

X-Men: Mutant Apocalypse FAQ/Walkthrough

by Fasta Killa

Updated to v0.66 on Apr 1, 2005

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MUTANT APOCALYPSE

X-Men Mutant Apocalypse (Partial) Walkthrough
For Super Nintendo Entertainment System
Written by Fasta Killa
Version 0.666 - March 10, 2001

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1.1 - VERSION HISTORY

Version 0.666 - This is the first version, so everything's new. Incomplete.
I will try to add more passwords and codes later.

1.2 - INFO YOU SHOULD KNOW

Controls:

```
^   up ----> nothing  
select -> nothing  
start --> pause, skip text  
L ----> nothing  
R ----> nothing  
A ----> nothing  
X ----> certain moves in training mode  
v   down ---> crouch  
<   left ---> move left  
>   right --> move right
```

Y -----> attack,scroll text
B -----> jump,scroll text

I will refer to "down" as "v" and all other above listed symbols.

There are at least 3 X-plates in each level (main levels, not bosses). Get 3 to get an extra life. X-plates look like this [X].

The differences between Training Mode and Mission Mode are:

In Training Mode, you have 3 lives. In Mission Mode, you have 2 lives.
Training Mode has only the first level for each character.
In Training Mode, you can do moves with X (moves like v,>,Y)
you can hit B,X instead of B,v,>,Y (Cyclops), etc.

If you keep hitting Y, you will do a combo, usually ending in your ^+Y move.

1.3 - CHARACTERS/MOVES

Cyclops (Scott Summers)

Y -----> Punch
^+Y -----> Crescent Kick
>,>,Y ---> Slide Kick
v,>,Y ---> Standing Optic Blast
B,v,>,Y -> Jumping Optic Blast (just hit v,>,Y in the air)
>,v,Y ---> Crouching Optic Blast

Wolverine (Logan)

Y -----> Slash
^+Y ---> Uppercut
>,>,Y -> Running Claw
B,Y ---> Jumping Slash
v,>,Y -> Beserker
B,v+Y -> Flying Beserker
B -----> Wall Climb (Jump towards wall)
Y -----> "Wall Slash" (Hit Y while on wall to slash)

Psylocke (Elizabeth "Betsy" Braddock)

Y -----> Elbow Jab
^+Y ---> Flip Kick
v+Y ---> Spin Kick
v,>,Y -> Psychic Knife
>,v,Y -> Flying Knee
>,>,Y -> Quick Slide
B,v+Y -> Neck Cracker (hit v+Y when you land on enemy's head)

Beast (Henry "Hank" P. McCoy)

Y -----> Punch
>,>,Y -> Beast Charge
^+Y ---> Somersault Kick
v+Y ---> Crouching Punch
B,^ ---> Ceiling Walk (Jump where you can reach a ceiling, hit ^)
B,v+Y -> Beast Bounce

Gambit (Remy LeBeau)

Y -----> Staff Attack
v+Y ---> Low Staff Attack
B,Y ---> Jumping Staff Attack (hit Y in air)
^+Y ---> Double Kick
>, >, Y -> Single Card Attack
v, >, Y -> Triple Card Attack
^, ^, Y -> High Card Attack

1.4 - ENEMIES

Brown Soldiers-They punch you.
Green Soldiers-They punch you and kick you.
Big Guys-They try to bash in your head with their knuckles.
Red and Black Robots-Seen in the Beast and Wolverine levels.
Robot Mini-Boss:Beast-He shoots at you and sprints.
Robot Mini-Boss:Wolverine-He sprints.
Robot Mini-Boss:Psylocke-He swings a ball and chain and sprints.
Sentinal (Boss):Beast-Zaps you with his eye. There are three of them.
Sentinal (Boss):Wolverine-He moves his head and zaps you with his eye.
Sentinal (Boss):Psylocke-He zaps you with his eye and throws bombs.
Gambit Boss-Turns around and shoots you.
Cyclops Bosses-A tank and a guy that shoot and throw bombs at you.
Bomb Guys:All they do is throw bombs.
Wall Shooters:Seen in Wolverine and Gambit levels.
Gun Guys:They shoot you.
Sword Guy:Tries to cut you with his sword.
Airships:Seen in Cyclops level.
Airships with guns:Seen in Cyclops level.
Boat Shooters:Seen in Gambit level.
Swamp Guy:Seen in Cyclops level.
Bug:Seen in Bug level, clings on you.
Flying Bug:Seen in Bug level.
Bug Egg:Kill/Break before it hatches bugs.
Q.Brood:Boss of Bug level.
Q.Brood's Leg:Not really an enemy, but it attacks, and you can kill it.
Troll:Seen in troll level, clings on you, throws bombs.
Tusk:Boss of troll level.
Apocalypse:Boss of Apocalypse level.
Omega Red:Boss of Omega Red level.
Juggernaut:Boss of Juggernaut level.

2.0 - WALKTHROUGH

You can do the first five levels in any order you want. Most people just do the ones they think are hardest first.

Beast

Enemies:Brown Soldiers, Green Soldiers, Big Guy, Red and Black Robots,
Robot Mini-Boss, and Sentinal (Boss).

At the beginning of the level, you have a choice of being above ground or below in the sewer. It doesn't matter, because both ways lead to the sewer. Keep fighting your way through the enemies until you get to a big robot (the mini-boss). Just hang upside down on the bottom pipe and punch him until he

flashes, then get onto the higher pipes to dodge him or the things he shoots. Go back to the bottom pipe when it's safe, then punch him some more and continue the process until he's dead. When he's dead get the first [X] by jumping onto the highest ceiling (it's in the middle), then jumping right. Follow the path until you see something that looks like a waterfall. Get on the ceiling of the lever by it, and you should see the [X]. Just jump right to get it. Directly to the right of the waterfall is a ledge. Jump onto it, get on the left side, then jump left and hit ^ to reach the ceiling of the red pipe. Now wait for your chance, then jump onto the ceiling of the moving thing. Jump on the next moving thing (you can kill the red and black robots using Beast Bounce or just punch him), jump onto the top left one, then jump left when you get to the top to get the third [X]. Then just follow the path up/right until you get to the 3 sentinals. Just keep doing Beast Bounce or Beast Charge (or any other move you want to do) until they all die.

Gambit

Enemies:Brown Soldiers, Green Soldiers, Bomb Guys, Wall Shooters, Gun Guys, Sword Guy, Big Guy, Red and Black Robots, Boat Shooters, & Driver.

Follow your way through the level until you get to a Bomb Guy sitting on a box. Kill the guy, get on the box, and you should see an [X]. Stand at the left side of the box and do the Double Kick (^+Y) to the left. At the part with the Wall Shooters, go up and left to where you can see the [X]. Get on the ledge and Double Kick to the left again. When you get to the moving platforms, keep jumping to the next ones, and when you see a Red and Black Robot, Use the Triple Card Attack to kill it. When you get to the end, keep jumping on the next ledge until you get to a short one. Jump on it, move to the right side of it as fast as you can, then jump on the next one (if it is a short one, you should be able to get the [X], if it's long, you might still be able to get it. When you're in the elevator, you'll move down, then 2 Brown Soldiers and a Green Soldier will come out of the middle. You will go down more, and 3 Green Guys will come (1 from left, 1 from middle, and 1 from right). Next will be a Brown Guy from the left, a Gun Guy from the middle, and a Green Guy from the right. The last group will be 2 Gun Guys (from the left and right) and a Green Guy (from the center). You can shoot the barrel at the right to get a red X (and kill some enemies). Kill the Sword Guy and the Big Guy, then make your way to the boat at the end. To kill the Boat Shooters, just use the High Card Attack (^,^, Y), then kill the Driver by doing the Low Staff Attack 4 times.

Wolverine

Enemies:Brown Soldiers, Green Soldiers, Sword Guy, Bomb Guy, Wall Shooters, Robot Mini-Boss, and Sentinal (Boss).

First, get to the ledge with the Bomb Guy, and get on it. If you stand in the right place (right in front of him), you can let him kill the other guys with his bombs if you want. When you're done, get to the right side of the ledge and do the Flying Besecker to the right to get the first [X]. After you beat the Mini-Boss, climb down the wall to the right (it's outside) to get to the second [X]. The third [X] is the one most people have trouble with. Just climb up the wall on the left, jump onto the skeleton (the part on the spine near the ribs). After the pieces of the spine fall, climb down holding right, then fall off and get the [X], then quickly do the Flying Besecker to the left and you'll hopefully cling onto the wall. The boss of this level is a Sentinal('s head). Just kill him with Jumping Slash or Flying Besecker.

Psylocke

Enemies:Brown Soldiers, Green Soldiers, Gun Guys, Robot Mini-Boss, Sentinal (Boss), and Sword Guys.

When you get to the first door where the guys come out, do the Neck Cracker to them, and aim to get the [X]. After the 2 Gun Guys, go to the right of the ledge and jump right to get the second [X]. After you kill the Robot Mini-Boss, keep doing the Quick Slide to the right (don't worry about killing the enemies, it will take too long). Jump over to get the last [X]. This is, in my opinion, the hardest boss of the first levels. Just do any move you think will work and dodge his bombs, eye-zaps, etc.

Cyclops

Enemies:Brown Soldiers, Green Soldiers, Airships, Airships with Guns, Sword Guys, Gun Guys, Swamp Guys, and Tank (Boss).

At the beginning of the level, just go through killing all the enemies until you get to the [X]. Just jump onto the ledge, and jump again to get it. When you get to the Airships, you can see where they'll show up next. The best way to kill them is probably just repeatedly punch. You can do an Optic Blast if you time it right, and if they are in the right place. When you get to the log bridge, jump and kick the Airship and hold left. You should land on the second [X]. You will fall in a swamp with some enemies. Don't worry, you can't drown or anything. Just make your way through the rest of the level until you first see a tank. Jump on the top of it (at the very left side) and jump left to get the last [X]. You can get on either side of the tank, but the right side has a life-up and bombs.

Bug Level

Enemies:Brown Soldier, Bugs, Flying Bugs, Bug Eggs, and Q.Brood (Boss).

You can do this level with anyone you want, and get 3 [X]s. Gambit might be the best person to use, because the boss is easy with Gambit. Fight your way through the level until you get to a truck. Break it like it says to get the first [X] with anyone. The second [X] is near a ledge. It is accessible by everyone except Wolverine. The third [X] is above the cave entrance. It is only accessible by Psylocke by doing the Neck Cracker. The bugs are really annoying, because they attach to you. Kill them ASAP. The fourth [X] in the level is inside the cave. You should see a passage that is above the normal way. Only Wolverine and Psylocke can get this one. The last [X] is past a breakable wall, and anyone can get it. Just break the wall, go in, and get it. The boss of this level is Q.Brood. She has a leg type thing that attacks you, and an endless supply of flying bugs. If you have Gambit, just keep doing the triple card attack at the far left side of the screen (you should be able to kill Q.Brood's leg, the flying bugs, and her).

Troll Level (Tusk)

Enemies:Trolls and Tusk (Boss).

I recommend using Beast at this level because he can jump onto the ceiling and punch the trolls if you aim right. When you get to the boss, try to knock him into the lava if possible, because it hurts him.

Apocalypse

Enemies:Big Guys, Green Guys, Gun Guys, Sword Guys, and Apocalypse (Boss).

This is, in my opinion, the hardest level in the game. At the beginning you have to be faster than the lava. If you are Cyclops, keep jumping and do the Jumping Optic Blast to destroy the walls. If you are Wolverine, make your way to the [X] and jump onto the wall, then climb up to dodge the rest of the lava. Everyone else, just be as fast as you can (Beast use Beast Charge, Gambit use Double Kick, etc.). Anyone can get the first [X]. It is near the ledge, you can't miss it. The Second [X] is the third if you are Wolverine, but it is at the end of the lava. Everyone can get it except Cyclops. The third [X] is accessible by anyone (Second for Wolverine). When you first reach the top, go left (for Wolverine, just follow the passage after you dodge lava). You will have to fight some enemies, so be careful. The fourth [X] is at your second encounter with lava (when it rises). Anyone can get this, but if you are Beast, you can get it early by jumping up before the lava comes. The last [X] is accessible by everyone but is sometimes hard to get because of the lava. Just jump up where you see it (you might get hit by a guy, which will probably make you die in the lava). Apocalypse does 4 things. He makes spikes, reaches a drill, shoots beams at you, and disappears to appear somewhere else. I think he is easiest to beat with Beast, but you may have different preferences.

Omega Red

Enemy:Omega Red (Boss)

This is a boss level with no [X]'s. Find the patterns in his moves, and attack when you get the chance.

Juggernaut

Enemy:Juggernaut (Boss)

This is just like the Omega Red level, but with Juggernaut. I usually use Beast to kill him because you can jump over him when he runs, then do the Beast Charge. If you do that, you should be able to kill him easily.

-Note about end levels:If you play a character and kill Exodus, he only dies halfway. There is a boss of each level, and after you beat the boss you go straight to Magneto (only accessible with that character). If you get to Magneto with all of the characters, then beat him with anyone, you will get a different ending. In every level, there are guys that appear and disappear. If you kill them, they are gone for good, but there are many of them. If you kill Exodus again, and beat the level, he dies for good and you won't have to fight him later. In each level, there is an extra life that scrolls between characters (it is not an X-Plate). Whoever's face is on it when you get it, that is whoever gets the life.

End-Beast

Enemies:

End-Gambit

Enemies:

End-Psylocke

End-Cyclops

End-Wolverine

Magneto

You can get to this level by going through any character's End level.

Enemy:Magneto (End Boss)

3.0 - PASSWORDS

I obtained these codes by playing the game over and over. If anyone knows how to change the codes to get more lives for each person, be at a certain level, etc. please e-mail me. I would also appreciate if you e-mailed me a code or some codes (I only want the maximum amount of lives, not like "everyone at bug level with 2 lives" or anything) that I don't have.

Beast Magneto Xavier Wolverine	At Bug Level.
Apocalypse Beast Cyclops Wolverine	Everyone has 3 lives.
Psylocke Beast Wolverine Gambit	At Tusk (Troll Level).
Psylocke Apocalypse Cyclops Cyclops	Everyone has 3 lives, Gambit has 4.
Apocalypse Xavier Wolverine Gambit	At Tusk (Troll Level).
Cyclops Cyclops Beast Cyclops	Everyone has 3 lives, Psylocke has 4.
Psylocke Wolverine Wolverine Gambit	At Tusk (Troll Level).
Beast Beast Cyclops Psylocke	Everyone has 3 lives, Cyclops has 4.
Psylocke Magneto Psylocke Gambit	At Tusk (Troll Level).
Cyclops Beast Cyclops Cyclops	Everyone has 3 lives, Beast has 4.
Psylocke Xavier Wolverine Psylocke	At Tusk (Troll Level).
Cyclops Xavier Cyclops Wolverine	Everyone has 3 lives, Wolverine has 4.
Gambit Wolverine Cyclops Cyclops	At Apocalypse Level.
Psylocke Psylocke Cyclops Beast	Everyone has 3 lives, Gambit has 4.
Magneto Cyclops Cyclops Cyclops	At Apocalypse Level.
Cyclops Beast Beast Beast	Everyone has 3 lives, Psylocke has 4.
Gambit Beast Cyclops Cyclops	At Apocalypse Level.
Beast Cyclops Cyclops Apocalypse	Everyone has 3 lives, Cyclops has 4.
Gambit Psylocke Gambit Cyclops	At Apocalypse Level.
Cyclops Cyclops Cyclops Beast	Everyone has 3 lives, Beast has 4.
Gambit Cyclops Cyclops Wolverine	At Apocalypse Level.
Cyclops Wolverine Cyclops Xavier	Everyone has 3 lives, Wolverine has 4.
Xavier Cyclops Xavier Wolverine	At Omega Red. (Every1 w/3)
Apocalypse Psylocke Xavier Apocalypse	Beast and Wolverine have 4 lives.
Xavier Cyclops Beast Psylocke	At Omega Red.
Apocalypse Gambit Xavier Magneto	Beast has 5 lives, everyone else has 3.
Psylocke Magneto Xavier Wolverine	At Juggernaut. (Every1 w/3)
Wolverine Magneto Xavier Psylocke	Beast has 5 lives.
Gambit Psylocke Beast Cyclops	At the Last Level. (Every1 w/3)
Cyclops Gambit Xavier Apocalypse	Beast has 5 lives, nobody killed Exod.

4.0 - CREDITS

I would like to thank the following people/companies:

Gamefaqs, Capcom, Marvel Comics, anyone responsible for making the SNES, anyone responsible for making this game, and Stan Lee.

5.0 - LEGAL INFO

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