

X-Men: Mutant Apocalypse Game Script

by DinobotMaximized

Updated to v1.0 on Jun 9, 2006

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X-Men: Mutant Apocalypse
Game Script Version 1.0
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*****
I. Introduction *****
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In this FAQ I have typed the dialogue and story related text that appears in
X-Men: Mutant Apocalypse for the Super Nintendo Entertainment System.
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II. Version History *****
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1.0 - June 09, 2006
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III. Script *****
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* Prologue *
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Mutants--humans possessing
incredible powers as a
result of genetic mutation.
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Persecuted by their fellow
man for being ...different..
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In order to teach mutants
to use their powers for the
benefit of all, even those
who hunted and feared them,
Professor Charles Xavier
created the X-Men.
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His ultimate goal: to create
a world where humans and
mutants can live together
in peace.
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Genosha--a little known
island where mutants are
imprisoned, forced into
labor by a brutal army and
robot sentinels.
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There is one being whose
evil mind has other, far
more sinister plans in
mind for those captured
mutants of Genosha...
the monstrous entity known
as Apocalypse.

X-Men, you must depart for
Genosha and free our fellow
mutants! Good luck.

* Opening *

Professor X: Hear me, my X-Men! Your
mission is to invade
the island of Genosha,
and discern the
location of the
captured mutants.
You'll be able to
obtain information
regarding the Genoshan
prison from their
computer network, but
beware--the way to
the central computer
is guarded heavily by
both Genoshan guards
and mutant-hunting
Sentinels.
By splitting up, we can
more effectively
disperse these enemy
forces.
Wolverine shall gain
access into the
Sentinel factory,
insuring that all
Sentinels being
manufactured are
destroyed.
Cyclops will
intercept and destroy
the Genoshan army
train transport,
thereby cutting off
their supply lines.
Psylocke shall strike
at the main base,
drawing the Genoshans'
fire away from the
others.
While Psylocke
distracts the
Genoshans, Gambit will
attack the soldier's
harbor base.

Finally, Beast shall
gain entry to the
central computer and
extract all
information on the
whereabouts of the
captured mutants.
The success of this
mission rests with
each of you, and
your incredible
mutant powers.

* Cut Scene 1 *

Professor X: Mission completed, my
X-Men! According to
the computer records
we've obtained,
mutants are being
forced into labor, in
a mine neighboring a
large forest.
Unfortunately, the
data is insufficient
to locate precisely
the location of this
prison. I suggest you
all take different
routes through the
Genoshan forest; the
moment you locate the
prison, contact me
immediately.

* Cut Scene 2 *

Professor X: Thanks to you, X-Men,
we now know the
location of the
Genoshans' mutant
prison, as well as the
enemy forces we face.
The camp is guarded
by Tusk and his
Tuskettes, so remain
on your guard!

* Cut Scene 3 *

Warning! Unidentified
mutants have breached
the perimeter!
Unidentified mutants
have breached the
perimeter!

Magneto: No!! I cannot be defeated!
I am the true leader of
all mutant kind! I swear to
you, X-Men, that you've not
seen the last of Magneto...
soon, the world shall
tremble before my might,
and not even YOU will be
able to save it!

Cyclops: We won't let you destroy
the future of all mutants,
Magneto!

Psylocke: You had no chance of
defeating a team so
skilled as ours, Magneto.

Wolverine: You lost because you ain't
the best there is, bub.
An' that's all.

Gambit: I guess you were dealt
de Joker from de start,
Magneto.

Beast: One who relies solely on
power can never truly win,
Magneto. Violence can
never be the solution.

Professor X: Job well done, X-Men. The
threat of Magneto has been
ended...for now. But no
one can predict from where
the next enemy may appear.
We must ever be on our
guard, ever vigilant--the
dream of a world where
mutants and humans
co-exist in harmony must
be realized. Return to
headquarters, X-Men!

IV. Credits and Thanks *****

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