing abuse to my mail account when all he's doing is making himself look rather stupid with his lack of spelling and grammar, over-abuse of the SHIFT key and vocabulary that seems to be sadly limited to 13 or so swearwords. To think, all this over the fact that I didn't give out the 'Unlock Everything' keypress cheat. You'd have thought that it'd be quite easy to find now.. hell, it's repeated twice on GameFAQs.com's Codes and Secrets section... Yeesh.

Version 0.3 = 02/10/01 <<Final>>

Found, and verified the method for getting Psylocke's 'Shadow' outfit. Was mailed the definitive way to get Spiderman. Cleared up a few errors and I 'think' that I've wrapped it up. Added a little 'something' to the Epilogue, just in case.. ^_~

Version 0.2 = 1/10/01

Listed Costumes and Stages, verified a few methods to unlocking a few of the hidden characters. Added a small 'How to use' section at the bottom of every characters' moveslist. Verified the method of unlocking the 'Pool Party' versus stage.

Version 0.1 = 26/09/01

Listed all known special moves for each of the characters. Will add throws,

extra attacks, character data in next revision. Also, will list the secrets as and when I find them.

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This Game is (c) Activision. 2001
All Characters within are (c) MARVEL. 2001

/////
INTRO
/////

I wanted to do an FAQ for the first game, but was beaten to it by a mile... so.. here it is! I've played around with the game for long enough now to see that it's not just a complete rehash of the original, in fact.. it can be insanely complex when it comes to making up a few 'expert' combos! Joining the original cast of 10 from the first game are Havok, Nightcrawler, Forge and Rogue as well as a few... hidden challengers. The game system has been massively overhauled. At first glance, it looks exactly the same, until someone boots the opponent into the air!! ^_^

//////////
<LEGEND>
//////////

F = Forward
B = Back
R = Right
L = Left
U = Up
D = Down
J = Jumping
S = Standing
C= Crouching
F, F = Hop forwards
F, Hold F = Hop to Run
B, B = Backstep

P = Punch
K = Kick
WP = Weak Punch (Default: Square)
WK = Weak Kick (Default: Cross)
MP = Medium Punch (Default: Triangle)
MK = Medium Kick (Default: Circle)
HP = Heavy Punch (Default: R1 / WP+MP)
HK = Heavy Kick (Default: R2 / WK+MK)

CT = Counter (Default: L1 / MP+MK)
TH = Throw (Default: L2 / WP+WK)
TA = Taunt (Default: MP+WK)

(..) = Press buttons together

#.. = Move can ONLY be done in Mid-Air

##.. = Move can ONLY be done whilst flying (Certain characters only)

/////////
<SYSTEM>
/////////

The system in X-Men: Mutant Academy is ever so slightly different from the first game. The three Super Bars are still in there (Super, SMI and X-Treme Attack bars), and you can still switch energy from one to the next using the same method that you did in the first game (Will be explained for anyone who's not played the first game). But, you don't have to build up the X-Treme meter then bash away at the X button to 'lock' the Super into place like you did in the first one! Taking a leaf out of the Capcom 'X-Men Vs' series, you can now launch your opponent into the air and pursue them with an aerial chain combo before blasting them with a mid-air special/super attack.

--SUPER TYPES--

SUPER: Standard, run of the mill, quick to charge super move. Doesn't do an awful lot of damage, but it's worth using them just to rub your opponent's face into the dirt with a nice stylish combo.

SMI: No, I don't know what SMI stands for. SMI Supers are quite nifty, in the way that you execute the move and you are given a few directions to press. For each of the 5 directions you manage to hit quick enough, the more damage the SMI Super will do.

X-TREME: (Quoted from Instruction Manual) - 'The most powerful of the Supers. If used correctly, it can help you defeat your opponent with ease.'
Well, they weren't lying.. sheesh. Each one of the X-Treme Supers is a force to be dealt out without mercy!

--SUPER BAR MANAGEMENT--

Whilst playing, it's possible to transfer power from one Super Meter to another. This allows you to fill one meter quickly by draining the available power in the other two (If needed). Transferring the power sounds difficult to do, but with practise it'll be almost natural.

Step 1: Hold down the button that corresponds to the meter that you wish to drain and transfer.

-Player 1: Square Button (Super), Triangle (SMI Super), Circle (X-TREME)
-Player 2: Circle Button (Super), Triangle (SMI Super), Square (X-TREME)

*Note that the buttons are switched for Player 1 and 2, as the super bars are reversed for Player 2 side of the screen.

Step 2: Hold Left or Right.

Step 3: Press the button that corresponds to the meter that you wish to transfer to. Viola! All done!

--AERIAL COMBAT--

New to X-Men: Mutant Academy 2, but not to Capcom fans. Aerial combat/combo allow you to be as daring as you want to be. Each character has one or more 'launch' moves. When you connect with one of these your opponent will sail high into the air, ready for you to pursue them for an aerial combo. As soon as you connect with a launch move, hold UP on the Direction Pad to jump up to continue the combo. In addition, each Character now has at least one mid-air special (Or Super) move that can be linked onto the end of a mid-air chain combo.

*Note: Certain characters can 'fly'. Rogue, Storm, Phoenix and Magneto can levitate and move around if you hit UP, UP on the Direction Pad.

--COUNTERS--

Move Counters are exactly as the name states. And the start of every match you have three of these to use in the battle. (Displayed by three Yellow bars to the side of the Timer) As you use these, they will be greyed out. Just before the opponent attacks, hit the L1 (Or Triangle and Circle) button to use the counter. This will NOT counter 'projectile' moves such as Cyke's Optic Blasts.

--THROWS--

Should be simple enough, huh? You have a throw button, so all you have to do is use it, right? Well, yes... and yet, no. Most characters have at least 2 throws available to them. A standard throw, a 'forward' throw and a 'reverse' throw. The first two will normally bat the opponent forwards, usually in some painful manner. The third type (reverse) will normally throw the hapless foe overhead/behind them, causing you to face the opposite way.

--TAUNTS--

Pressing MP+WK together causes your character to Taunt the opponent. They don't serve any other function than just to taunt, but it's kinda funky that they are in there. Some of them are quite funny.. if you like that kind of thing... =P

//////////
<CHARACTERS>
//////////

CYCLOPS

<STAGE>
Sentinel Attack

<BIOGRAPHY>

Real name: Scott Summers
Occupation: Adventurer
Group affiliation: X-Men, formerly X-Factor.
Base of operations: Xavier Institute for Higher Learning,
Westchester County, New York.
First appearance: X-Men (Vol. 1) #1 (1963)

Height: 6'1"
Weight: 185 lbs.
Eye color: Glowing red
Hair color: Brown

Powers: Cyclops possesses the mutant ability to project a beam of concussive force from his eyes. As he cannot control his optic blasts, he must wear a visor or glasses with ruby-quartz lenses that block the beams.

<COSTUMES>

Square Button - 'Standard' Blue Outfit/Yellow Trim
Circle Button - 'Standard' Grey Outfit/Yellow Trim
R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)
R1+Cross Button - 'Movie' Outfit

<THROWS>

Blast Off - TH or WP+WK
Backhand Optic Slap - F+TH or WP+WK
Up and Over - B+TH or WP+WK

<SPECIAL MOVES>

Beam Bolt - D, F+WP
Beam Bolt2 - D, F+MP
Optic Uppercut - D, B+WP
Optic Uppercut2 - D, B+MP
Optic Uppercut3 - D, B+HP
Super Power Flash Kick - D, B+WK
Super Power Flash Kick2 - D, B+MK
Super Power Flash Kick3 - D, B+HK
#Air Beam Bolt - D, F+WP/MP
#Air Sweep Bolt - D, B+Any Punch

<SUPER>

Hyper Power Flash Kick - D, F+HK

<SMI SUPER>

Hyper Rush Combo - B, F+HP (SMI Commands: R, L, R, D, U)

<X-TREME SUPER>

Concussion Blast - D, F+HP
#Air Concussion Blast - D, F+HP

<HOW TO USE>

Cyclops enjoys a wide range of combo-able moves that allow him scope to really go to town on the hapless person that faces him. From his special moves that launch the foe, to the variety of optic blasts that he has, Cyclops is a monster in the battlefield. Play him as aggressive as you possibly can, mixing up the heights of your chain combos to get a poke in if the opponent blocks a lot. Oh, and do all you can you can to abuse the Concussion Blast Super!!

WOLVERINE

<STAGE>

Department H

<BIOGRAPHY>

Real name: Logan

Occupation: Adventurer

Group affiliation: X-Men

Base of operations: Xavier Institute for Higher Learning,

Westchester County, New York

First appearance: Incredible Hulk (Vol. 1) #180 (1974)

Height: 5'3"

Weight: 195 lbs.

Eye color: Brown

Hair color: Black

Powers: Wolverine is blessed with animal-keen senses that enable him to track people and objects with an impressive degree of success. In addition, his accelerated healing factor allows him to survive wounds that would prove fatal to most humans and mutants.

Weapons: Wolverine's skeleton has been bonded with the indestructible metal Adamantium. Also, he possesses Adamantium-laced, retractable claws housed in his forearms. At will, he can release them through the skin on the back of each hand.

<COSTUMES>

Square Button - 'Standard' Yellow/Blue Outfit

Circle Button - 'Standard' Yellow/Brown Outfit

R1+Square Button - 'Cowboy' Outfit (Academy Mode Completed)

R1+Cross Button - 'Movie' Outfit

<THROWS>

Stab Kick Combo - TH or WP+WK

3 Claw Ripper - F+TH or WP+WK

Jump N Jive - B+TH or WP+WK

<SPECIAL MOVES>

Slashing Frenzy - D, F+Any Punch

Wolf Leap - D, B+WK

Wolf Leap2 - D, B+MK

Wolf Leap3 - D, B+HK

Talon Assault (From Savage Leap) - Any Punch

Swivel Kick (From Savage Leap) - Any Kick

#Frenzied Slashes - D, F+Any Punch

#Talon Raid - D, F+Any Kick

<SUPER>

Precise Cut - D, F+HK

<SMI SUPER>

Special Delivery - D, B+HP (SMI Commands: R, U, L, D, L)

<X-TREME SUPER>

Rapid Regeneration - F, B+HK

<HOW TO USE>

Wolverine is an 'in your face' character, so he should be played as such. His moves are just full of combo potential and he works well when you're jumping around annoying the enemy with small combos. His Special Delivery SMI Super will be the most used as it's great to combo, and can be stuck in to any fight with ease. His Rapid Regeneration isn't too bad, but you have to make sure that you won't get beaten to death doing it.

GAMBIT

<STAGE>

Bayou Hideout

<BIOGRAPHY>

Real name: Remy LeBeau

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.

<COSTUMES>

Square Button - 'Standard' Black+Pink Outfit/Brown Trenchcoat

Circle Button - 'Standard' Black+Red Outfit/Grey Trenchcoat

R1+Square Button - 'Hankerchief' Outfit (Academy Mode Completed)

R1+Cross Button - 'Movie' Outfit (He got this in X-Men:MAcademy 1)

<THROWS>

Shoulder Butt - TH or WP+WK

Trip Slam - F+TH or WP+WK

Shove It - B+TH or WP+WK

<SPECIAL MOVES>

Black Jack - B, F+WP

Black Jack2 - B, F+MP

Black Jack3 - B, F+HP

Insurance - D, B+WP

Insurance2 - D, B+MP

Insurance3 - D, B+HP

Surging Staff - B, F+WK

Surging Staff2 - B, F+MK
Surging Staff3 - B, F+HK
#Air Black Jack - D, F+Any Punch
#Air Black Jack2 - D, B+Any Punch

<SUPER>

Charged Staff - D, B+TH

<SMI SUPER>

Card Trick - D, B+HK (SMI Commands: U, L, R, U, D)

<X-TREME SUPER>

52 Card Pickup - F, F+HP

<HOW TO USE>

Gambit isn't a great character, but he can more than hold his own. His Black Jack projectiles are fast and able to annoy greatly. The Surging Staff move is great for combos and well worth abusing. Learn to read your opponent as Gambit's a character that works well on counter-attacking rather than being the attacker.

STORM

<STAGE>

Muir Island

<BIOGRAPHY>

Real name: Ororo Munroe

Occupation: Adventurer

Group affiliation: X-Men, formerly the Morlocks

Base of operations: Mobile

First appearance: Giant-Size X-Men #1 (1975)

Height: 5'11"

Weight: 127 lbs.

Eye color: Blue

Hair color: White

Powers: Storm is a mutant with the ability to manipulate weather. She can stimulate any form of precipitation, generate winds in varying degrees of intensity, raise or lower the humidity and temperature in her immediate vicinity, induce lightning and other electrical atmospheric phenomena, and disperse natural storms so as to create clear change.

<COSTUMES>

Square Button - 'Standard' Dark Blue Outfit

Circle Button - 'Standard' Olive Green Outfit

R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)

R1+Cross Button - 'Movie' Outfit

<THROWS>

Goddess Hand - TH or WP+WK

Dust Devil - F+TH or WP+WK

Storm Toss - B+TH or WP+WK

<SPECIAL MOVES>

Ball Lightning - D, B+WP
Ball Lightning2 - D, B+MP
Ball Lightning3 - D, B+HP
Electric Drill - B, F+WP
Electric Drill2 - B, F+MP
Electric Drill3 - B, F+HP
Lightning Bolt - B, F+WK
Lightning Bolt2 - B, F+MK
Lightning Bolt3 - B, F+HK
#Static Electricity - D+Any Punch (Can be done whilst Flying)
##Air Electric Drill - F+Any Punch
##Air Lightning Bolt - F+Any Kick

<SUPER>

Static Force - MK, U, MP

<SMI SUPER>

Hyper Electric Drill - F, F+HP (SMI Commands: L, R, U, R, U)

<X-TREME SUPER>

Thunder Goddess - F, F+ HK
#Air Thunder Goddess - D, F+HK

<HOW TO USE>

Storm's quite a good all-round character, able to be offensive or defensive at her own choosing. Be warned though, she's not an easy character to use. Combo-wise she's a little limited, but what she has is more than enough to make sure that she comes out on top. Forget about using her Static Force as a decent super... but do all you can to make sure that you can slam the foe with her SMI's or her X-Treme Supers.

BEAST

<STAGE>

Danger Room

<BIOGRAPHY>

Real name: Henry "Hank" McCoy
Occupation: Biochemist, adventurer
Group affiliation: X-Men; formerly the Avengers, the Defenders and X-Factor.
Base of operations: Xavier Institute for Higher Learning,
Westchester County, New York.
First appearance: X-Men (Vol. 1) #1 (1963)

Height: 5'11"
Weight: 400 lbs.
Eye color: Blue
Hair color: Originally brown, bluish-black in furry form

Powers: Besides superhuman strength, speed and agility, the Beast boasts the acrobatic prowess of an accomplished circus aerialist and acrobat.

<COSTUMES>

Square Button - 'Standard' Blue Outfit/Blue Fur
Circle Button - 'Standard' Dark Blue Outfit/Grey-Blue Fur
R1+Square Button - 'Goggles' Outfit (Academy Mode Completed)
R1+Cross Button - 'Movie' Outfit (Actually, it looks like 'Dark Beast')

<THROWS>

Slap Down - TH or WP+WK
Bodyspring - F+TH or WP+WK
Frankensteiner - B+TH or WP+WK

<SPECIAL MOVES>

Handspring Kick - D, B+WP
Handspring Kick2 - D, B+MP
Handspring Kick3 - D, B+HP
Stumbled Up - D, B+WK
Stumbled Up2 - D, B+MK
Stumbled Up3 - D, B+HK
#Blue Torpedo - D+Any Punch

<SUPER>

Handplant Hell - D, F+HK

<SMI SUPER>

Seismic Smackdown - D, F+HP (SMI Commands: U, L, D, L, U)

<X-TREME SUPER>

Flat Out - B, F+HK

<HOW TO USE>

All-out attack. That's all I can say. I love using Beast, but against foes like Cyclops, Havok and Mystique he'll have a hard time getting close enough to start combo-ing. However, once Beast is close to his 'victim' then he can really rain on their parade. His Handspring Kick1 is a valuable to his combo ability once you realise that you can juggle off of it in the corner. And all three of his Supers are combo-able from chain combos.

PHOENIX

<STAGE>

Blue Moon

<BIOGRAPHY>

Real name: Jean Grey
Occupation: Adventurer
Group affiliation: X-Men, formerly X-Factor
Base of operations: Xavier Institute for Higher Learning,
Westchester County, New York.
First appearance: X-Men (Vol. 1) #1 (1963)

Height: 5'6"
Weight: 115 lbs.
Eye color: Green
Hair color: Red

Powers: A telepath, Jean Grey can read minds, project thoughts and illusions into others' heads, and discharge mind-numbing mental bolts. Her telekinetic abilities allow her to levitate herself, other living beings and inanimate objects.

<COSTUMES>

Square Button - 'Standard' Green Outfit/Yellow Trim
Circle Button - 'Standard' Red Outfit/Yellow Trim (Dark Phoenix anyone?)
R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)
R1+Cross Button - 'Movie' Outfit

<THROWS>

Thinking Hard - TH or WP+WK
High I.Q - F+TH or WP+WK
Psychic Slam - B+TH or WP+WK

<SPECIAL MOVES>

Earth Flare - D, F+WK
Earth Flare2 - D, F+MK
Earth Flare3 - D, F+HK
#Fire Bird - D, F+WP
#Fire Bird2 - D, F+MP
#Fire Bird3 - D, F+HP
#Scorching Arrow - D, F+WK
#Scorching Arrow2 - D, F+MK
#Scorching Arrow3 - D, F+HK

<SUPER>

Metaphysical Confusion - D, B+HP
##Metaphysical Confusion - B+HP
#Searing Arrow - D, B+HK

<SMI SUPER>

Scorching Flight - D, F+HP (SMI Commands: L, R, D, L, U)
##Searing Flight - F+HP

<X-TREME SUPER>

Empathy Shell - F, B+HP
##Empathy Shell - D+HP

<HOW TO USE>

Quick, nimble but not that well versed in the large combo stakes. Use her to poke the opponent to death with small combos before you run away. This will annoy the enemy to the point that they'll make mistakes in which you'll be able to insert a super of your choice. The Metaphysical Confusion super doesn't work against computer opponents (Making that super useless in the Arcade Mode..)

According to the people at GameFAQs's X-Men:MA2 board, Pheonix's Empathy Shell X-Treme super causes the same amount of damage that your opponent inflicts upon you whilst the 'Shell' is active. (i.e: If you are hit by Cyclops' Bolt Blast, both you and Cyclops will take the damage for it)

TOAD

<STAGE>

Morlock Cavern

<BIOGRAPHY>

Real name: Mortimer Toynbee

Occupation: Terrorist, former adventurer

Group affiliation: Brotherhood of Evil Mutants, formerly the Misfits

Base of operations: Mobile

First appearance: X-Men (Vol. 1) #4 (1964)

Height: 5'8"

Weight: 260 lbs.

Eye color: Brown

Hair color: Reddish-brown

Powers: Mortimer Toynbee is a mutant with superhuman leaping ability. He has been observed reaching an altitude of 24 feet and covering a distance on the ground of 36 feet in a single leap. The Toad's adaptive metabolism allows him to excrete slime from his pores that paralyzes his victims. Also, he is able to manipulate his tongue as would a real toad, most often using it like a whip. Mortimer's unusually flexible spine enables him to crouch continually without damage, but he can stand erect if he wishes.

<COSTUMES>

Square Button - 'Standard' Yellow Outfit/Purple Trim

Circle Button - 'Standard' Grey Outfit/Red Trim

R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)

R1+Cross Button - 'Movie' Outfit

<THROWS>

Circus Feat - TH or WP+WK

Super Toad - F+TH or WP+WK

Leapfrog - B+TH or WP+WK

<SPECIAL MOVES>

Venomous Spew - D, F+Any Punch

Fly Trap - D, F+Any Kick

Back Flop - D, B+MK

Lily Pad Leap (From Back Flop) - Any Punch

Tadpole Slide (From Back Flop) - Any Kick

#Drilling Drop Kick - D+Any Kick

<SUPER>

Bullfrog Boot - B, F+HP

<SMI SUPER>

Crazy Legs - D, B+HP (SMI Commands: D, U, R, U, L)

<X-TREME SUPER>

Flying Toad - B, F+HK

<HOW TO USE>

Toad is one of the awkward characters to use, but with a little practise he's a combo monster. His standard attacks take a little time to get used to, but once you have you'll be able to confuse the opponent with them easily. Abuse the Fly Trap move as it's fast, furious and downright nasty.

When it comes to his Supers, you'll only be able to combo the Crazy Legs so save the other two punish any mistakes that leave them wide open.

MYSTIQUE

<STAGE>

Helicarrier

<BIOGRAPHY>

Real name: Raven Darkholme

Occupation: Terrorist

Group affiliation: Brotherhood of Evil Mutants; formerly Freedom Force and X-Factor.

Base of operations: Secret

First appearance: Ms. Marvel #16 (as Raven Darkholme, 1978), Ms. Marvel #18 (as Mystique, 1978)

Height: 5'10"

Weight: 125 lbs.

Eye color: Yellow, with no apparent pupils in her true form

Hair color: Red; black as Raven Darkholme

Powers: A mutant metamorph, Mystique can psionically shift the atoms and molecules of her body and clothing so as to mimic the appearance of any human, humanoid or semi-humanoid being of either sex. Her control is so precise she can exactly replicate another person's retina, finger, palm and skin-pore patterns; even vocal cords are not beyond her ability to duplicate.

Mystique is limited by her inability to diminish or increase her mass, and she cannot duplicate the powers of other mutants. As yet, she has not demonstrated an ability to imitate non-humanoid beings, animals, plants or inanimate objects. Doing so likely would interfere with the proper functioning of her internal organs and possibly result in her death.

Weapons: Mystique wields various-caliber handguns. Also, her influence as Raven Darkholme has afforded her access to advanced weaponry, military secrets and other assets she has exploited for her own subversive purposes.

<COSTUMES>

Square Button - 'Standard' Blue/White Outfit

Circle Button - 'Standard' Blue/Black Outfit

R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)

R1+Cross Button - 'Movie' Outfit

<THROWS>

Executioner - TH or WP+WK

DDT - F+TH or WP+WK

Backfire - B+TH or WP+WK

<SPECIAL MOVES>

Head Shot - D, F+WP

Pop Shot - D, F+MP

Leg Sweeper - D, F+HP

Cheap Shot - D, B+WK
Cheap Shot2 - D, B+MK
Cheap Shot3 - D, B+HK
#Air Beam Shot - D, F+Any Punch

<SUPER>

Gut Shot - D, B+TH

<SMI SUPER>

Revolver Rush - D, B+HP (SMI Commands: L, D, L, R, D)

#Revolver Rush - D, B+HP

<X-TREME>

Carried Away - D, F+HK

<HOW TO USE>

Although she has not got a lot of moves and she's a little fiddly to use, Mystique is a strong character. Keep your distance and pick off your foe with her Gun based special attacks. After a while, move in to deliver the final combo that will secure your victory. All three of her Supers are good but beware that the Gut Shot is a close range super. Abuse the Revolver Rush at every possible opportunity.

SABRETOOTH

<STAGE>

Missile Platform

<BIOGRAPHY>

Real name: Victor Creed

Occupation: Assassin

Group affiliation: Weapon X; formerly the Brotherhood of Evil Mutants and X-Factor

Base of operations: Unrevealed

First appearance: Iron Fist #14 (1977)

Height: 6'6"

Weight: 275 lbs.

Eye color: Amber

Hair color: Blond

Powers: Sabretooth can regenerate damaged or destroyed cells at an accelerated rate, and his healing factor renders him virtually immune to poisons and most drugs. Sabretooth's superhumanly acute senses are comparable to those of certain animals; he can track a person or object by smell in a manner similar to that of a dog or wolf. Also, his claws and teeth are strong enough to rend substances as durable as bone.

<COSTUMES>

Square Button - 'Standard' Yellow/Brown Outfit

Circle Button - 'Standard' White-Blue/Dark Blue Outfit

R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)

R1+Cross Button - 'Movie' Outfit

<THROWS>

Piledriver - TH or WP+WK
Spin Cycle - F+TH or WP+WK
Suplex - B+TH or WP+WK

<SPECIAL MOVES>

Dusty Scratch - B, F+Any Kick
Body Shredder - B, F+WP
Body Shredder2 - B, F+MP
Body Shredder3 - B, F+HP
Ill Treatment - D, B+MK (Must be done close. Throw)
#Meat Grinder - D, F+Any Punch

<SUPER>

Mutant Relief - WP, MK, B, WP
#Claw Hammer - D+HP

<SMI SUPER>

Ground Pound - D, B+HP (SMI Commands: R, U, D, L, R)

<X-TREME SUPER>

Rampant Strength - WP, MK, B, MP

<HOW TO USE>

'In your face'. Don't give your opponent a chance to breathe. Combo the Ill Treatment as much as you can to ensure a quick victory. Abuse the Meat Grinder whenever you get close as you jump-in. In all truth, the only super attacks you'll need are the Claw Hammer and the Ground Pound.

MAGNETO

<STAGE>

Asteroid M

<BIOGRAPHY>

Real name: Magnus
Occupation: Would-be world conqueror
Group affiliation: None, formerly the Brotherhood of Evil Mutants
Base of operations: Genosha
First appearance: X-Men (Vol. 1) #1 (1963)

Height: 6'2"
Weight: 190 lbs.
Eyes: Bluish-gray
Hair: Silver

Powers: Magneto is a mutant with the ability to shape and manipulate magnetic fields, both natural and artificial. Using his powers to augment his strength, he can lift up to 100 tons. Magneto also possesses minor psychic skills, such as the ability to create a mental barrier against psionic attack and read minds on a basic level.

<COSTUMES>

Square Button - 'Standard' Red Outfit/Purple Trim

Circle Button - 'Standard' Purple Outfit/Grey Trim
R1+Square Button - 'Present-day Comic' Outfit (Academy Mode Completed)
R1+Cross Button - 'Movie' Outfit

<THROWS>

Magneto Effect - TH or WP+WK
Atomic Outflux - F+TH or WP+WK
Narcosis Slam - B+TH or WP+WK

<SPECIAL MOVES>

Magnetic Gush - D, F+WP
Magnetic Gush2 - D, F+MP
Magnetic Gush3 - D, F+HP
Magnetic Lure - D, F+WK
Magnetic Lure2 - D, F+MK
Magnetic Lure3 - D, F+HK
Force Boost - B, F+WP
Force Boost2 - B, F+MP
Force Boost3 - B, F+HP
##Air Force Boost - F+Any Punch
##Air Magnetic Lure - B+Any Punch

<SUPER>

Hyper Magnetic Lift - B, F+HK
##Hyper Magnetic Lift - F+HK

<SMI SUPER>

Electromagnetic Gush - D, B+HP (SMI Commands: D, R, L, R, U)

<X-TREME SUPER>

Concussion Lure - D, B+HK
##Concussion Lure - B+HK

<HOW TO USE>

Magneto is one hell of a powerhouse, but he takes a little getting used to. Use his Force Boosts coupled with the Magnetic Gush/Electromagnetic Gush to score some impressive juggle combos. All three of his supers are worth using but learn what can be combo'd and from what attacks.

FORGE

<STAGE>

Hulkbuster Base

<BIOGRAPHY>

Real name: Unrevealed
Occupation: Inventor working for the U.S. government, former soldier.
Group affiliation: X-Factor
Base of operations: (current) Arlington, Virginia.
First appearance: Uncanny X-Men #184

Height: 6'
Weight: 180 lbs.
Eyes: Brown

Hair: Black

Other features: Forge has a bionic right leg

Powers: Forge is a mutant with a superhuman talent for inventing mechanical devices. Forge's mutant ability functions in a similar fashion to Cypher's mutant ability to understand languages. Forge's superhuman talent for invention does not mean that he is a greater inventor than geniuses such as Reed Richards, Victor von Doom, or Anthony Stark, none of whom owe their talent for invention to mutation. But even a genius at invention must for the most part consciously work out the theoretical principles behind the invention and then the design of the invention itself through a series of logical steps. In Forge's case, however, many of these logical steps would be worked out by his subconscious mind. Hence, Forge himself might not be entirely aware of exactly how he figured out how to create an invention of his.

Forge also possesses various mystical abilities, including spell casting, which have yet to be revealed. For the most part he has not used these abilities in years, and hence is out of practice in wielding them.

Weapons: Forge sometimes employs devices of his own invention. Most notable among these was his neutralizer gun that could suppress superhuman mutant abilities.

<COSTUMES>

Square Button - 'Standard' Blue/Yellow Outfit

Circle Button - 'Standard' Black/Red Outfit

R1+Cross Button - 'Freedom Force' Outfit (Academy Mode Completed)

<THROWS>

Striking Episode - TH or WP+WK

I'm Shocked - F+TH or WP+WK

What Is This? - B+TH or WP+WK

<SPECIAL MOVES>

Shell Discharge - D, F+WP

Shell Discharge2 - D, F+MP

Shell Discharge3 - D, F+HP

Missile Launch - D, B+WK

Missile Launch2 - D, B+MK

Missile Launch3 - D, B+HK

Pistol Trap - D, B+WP

#Mine Drop - B+Any Punch

<SUPER>

Semi Automatic - D, B+HP

#Blazing Barrel - D, B+HP

<SMI SUPER>

The Neutralizer - B, F+HK (SMI Commands: L, R, D, R, D)

<X-TREME SUPER>

Outer Orbit - D, F+HK

<HOW TO USE>

Mystique rip-off? Nope. Forge uses a gun, but that's the only thing that Mystique and he have in common (In the game that is). His Shell Discharge moves are worth using, but the real fun starts when you learn his Missile

Launch moves. Experimentation is the key to using Forge, as he can be played in any style.

NIGHTCRAWLER

<STAGE>
Church

<BIOGRAPHY>

Real name: Kurt Wagner
Occupation: Adventurer, priest
Group affiliation: X-Men, formerly Excalibur
Base of operations: Xavier Institute for Higher Learning,
Westchester County, New York.
First appearance: Giant-Size X-Men #1 (1975)

Height: 5'9"
Weight: 195 lbs.
Eye color: Shining yellow, with no visible pupils
Hair color: Indigo

Powers: Nightcrawler can teleport himself, his clothing and a certain amount of additional mass from one point to another almost instantaneously. He leaves behind smoke and the smell of burning brimstone, actually atmosphere from the unknown dimension through which he travels. Nightcrawler's infallible spatial awareness enables him to avoid teleporting into solid matter, which could cripple or kill him. As a result, he generally teleports only to places he can see or those he knows well. Through practice, Nightcrawler has increased the amount of mass he can teleport with him.

<COSTUMES>

Square Button - 'Standard' Black Outfit/Red Trim
Circle Button - 'Standard' Black Outfit/Blue Trim
R1+Cross Button - 'Original' Outfit (Academy Mode Completed)

<THROWS>

Back Slash Bamf - TH or WP+WK
Acrobatic Tail - B+TH or WP+WK

<SPECIAL MOVES>

Bamf - D, B+WK
Bamf2 - D, B+MK
Bamf3 - D, B+HK
#Air Bamf - D, B+Any Kick
Tele-slash - D, F+WP
Tele-slash2 - D, F+MP
Tele-slash3 - D, F+HP
Reverse Trajectory - B, F+WK
Reverse Trajectory2 - B, F+MK
Reverse Trajectory3 - B, F+HK

<SUPER>

Popular Excursion - D, B+TH

<SMI SUPER>

Tele-Combo - D, F+HK (SMI Commands: U, D, U, L, D)

<X-TREME SUPER>

High In The Sky - D, B+HP

<HOW TO PLAY>

Um.. what can I say? He looks like an expert character, but in actual fact he's so easy to use it's untrue. Just teleport around a lot and remember to hit your opponent and you've nearly won. ㄥ_ㄥ

HAVOK

<STAGE>

X-Mansion

<BIOGRAPHY>

Real name: Alexander Summers

Occupation: Adventurer at the time of his apparent death, former government operative.

Group affiliation: The Six at the time of his apparent death; formerly the X-Men, X-Factor and the Brotherhood.

Base of operations: Last known to inhabit the alternate Earth of Mutant X.

First appearance: X-Men (Vol. 1) #54 (1969)

Height: 6'

Weight: 175 lbs.

Eyes: Brown

Hair: Blond

Powers: Havok is a mutant with the superhuman ability to absorb ambient cosmic energy and release it as waves of intense heat -- creating plasma, a state of matter consisting of charged subatomic particles. Heat waves will emanate from Havok's body in all directions unless purposefully channeled, usually along the length of his arms. When one of these waves strikes an object, the sudden jump in temperature may cause it to shatter, explode or seemingly disintegrate. Should Havok direct his energy toward a human being at its lowest level, his target will suffer a severe headache, but will not burn up.

Havok constantly absorbs cosmic radiation. When his power-storage enclaves reach capacity, excess energy is thereafter emitted in negligible quantities. Upon the total expenditure of his available reserves, Havok's body requires about 16 1/2 hours to recharge to peak level. The act of concentration involved in releasing his energy in anything other than an omnidirectional wave is physically exhausting for Havok if continued for an extended period of time.

<COSTUMES>

Square Button - 'Standard' Black Outfit/Red Trim

Circle Button - 'Standard' Dark Grey Outfit/Brown Trim

R1+Cross Button - 'Original' Outfit (Academy Mode Completed)

<THROWS>

Militant Manhandle - TH or WP+WK
Nuclear Eruption - F+TH or WP+WK
Up and Over - B+TH or WP+WK

<SPECIAL MOVES>

Pulsation Blast - D, F+WP
Pulsation Blast2 - D, F+MP
Pulsation Blast3 - D, F+HP
Sensational Kick Combo - D, B+WK
Sensational Kick Combo2 - D, B+MK
Sensational Kick Combo3 - D, B+HK
Rushing Chaos Punch - D, B+WP
Rushing Chaos Punch2 - D, B+MP
Rushing Chaos Punch3 - D, B+HP
#Air Pulsation Blast - D, F+Any Punch
#Air Pulsation Blast2 - D, B+Any Punch

<SUPER>

Cosmic Burst - D, F+HK
#Cosmic Burst - D, F+HK

<SMI SUPER>

Universal Meltdown - B, F+HP (SMI Commands: D, R, U, R, U)

<X-TREME SUPER>

Omni Blast - B, F+HK

<HOW TO USE>

Much like his brother, Havok is an unstoppable combo machine. His normal attacks are quick and extremely useful when hitting at different heights. Couple a chain combo into his Sensational Kick Combo3 and you've got an easy aerial chain combo in the making. His supers are so useful it's quite silly. The Cosmic Burst (Ground or Aerial version) should be abused like there's no tomorrow!!

ROGUE

<STAGE>

Savage Land

<BIOGRAPHY>

Real name: Marie Burrows
Occupation: Adventurer
Group affiliation: X-Men, formerly the Brotherhood of Evil Mutants
Base of operations: Mobile
First appearance: Avengers (Vol. 1) Annual #10 (1981)

Height: 5'8''
Weight: 120 lbs.
Eye color: Green
Hair color: Brown, with a white streak

Powers: Rogue is a mutant who can absorb others' memories and abilities through physical contact. In battle with the original Ms. Marvel, Rogue assimilated the heroine's powers permanently -- acquiring invulnerability,

super-strength and the ability to fly. Rogue's powers mutated when she absorbed the attributes and memories of a telepathic alien. Now, her abilities are far more uncontrollable, with the talents of all those she has touched fighting to be released.

<COSTUMES>

Square Button - 'Standard' Green Outfit/Yellow Trim
Circle Button - 'Standard' Blue Outfit/Yellow Trim
R1+Square Button - 'Spacesuit' Outfit (Academy Mode Completed)

<THROWS>

Back to Earth - TH or WP+WK
Up and Away - F+TH or WP+WK
Toss Away - B+TH or WP+WK

<SPECIAL MOVES>

Jaw Splitter - D, F+Any Punch
Southern Charm (Ability Steal) - D, F+MK
Absorbed Ability - D, B+WP (After Southern Charm)
::List of Stolen Abilities::
Cyclops - Beam Bolt1
Wolverine - Rapid Regeneration
Gambit - 'Charged Hands' (Graphical effect only)
Storm - Ball Lightning1
Beast - Handspring Kick1
Phoenix - Scorching Flight
Toad - Venomous Spew
Mystique - DDT Throw
Sabretooth - Ill Treatment
Magneto - Magnetic Lure1
Forge - What's This? Throw
Nightcrawler - Bamf1
Havok - Pulsation Blast1
Rogue - Dash Punch (Extra Move)
Psylocke - Telepathic Shock
Juggernaut - Rushing Power Bomb
Spiderman - Flic-Flac2
Professor X - Nothing
#Skyscraper Dive - D+WP
#Skyscraper Dive2 - D+MP
#Skyscraper Dive3 - D+HP
##Air Jaw Splitter - DF+Any Punch

<SUPER>

Energy Drain - D, F+HK
#KO Blow - D, F+HP

<SMI SUPER>

Bone Breaking Blows - B, F+HP (SMI Commands: R, D, D, L, D)

<X-TREME SUPER>

Meteor Punch - D, B+HP

<HOW TO USE>

Rogue may have the ability to 'steal' a move from her opponents, but if you constantly attack with her, there's no need to use it at all! Using her Jaw Splitter will start off any aerial combos you may wish to inflict upon

your victim. But learn her chain combos and you can't go very wrong. Her Super Attacks are all worth using, especially the Meteor Punch (As you can aerial combo after it!)

////////////////////
<HIDDEN CHARACTERS>
////////////////////

SPIDERMAN

<STAGE>
Sentinel Attack

<BIOGRAPHY>

Real name: Peter Parker
Occupation: Adventurer, freelance photographer, high-school teacher
Group affiliation: None, formerly a reserve Avenger
Base of operations: New York City area
First appearance: Amazing Fantasy #15 (1962)

Height: 5'10"
Weight: 165 lbs.
Eye color: Hazel
Hair color: Brown

Powers: Spider-Man possesses superhuman strength, reflexes and equilibrium; the ability to cling to most surfaces; and a sixth sense that warns him of impending danger.

Weapons: Spider-Man's wrist-mounted web-shooters discharge thin strands of web-fluid at high pressure. On contact with air, the long-chain polymer knits and forms an extremely tough, flexible fiber with extraordinary adhesive qualities.

<COSTUMES>

Square Button - 'Standard' Red/Blue Outfit
Circle Button - 'Standard' Black Symbiote Outfit

<THROWS>

Leaping Spider Press - TH or WP+WK
Web Swing Lariat - B+TH or WP+WK

<SPECIAL MOVES>

Web-Ball1 - D, F+WP
Web-Ball2 - D, F+MP
#Air Web-Ball1 - D, F+Any Punch
#Air Web-Ball2 - D, B+Any Punch
Web-Trap1 - D, B+WP
Web-Trap2 - D, B+MP
Flic-Flac1 - D, F+WK
Flic-Flac2 - D, F+MK
Flic-Flac3 - D, F+HK
Jumping Spider - D, B+Any Kick

Spider Dive (After Jumping Spider) - Any Punch
Spider Slide (After Jumping Spider) - Any Kick

<SUPER>

Spider Sense, Tingling! - D, B+HP (Counter Move)

<SMI SUPER>

Web Weaving - D, F+HP (SMI Commands: R, U, D, L, R)

<X-TREME>

Arachnid Assault - B, F+HP

<HOW TO USE>

Attack, attack, attack and attack. Seriously. Spidey's speed makes an average character into something fun. Mix up his standing and crouching attacks to annoy the life out of the opponent. Abuse the Jumping Spider as it's a nice multi-hit attack that doesn't really leave you open to counter-attacking.

PSYLOCKE

<STAGE>

Chandilar

<BIOGRAPHY>

Real name: Elisabeth Braddock

Occupation: Adventurer at the time of her death

Group affiliation: X-Men at the time of her death, formerly Excalibur

Base of operations: Mobile at the time of her death

First appearance: Captain Britain (Vol. 1) #8 (1976)

First American appearance: New Mutants Annual #2 (1986)

Height: 5'11"

Weight: 155 lbs.

Eyes: Black

Hair: Purple

Powers: A former telepath, Psylocke could manifest her telekinesis in the form of a sword with a blade a molecule thick, capable of slicing through virtually any object due to the sheer force of her will. Also, she exhibited the ability to levitate objects, herself and others, and kinetically manipulate matter. But Psylocke was inexperienced and caused herself great strain performing such feats.

Weapons: In combat, Psylocke relied on her telekinetic sword and Ninja training, augmented by her mutant talents.

<COSTUMES>

Square Button - 'Standard' Blue Outfit

Circle Button - 'Standard' Black Outfit

R1+Cross Button - 'Armored' Outfit (Academy Mode Completed)

R1+Square Button - 'Shadow' Outfit (Crimson Dawn) (Conditions apply)

<THROWS>

Burning Mind Attack - TH or WP+WK
Jump Kick Juggle - F+TH or WP+WK
Back Head Kick - B+TH or WP+WK

<SPECIAL MOVES>

Piercing Knife - D, B+MP
Dragon Fang - D, B+WK
Dragon Fang2 - D, B+MK
Dragon Fang3 - D, B+HK
Ninja Assault - D, F+WP
Ninja Assault2 - D, F+MP
Ninja Assault3 - D, F+HP
Telepathic Shock - D, F+MK (Throw)
#Down Palm - D+WP

<SUPER>

Psionic Wings - B, F+HP
#Super Air Assault - F+HP

<SMI SUPER>

Ninja Fury - B, F+HK (SMI Commands: U, L, D, R, U)

<X-TREME>

Head Trauma - F, F+HP

<HOW TO USE>

Although somewhat weak, she has speed and the most combo-able standard attacks in the game. Use these to your (In my opinion) advantage. Her special moves are quite fast, but not without their own drawbacks of leaving her quite open to counter-attacks (She has to have some flaws!!). The supers that she has are well suited to her style but will take some amount of skill to learn just how to incorporate them into large combos.

JUGGERNAUT

<STAGE>

Street

<BIOGRAPHY>

Real name: Cain Marko
Occupation: Professional criminal
Group affiliation: Frequent partner of Black Tom Cassidy
Base of operations: Mobile
First appearance: X-Men (Vol. 1) #12 (1965)

Height: 6'10"
Weight: 900 lbs.
Eye color: Blue
Hair color: Red

Powers: Cain Marko (Prof.X's Half-brother) aka The Juggernaut possesses untold power, mystical in nature, which enhances his strength and grants him an extraordinary degree of resistance to all forms of injury. Once he begins moving in a certain direction, no force on Earth can stop him -- only slow his pace. Sustained by the Crimson Gem of Cyttorak, Cain Marko can survive

indefinitely without food, water or oxygen. However, Juggernaut is vulnerable to magical forces of sufficient strength. Without his helmet, constructed of an unknown mystical metal, he is susceptible to psionic attack.

<COSTUMES>

Square Button - 'Standard' Brown/Red Outfit
Circle Button - 'Standard' Dark Grey/Brown Outfit
R1+Cross Button - 'Cain Marko' Outfit (Academy Mode Completed)

<THROWS>

Twirl and Hurl - TH or WP+WK
Triplex - F+TH or WP+WK
Ground Slam Stampede - B+TH or WP+WK

<SPECIAL MOVES>

Dual Upper Burst - B, F+WK
Dual Upper Burst2 - B, F+MK
Dual Upper Burst3 - B, F+HK
Rushing Power Bomb - B, F+WP
Rushing Power Bomb2 - B, F+MP
Rushing Power Bomb3 - B, F+HP
Binary Blitzkrieg - D, B+MP (Throw)
Binary Assault - D, B+WP
#Hammer Fists - D, F+Any Punch

<SUPER>

Steamroller - F, F+HP

<SMI SUPER>

Coupled Jackhammer - D, B+HK (SMI Commands: D, R, U, L, R)

<X-TREME SUPER>

Absolute Annihilation - D, F+HP

<HOW TO USE>

Juggernaut is a big target against combos, so just remember that unlike the comics... he's not invulnerable! Limited in combo potential, he isn't likely to be able to drag the opponents up and down through aerial combos. He makes up for his lack of combos with his strength and VERY useful supers. Don't forget about the fact that he has rather silly reach on those massive limbs of his!

PROFESSOR X

<STAGE>

::UNKNOWN::

<BIOGRAPHY>

Real name: Charles Xavier
Occupation: Geneticist, teacher, leader of the X-Men;
former adventurer and soldier.
Group affiliation: X-Men
Base of operations: Xavier Institute for Higher Learning,

Westchester County, New York.

First appearance: X-Men (Vol. 1) #1 (1963)

Height: 6'

Weight: 190 lbs.

Eye color: Blue

Hair color: Bald (blond as a child)

Powers: The world's most powerful telepath, Charles Xavier possesses vast psionic abilities. He can induce illusions, temporary mental or physical paralysis, loss of specific memories, or total amnesia; project mind-numbing mental bolts; and sense the presence of mutants within a small radius. Other abilities include telekinesis and astral projection.

<COSTUMES>

Square Button - Green Pants, Brown Jacket.

Circle Button - Black Pants, Grey Jacket

<THROW>

Puppet on a String - TH or WP+WK

Deadly Stare - B+TH or WP+WK

<SPECIAL MOVES>

Mental Bolt1 - D, F+WP

Mental Bolt2 - D, F+MP

Mental Bolt3 - D, F+HP

Wheelchair Rush1 - B, F+WK

Wheelchair Rush2 - B, F+MK

Wheelchair Rush3 - B, F+HK

<SUPER>

Hyper Mental Bolt - B, F+HP

<SMI SUPER>

Intense Concentration - D, B+HP (SMI Commands: L, D, R, U, R)

<X-TREME SUPER>

The Chair - F, F+HK

<HOW TO USE>

Uhm... uhhh... Nngh. Abuse the Mental Bolts, then abuse the supers. That's all I can say about him really.

//////////

<SECRETS>

//////////

::UNLOCK HIDDEN COSTUMES::

Complete everything in the Academy Mode with one character to gain an extra costume. The Cerebro Mode then tells you how to access them.

::UNLOCK PSYLOCKES' 4TH OUTFIT::

Score at least 20 wins with at least 5 perfects with Psylocke in Survival mode to gain her 'Shadow' outfit.

::UNLOCK OUTRO MOVIES::

Complete the Arcade Mode with one character to gain access to their Outro Movies in the Cerebro Mode.

::UNLOCK PSYLOCKE::

Complete the Arcade Mode with Wolverine to gain the Psychic Ninja. She will be added to the standard roster at the bottom of the character select.

::UNLOCK SPIDERMAN::

Method 1:

To unlock your friendly neighborhood Spiderman, simply complete Arcade Mode with Nightcrawler. Once done, go into any mode and highlight Cyclops. Hold down the L1 button and Spiderman will appear.

(GalFord's Note: Now, the first time that I got Spidey, I used Wolverine and got challenged by him, but this seems to be a sure-fire way of getting him)

Method 2:

It seems to me that if you manage to rack up a few perfects (i.e 4) before you get to the 6th battle, then Spidey will challenge you. Beat him to add him to your roster. (Note: There seems to be many ways to get him, it's just a case of trying a few to earn him. >_<)

::UNLOCK JUGGERNAUT::

To unlock the unstoppable force, you must complete Arcade Mode with all of the standard characters (Including Psylocke if you had unlocked her whilst playing through). He will be added to the the standard roster at the bottom of the screen.

::UNLOCK PROFESSOR X::

To unlock the World's most powerful mind, you must complete the Arcade Mode with Juggernaut. Once done, go into any mode and highlight Magneto. Hold down the L1 button and Xavier will appear.

::UNLOCK COLUSSUS::

Quite simple this one... you can't. He's not in the game, and it's only a silly rumour that's been going 'round. So, you can wonder no more. =P

::UNLOCK POOL PARTY::

Play Survival Mode and Rank as 1st place with 10 or more perfects scored.

Pool Party is only only available in the two-player Versus Mode. Basically, it's a poolside background with the X-Men: Mutant Academy 2 cast fighting in their swimwear. Characters that use weapons have them replaced with a number of slightly....odd things.

::GAMESHARK CODE ODD-NESS::

When you use the 'Unlock everything' code, you can go into Cerebro Mode and see that the designers had at least 3 more costumes planned.

They were:-

- 1) Sabertooth - Victor Creed Outfit
- 2) Storm - 'Punk Mohawk' Storm
- 3) Beast - Hank McCoy outfit

Now, I can't check this as the code I was given was for the US/NA version of the game and I own the PAL/EU version.. but either way, I would have loved to have seen the 'Hank McCoy' outfit!

Thanks to Jerry Schafer for pointing that out.

//////////
<EPILOGUE>
//////////

Whee!!! This has been fun. But it's still not over yet. Not until I have everything in this FAQ that I think it needs. If you've found something that I've missed, then don't hesitate to drop me a mail at:
galford@ukyofan.zzn.com
You'll be fully credited with the discovery, of course.
Thanks for reading my humble little work!

If there is enough call for a combo FAQ, I may just do one. If you'd like me to give it a go, then mail me at the above address to tell me that you'd like to see it happen. Thanks for your time!

//////////
CREDITS
//////////

Marvel Comics/Marvel Online: For the great comics over the years, good characters... and lastly, the biographies that were missing in this version.
Thanks!

www.GameFAQs.com = Because, if weren't for this site I wouldn't be writing FAQs at all! Thanks to CJayC for the site, and the many people that visit the Message Boards that have helped me get started with writing these things!

All the people at the GameFAQs, Mutant Academy 2 Message Board = For helping everyone else out with stuff and generally being a nice bunch! ^_^

www.vgstrategies.about.com =
www.gameadvice.com = Thank you Al for always asking for permission to use my humble FAQs ^_^ A few nice words go a long way!

www.neoseeker.com =
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For letting me know just what Rogue's real name was!

Msyterio =
For pointing out the 'power' that Rogue gets from Gambit.

Jason Hardy =
For letting me know about Prof.X's secondary throw.

Lloyd Taylor, Rizwan Khan =
For giving me the 'Unlock code', although I had already used it. ^_^

Matttune =
For giving me the definitive way of getting Spiderman.

And any of the others that had mailed me that I may have missed. Sorry people!
But there's way too many of ya! O_o

You = For reading this... Well! I had to thank someone for it! :P

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