

X-Men: The Ravages of Apocalypse Walkthrough

X1M1

Start by changing your weapon to the chaingun ("3") Follow the corridor, go through the door and kill Psylocke. Go through the door to your left, and follow the corridor around and kill Cyclops. Enter the lift, and when it has reached the top, turn around and you should be facing a Psylocke and a number of Cyclops's. Kill Psylocke, trying to avoid hitting the Cyclops's.

Note: Make sure that you don't use all you Bullets. Keep at least 20 in reserve. (Try using the fire bolt weapon once your bullet ammo has reached 20).

Now kill the Cyclops's one at a time using the fire bolts. Then jump over to each one and hit the switch behind them. Walk through the door that opens, follow the corridor, and through the next door. Push the button, which will cause a walkway to appear to the center.

Walk to the center and pick up the key. To your left a Storm will appear, kill her with the fire bolts. Then to your right an Angel will appear, kill him also with the fire bolts. Now you need to shoot the button on the far side of the room with the chaingun, causing a walkway to appear. Walk through the door, kill Psylocke, and enter the portal.

You are now in the first room again, with Wolvie after you. Try to out run him and go to the far side door (directly in front of you when you first enter). Quickly kill Cyclops with the chain gun and enter the lift. At the top you will need to kill Gambit.

Follow the corridor to the large room with the gold key in the middle. Pick up the key and then kill the Beast that appears. Go through the door and kill Bishop with a long-range weapon. (The rockets or orbs do a good job here). Avoid the Lightning and enter the portal.

You are in the first room again. Kill Gambit and enter the last door quickly (before Wolvie's back after you) Follow the corridor, kill Bishop and move to the platform. Kill Angel with the fire bolts and make sure to stay on the platform as it moves along. Kill Rogue, Psylocke, and Angel.

Once the platform nears the end, kill Bishop with the Rockets. Walk up the stairs, kill Gambit, and walk into Gateway, taking you to the next part of the fortress.

X1M2

Note: This level has several different routes that can be taken. Some are faster than others while some are harder. Your mileage may vary. The following is the one I've found to be the easiest so far. There have been some changes in monsterring since this walkthru was written.

Main Room

You appear in the room and drop to the floor. Several tech dudes will start to run around and cower in a corner. First a cyclops port in, then psylocke. These two will port in a delayed sequence so you have a bit of time to kill one before the next appears. Take the doorway that leads to a red hallway that is to the right of you where you first enter the level.

Red Hallway

There will be a cyclops that will see you first. Around the u-shape corner is another cyclops. DO NOT go down the short hallway but go around the u-shape corner to a cave with a platform for you to walk on. You will see two healths on the platform. Around the corner you will see the beginnings of the Blue Hallway.

Blue Hallway

Turn left and go down the hall. Stop at the small doorway on the right, there will be two angels inside that huge room. Kill them and continue on your way, instead of going back into the main room continue on. There will be an iceman around the corner. Continue into a small room with a window opening into the Angel Room. Hit the button on the panel and a psylocke will port in behind you. As you go back down the hallway you will encounter another psylocke and cannonball. Go back towards the Angel Room but continue on down the Blue Hallway and turn the corner, another iceman waits. Go into the other room. Hit the button on the panel.

A cyclops will port in behind you. Outside in the hallway is another cyclops. Around the corner from there is another cannonball. Go back into the Angel Room and drop into the Water Basin below.

Water Basin

As you drop into the water two Rogues will attack. Kill them while staying in the water. Get out of the water by way of the pipes. Go into the hall opposite the pipes you just climbed up. A cannonball waits at the end of the hall and another one is around the corner. Continue on and you will find a stairway. (There is a secret under this stairway that leads to an armor) Go up the stairs into the Lava Rooms.

Lava Rooms

First go into the room and go to the far doorway. There is a storm waiting, take her out before going back to hit the button on the panel. Two gambits will port in at opposite sides of the room. Go back down the hallway that storm was in onto the platform over the lava. (You will see a quad damage across the lava on some pipes, this is another secret that can only be reached from above, there is a crack on the side of the upper platform that will let you drop down) A cyclops will be at the end of the platform on your left. Go down there and you will see where the platform stops but there's a little cave on the side. Go thru there and back onto the platform. You'll enter a large room with platforms making steps. There is an angel up above the pipes in this room. (On top of these pipes you'll see a pentagram, this is the final secret, get there by going up the steps, go onto a very thin walkway onto the small pipe and walk across) Go up the steps to a room with another button. A rogue is up above one of the water tanks. A bishop will port in when you hit the button. Go up the stairs into the short hallway that leads to the u-shape hallway where you fought two cyclops before.

End

Find your way back to the Water Basin by going to the Angel Room and dropping back down the water drain. Climb out of the water by the pipes and go into the other hallway that you ignored before. There will be an angel above you as in walk in. Continue on and go up the stairs. There will be the final button in a dark room. Hit the button and a phoenix will port into the dark corner behind and to the side. Another phoenix will be waiting at the top of back stairs where the exit signs are. Go up the stairs and there will be storm. Go down the hallway and in between the two pipes. There will be a bishop and gateway waiting.

Secret Exit

There is an exit to the "secret level", x1m6, that is accessed via the Water Basin (jump down the hole in the room that had the 2 Angels in it.) In the Water Basin you will see a pipe under the water through which you can swim. At the end of it you can swim up (the bars are removed once all switches have been activated). You will find yourself in a room with a teleporter which will take you to the "secret level."

X1M6 - Secret Level

Start and Basement

Upon being blown out of the tunnel, a door will open in the floor. Go down the stairs. There is an open doorway to your left that opens onto some water. Jump in and swim around the corner where you will see another open doorway. Inside there is a button that will allow you to leave the "start" room.

Note: you can't open the "water tube" from this side.

Water Room

Go back up stairs and out the door into the hallway. You will see another door to your left. It opens onto a very large water room. You will see a steel stairs and across from them an area at water level where there is a door. That's the entrance to the "Security Computer": it's locked at this time.

Secrets:

Underwater, you will find ammo, armor (secret area), and an environ suit. You will also see the "water tube". Right at one of the support pillars, you will notice that one square of the metal on its bottom is a lighter color. Shoot it and you can enter the water tube. Inside you will find the "rapid fire" item. You can go 2 directions: either back to the basement or towards the other direction which leads to the "Hub" (you'll need the environ suit to make it that far.)

Go up the stairs. It leads to a door. Enter it. This leads to a double-backed foyer which leads to 2 doors. One is locked (it leads to the "Control Room", the other is unlocked and leads to the "Hub")

Hub

Entering you will find yourself in a hexagonal room with a fountain in the center. There is also a set of stairs you can climb up. Do so and walk around the catwalk till you see a button. Press it and a set of stairs will descend. Climb these and walk around the upper catwalk to the far end where you will find a button.

Press it and you will now be able to enter the "Security Computer" area.

Secrets:

You will see a small wooden table. Jump up on it and activate the tiny switch. You will see the message "You hear bubbles coming from the fountain."

The fountain leads to the "water tube". At the bottom of the shaft, a door has opened which contains an environ suit.

NOTE WELL: you will notice an open doorway in the hub. If you walk into the walkway you will find a dark area filled with lava. If you walk close to the end of the short walkway you will be warned repeatedly "Extreme Danger, Do Not Proceed." DON'T! You have to go to the control room before you can.

Security Computer.

Go back out to the "Water Room" and swim across to the now open door that is directly across from the door to the "start" area.

Once ashore you will see a door inside the area to your left. Inside that area you will see some computers on the back wall. Shoot them with rockets until you see "Security Computer destroyed". You can now leave or blow up the remnants of the computer including the wiring braces and the monitor.

The door to the "Control Room" is now open.

Control Room.

Swim back to the steel stairs and go back towards the Hub. You will now find that the heretofore locked door is now open. You see a blue-steel paneled hallway. Go door that hallway till you see a button. Push it and a platform will lower which you should get on and ride up.

You're now in the Control Room. In front, to the left, you will see a button. When you push it, a message will be displayed to the effect that "You can now safely cross the lava"

Go back to the platform, push the button, and ride back down. Go back the way you came and enter the Hub. To your right is the open doorway that leads to the "Lava Maze".

Lava Maze

The warning now longer comes when you reach the end of the steel walkway. You now see lava below you and a "globe of light" directly ahead of you. You cannot see the "walkway", it's invisible! Walk straight ahead towards the globe. You can't fall off because there invisible guard rails as well. This is a twisting maze, but each corner is marked by a globe. Navigate your way around to the other side.

Tower Stairs.

Once on the other side, you will find yourself back in Egyptian style architecture. Climb the stairs you find. It leads to a platform that will take you up to the another hallway filled with Egyptian coffins. Immediately to your right is a doorway that will not open (message: No Admittance, by order of Apolcalypse)

Go to your left towards a small altar. Once there, to your right is another set of stairs.

Secret: if you look closely at the altar, you will see a small button. Shoot it and a door will open to your left.

Go up the stairs which leads to another hallway.

Secret: immediately upon entering the hallway, look at the wall on your right. A section of it doesn't look right. Shoot it and a door will open.

Proceed thru the hallway to an open area, the Teleport Room

Teleport Room.

Within a few seconds upon entering this room, doors will open from which clones will pour out. You will be assaulted by a total of 10 clones. The 10th, Wolverine will not appear until you kill the Rogue clone. Once

that happens a door to the blue-steel paneled raised area will open. Wolvie will come out and attack you.

However, that also allows you to go in and ride up the platform to the top of the raised area upon which you will see this large circular teleporter.

As you get close to the side of the teleporter most easily accessed you will see a message "Wonder where the other side takes you."

If you enter this side of the teleporter, you will be taken back to the beginning and dumped into the water in the Water Room.

A message will flash "I should have gone to the other side"

Go around the teleporter and approach it from the edge of the raised platform. At first you will think you will fall off, but there is a narrow invisible ledge which will allow to walk over and enter the teleporter from that side. It will take you to the Temple of Horus.

Temple of Horus.

You find yourself in a hallway. At one you see another teleporter. If you walk towards it a message will be displayed: (Exit has to be back there somewhere.) The teleporter will take you back to the Hub.

If you walk towards the other end, you will notice that one of the alcoves looks as if someone had shot it with a rocket. Shoot it with a rocket and it will explode.

You will see a short archway leading to an immense room, with lightning flashing and a huge picture of Horus on the back wall.

As you get closely, you will hear laughter and see that the room is filled with clones. They will not attack you unless you get close to them. Of the 40 clones, only 10 are animated, the others will just stand there and let you kill them.

Towards Horus on a raised triangle, you will see Gateway. Behind him in the center and at the corners, you will find a Quad, a Pent, and a Rapid Fire. There is ammo at the base of the columns too. You can now have fun laying serious waste to the clones before you tire of the sport and exit.

The exit takes you to x1m3.

X1M3

Start Room

Walk North up the stairs then go directly under the stairs to North and activate floor button. Go up the stairs and follow this passageway and enter the next room to the North.

Secret Room in Start to Lava Lift Connector

On your left is an egyptian face as part of the wall, press this. Go back to the start room and over to the South East corner where the wall should have just lowered and step on the floor plate. This will open one of the sarcophagus. Jump in and you will be teleported to the secret area over looking the passage way that connects the start room and the lava lift room.

Lava Lift Room

press the button on the inside South wall. Jump onto the Lava lift and take up. It's pretty easy to avoid fighting in this room and just collect the stuff and press the button and then jump down to leave. The monsters can not follow. Go to the North East corner of room and step on floor plate. Return back to the Start Room. Exit out the West entrance and follow that to the next lava area.

Lava Bridge Room

Use the wall pegs in the North West corner to jump up on roof over entrance, and then press the button. Cross the bridge and jump to the West shore. Continue out the West passage, down the ramp, through the passage, up the ramp and through the north door.

Multi PRoom

Go straight through the center and up the stairs on the North side, go to the far Northwest corner and take the lift up to the top, go back to the center and drop down into middle room. Step on floor plate. Go back to second lava area on the west side.

The secret area in the Multi Room

From where you enter go to the exact center of the room (under the Cyclops sniper in the middle) and then turn to the East. Walk up the either set of stairs then turn and face the center. Over the set of stairs now on your right should be a brick sticking out of the wall. Jump on this brick. From here jump and press the brick sticking out of the wall that the center area is built from. Now go back up the stairs and at the top the wall should have opened up. Go through this opening, down the ramp and it takes you to the green armor. The room with the green armor overlooks another secret area but you can not get to it from here.

Lava Bridge Room

Use the wall pegs in the South West corner to get to the button on top of west entrance. Go up the west side bridge and jump to the north room set in the wall.

Teleporter Room

Go down the stairs to the south and there is a raised brick on the floor, step on this to open up the optional secret area. (The next steps are to find an optional secret room)

Secret Room #1

Jump back to the ground then cross the bridge to the east side and line up with the drill in the ceiling. Jump into lava under drill and fall through hole. follow this passage until you are at window over looking the lava. There is also a side hallway that will take you back to another section of the map you have been too.

Teleporter Room

After you step on the brick, go first to the east, then across the elevated walkways to the back of the computer. Kill the tech_dude then press the computer button. Go back to the other side of the computer and a little circular plate should have moved, and there should be a shootable trigger inside the tube. Shoot the

trigger (a few shots maybe) to open up the bars down below. Drop down below and enter the teleporter directly under the computer, you should be walking south to enter.

Cocoon Room

You will come out in the Cocoon Area. There are 4 upper corner areas, three of these have a press button to open central computer chamber, and the chamber has the button to drain the cloning fluid (lift). Technically one of these rooms does not have the button because you go under the room and through a cloning area to get to button. The first one you come to has two cocoons that are back to back. You need to press the button on the outside wall of the cocoon which will open the doors. Inside there is a floor plate which needs to be stepped on. You then have to go back to where you pressed the button and walk up the little ramp that temporarily slides out. Then walk around the outside edge of the room until you get to the first button. Press it. You must then go down the first ramp and enter the main area. Go into the first opening on your right. At the top of this you will find two elevated cocoons with a pool of water underneath them. You need to first get the silver key which is located at the top of the cloning fluid in the center of this entire area. Once you have the key come back to the pool of water and swim to the bottom. The key will open a grate with a button on the bottom. Press it. This opens the cocoons. Swim back up and go in either cocoon to press the second button of the 3 button series. Go to the next upper corner area. I will assume you get to the one with the big square in the middle. Press the button on the wall to raise the square revealing a lift in the raised position. Step on lift and take it down.

Cloning Room

Walk around the L-shaped hallway and then drop down to the floor. Walk around this lower u-shaped hallway and take the lift at the end up (you will pass a bunch of open cocoons along the way - some with clones). At the top, walk straight to the end then jump straight across and go in the opening with the light. Follow this down the stairs and into the main chamber. Press both buttons, one on wall in front of you, and the other is on the wall in the far right hand corner behind computer. One button is another of the 3 button series and one opens up a secret area. The Central Computer Chamber is now open. When you first enter this room a tech dude will run to press one of two buttons on the far wall. These buttons both open a door which contains a monster, so you might want to mow him down and then skip these buttons.

Cloning Room Secret Area

Go back up the stairs and drop back down to the open cocoons. Look in each cocoon until you find the one where the back wall is gone, it will have a Psylocke standing in the way and she will not react until you get really close to her or shoot her (I recommend shooting and killing her from up top). Go into this and take the teleporter which will bring you right back to the upper corner area with the Square in the middle.

Cloning Room

Let's say you missed the secret. Walk back up the stairs and take a right when you come to upper walkways. Follow this to the end and drop down onto the lower lip that sticks out. Walk back to where the lift is and press the button on the wall to lower it. Jump on and take it back up to the top of the upper corner room with the clone in the middle.

Cocoon Room

After pressing the 3 buttons you can now enter the computer room (the 4th upper cocoon room), which was previously locked. In the center there is a raised area with some computer stuff. On the left side of one of the

computers is a button. Press this to drain the cloning fluid. Go back to the center chamber at the top and jump onto the cloning fluid lift going down. At the bottom, follow the hallway and press the button to open the door at the end. This button also opens a door in the Off Shoot area which was locked up until this point just in case you had gotten the gold key earlier and went through the locked sarcophagus.

Start Room

You are now in the room you started the game in, but just up at the top where the first cyclops attacked you. Grab the gold key and drop down to the lower level of this room. Walk over to the sarcophogis on the right (east) wall and open it with the gold key.

Off Shoot Room

Travel down the hidden hallway to the East and take a right at the end of the corridor. Go down the ramp and take a left at the bottom. Go in the door to your left (North). Walk down the stairs and at the bottom look for the two sets of discolored tiles. Step on both sets then go to the South East corner of the room. Go into the opening and press the button on the back wall. Go back out to central chamber and kill both high cyclops sniper and high bishop sniper. This will raise another piece of the floor (3 sections raised now). Go back up stairs and jump to top of closest raised piece. From here jump to the next raised piece and then to the third. From the third jump to the raised ledge. There is a little trick to avoid the last step and that is as soon as you kill the second high sniper just make sure you are standing directly under the opening on the ledge and the third rising structure takes you right up. Press the button at the end of the ledge on the West wall. Go to the underground opening on the East wall where the door is now raised and go down the stairs.

End Room

Travel until you come to a medium sized square computer. Lob an orb into the opening on the opposite face of animated computer.

Secret Weapon Component

Before you leave this room shoot the brick that sticks out over one of the gears over on the side. This will then reveal the weapon component. Go down these steps to the East and you should be in a room with two sealed doors (upper access door and door sealed by computer). Continue past these doors until you come to a large room that has openings straight across from you on ground level, and more openings on the mid-level and upper level. Travel south to the opposite end opening and turn right to go up the ramp. you are now on the mid-level area. You need to lob one orb into each of the two corner computers to unseal the upper access area door. To get to the second of the two computers you need to jump across to the closest ledge, and then again so you are in the opposite corner of the first computer. From here jump back down to the lower-level and go through the door to the North (the one you entered from) and go back to the upper access door. The upper access door is at the bottom of the stairs after the weapon component (and the door to gateway is here too). Travel East through this door and follow the pathway up the ramp until you come to the upper access level at the top. Continue around the perimeter (turn left when you first get into top area after the big long ramp) until you come to an opening on the right. There should be a walkway leading to a central high area. Cross the walkway and step on the floor palter in the center of it. The central computer will now open up. You will need to jump back down to ground level and then you now need to enter the central computer and press a button on the inside wall to unlock previous door. Head back to the computer sealed door and walk over to gateway to end the level.

X1M4

When you start out, you'll see a stairs and an entrance directly ahead of you.

Go to the entrance. Make your way up the stairs and ledges. You will come to a flat area that seems to dead-end against a wall.

To your left and a bit below, you will see an open doorway. Jump down to it. Inside you will see a button. Press it. It will release 2 clones and enable you to proceed up a stairs case.

Back track to the beginning and go up the stairs. The 2 stair case will now be accessible. Once up the stairs, there is one doorway that is barred. There is another off to the side. Proceed thru it. You will pass another barred doorway. Go past it.

You will come to an area full of bars. There are 2 cyclops clones there. Kill them and shoot the buttons in the walls behind. Having done that, some of the bars will raise and you can proceed by getting down to the area below the floor bars.

Proceed and you will come to a lava area where you will find a silver key. Grab it and proceed. You will come to the 2nd barred doorway which will open for you.

Go back to the 1st barred doorway which now opens with the silver key. Proceed thru this area. You will eventually come to an area that appears to be a dead-end. However there is a trigger on the floor. Once you step on it, the walls will part for you and you can proceed.

You will then come to a T-junction with bars blocking your way on the left. To the right you will find a room with a button that will open the bars. Go back thru the now open doorway.

You will be proceeding down a hallway. 2 clones will jump down out of the ceiling. As you proceed down the next hallway, the floor will drop out from under you. Behind you will see a Psylocke clone and a path. If you follow that path you will find the weapon componet at it's end. Now go back and go the other direction. This will lead you back up to the other side of the hallway where the floor dropped out from under you.

This leads to another staircase. Go up it. This lead to a narrow hallway with what appears to be some sort of tech devices. At the end of this hallway is a lift that will take you to Gateway.

X1M5

You start near a platform that has carried you up from x1m4 to the next level of the pyramid. Proceeding through the first room, you should find two large boxes of shotgun shells, a large box of 'flame ammo', and on the far side, a couple health boxes. In the hallway outside of the first room, there is a an item_armor1. Watch out for the Beasts and Storm!

Proceeding further, there is an alcove that contains a Wolverine, a box of rockets and a health box. In the next room, there are a couple sarcophagi and a Gambit. Don't miss the box of rockets, the box of shotgun shells and the health box!

As you leave this room, two Angels will attack you from a high ledge. Be careful! If you're clever, you'll position yourself so that they kill each other when they launch the spikes at you. Walk under the ledge and there's a Cyclops around the corner. Gads! Shoot him! Oh yeah, there's some ammo and some health lying around also. Grab it! it's not necessary, but you can go up the stairs that are to your right after you pass the cyclops, and you'll find some ammo and health up there.

There's a slanted wall with some light fixtures on it facing the tomb in this room, take a left after it and you're

on your way! But be careful - there are some flamethrower traps in this hallway. To avoid them, run up the slanted wall and jump into the hallway between the two small lights on the right hand wall. The lights are the spots where the flames come out. The flame trap will go off, but after it spews flames for the first time, you can run past the second light on the wall safely without getting barbecued.

Now you should be in a room that is semicircular. Run through it and kill the iceman with your flamethrower. At the other side of the semicircular room, there's a Bishop. Kill him. Take a left. Kill the Beast. Go up the stairs.

At the top of the stairs, There's some health. Looks like the coast is clear... the gate straight ahead is locked, so you gotta find the key. Go down the hall to the left, and a Wolvy teleports in ehind you. But don't run, cause you'll run right through a flamethrower trap. Run up to the center of the little pointed box in the hallway and set the flaethrower trap off, then you can run past it. Oh yeah, and Kill Wolvy.

Go to the end of the hall, make a left, and run across the plank to the get the key. And Watch out for Angel! Grab all the ammo and health that's there too. Run back across the plank and do the same thing at the pointed box to set the flamethrower trap off, then run past it.

Open the gate. If you're slow, Wolvy will be waking up about now. If you're fast, run down the hall and stand on the platform overlooking the water pool below. Run and jump on the the pedestal with the sun texture on it and get the ammo there. Then jump in the water and run around the far ends of the pool. There's a health box and some 'cell' ammo in there. If you're playing GL and you have the wateralpha set correctly, you'll see it there. If you didn't take care of the previous Wolvy a second time, he'll probably come after you and jump off the ledge. Kill him and the Psylocke in this room. Grab the key and go through the gate.

Make a right after you grab the ammo and the health. Kill Bishop. Careful, there's a cannonball down those steps and he'll come after you. Kill him too. On the side of the room that's slanted (yes, that's the outside wall of the pyramid) there's a little thingy with a bird glyph on it and some round columns. If you run behind it there's a red armor on one side and some cell ammo on the other side. Get it then go down the steps. Run down the hall and get the shotgun shells. When you do, a Beast and a Gambit will teleport in on both sides of you. Argh! Kill them. Proceed down the hall and up the steps that curve to the left. Kill Cyclops and Storm.

Killing Cyclops, Storm, Beast, and Gambit will open up the gate and you can get to gateway. If you toasted any of those guys with the flamethrower, you'll have to bust up the skeleton for the gate to trigger. Smoke 'em if you got 'em.

X1END

When you start out, notice Apocalypse...he's the big blue guy, and he's mean. There are four buttons in the room that you must press that open a tomb on the far end of the room. Two are on the wall to your left when you start the level. The other two are on the wall to your right. Press them without getting killed by Appy. To get past Appy, the easiest thing to do is to run between his legs. You can run around him, but he can scoop you up and squish you, like grape. When you press all four buttons, the tomb opens up and there's the final piece of the weapon inside. Grab it and then blast away at Appy.

X2M1

The player starts in a huge steaming crater in the middle of an alley. He is surrounded by industrial buildings and warehouses. Littered around this crater is some ammo, which he should definitely retrieve, as there are a few clones patrolling the streets around the corner. To his immediate right is a secret area that is accessible by firing a grenade or a rocket at the boarded up door. There is a visual clue, in the form of a message when the

player comes within a certain proximity of the door. Inside is a dilapidated warehouse with part of the roof collapsed. There are a few goodies strewn about, including red armor, which could be useful later on.

Upon exiting the secret, the player rounds the corner and can attempt to enter the building to the right with the tan siding, at which point he will be informed that he needs the gold key to enter. This is important to note as it will require the player to return to the beginning of the level to exit.

At the end of this street before the right turn, there is a large garage door to the left. This door will open once the gold key is retrieved, and contains the weapon component. This section will be described in detail later.

After turning right, the player will find a green brick building on his left and the tan siding building on his right. The doors on this side of the tan building inform him that the silver key is required to enter. By now, the player is probably fairly frustrated with not being able to enter any of the buildings, which is just as well, because the fun is just about to start. After cleaning up a few clones on the streets, he will proceed to a more commercial part of the city. To the left is a store and straight ahead is a movie theatre. The player is not required to enter either building to complete the level, but both contain valuable ammo and health and add considerably to the theme of the level.

The store on the left contains a few monsters wandering around the aisles and an `xmen_techdude` as the clerk. Ammo and health is scattered around the store.

The movie theatre is a little more complex. Upon entering, the player can take the passageway to the left and enter the theatre, where he is greeted by Iceman and other assorted clones, or he can attempt to get in the door to the right. Upon coming in close proximity to the door, a message is displayed informing him that the lock could "probably be shot off." Sure enough, a shotgun blast opens the door and the second secret area the level is found. Climbing the wooden staircase and rounding the corner puts the player face to face with a bishop clone in a rather tight hallway. Upon the elimination of bishop, the player then can access the projector room, which overlooks the theatre. There's a megahealth and a few other assorted useful trinkets laying around. After the exploration of this area is complete, the player then leaves the building.

Directly across the street is a grey stone office building. The silver key hovering in the center window of the second floor should tip the player off that this is the next area to enter. Beast is there to greet him. Following the hallway to the back of the building, he encounters a few more clones and enters an area full of techdudes working on a massive bank of computers. There are two elevators on the far wall, and he enters the one with the up arrow (as the doors to the down one won't even open.) Upon reaching the second floor, the player is greeted by more techdudes working on computers, although the walls have a decidedly more computer basish feel to them than the drywall of the first floor. Dispatching more clones, he tracks through the hallways to enter the silver key room.

The silver key is behind five steel bars, which can only be opened by pressing the buttons to either side of the entrance of the room. After dispatching the clones in the room, the player must depress these buttons, being careful to shoot the tripwires on either side of the buttons that will most assuredly kill him if he does not. Once the bars slide back, the key is accessible and the player can retrieve it and jump to the city street below. Remembering the area of the tan siding building that required the silver key to access, the player can then turn back and attempt to enter this building. However, upon rounding the corner, he will notice the garage door is already open and there is an angel waiting for him. It is unimportant as to whether he dispatches this angel now, or when he returns with the gold key to open the exit.

Continuing on to the other side of the silver key building, he travels down a street with the building to his right and another green brick building to his left. The garage door directly in front of him requires the gold key so he continues on, passing it on the left with a brick apartment building to his left, dispatching clones all the way. When this street ends, there is a cul-de-sac to the right chock full of more clones and a garage door

that can be opened with the silver key. Upon opening, he finds himself in a loading dock area with some armor and some clones.

The gold key can be spied sitting on the lip of an overhang to the upper right, above a set of double doors. Entering the double doors to the right of the loading dock will require the player to jump up on the platform on the perimeter of the dock. Behind these doors is a dimly lit storage area full of crates. To the immediate right once entering these doors is a passageway that leads upstairs which is guarded by a cyclops.

Upon reaching the top of the stairs, the setting becomes less industrial as the player enters a break room with a couch and a set of cabinets with a faucet. Bishop guards the steel doors at the far end of this room leading into the gold key room. Entering this room reveals a gigantic computer room, larger than the others with walls of computer banks and a large computer sitting in the center of the room reminiscent of WOPR from Wargames. There is a trip wire on the side of "WOPR" that leads directly to the gold key, which is to the immediate left.

Once the gold key is retrieved, two garage doors in the level are raised. The first is in the beginning that was originally described to contain the weapon component. The second is the one spotted on the way over to the gold key area from the silver key area. The purpose of the second is to release more clones including a Wolverine into the level to attack the player from behind as he retraces his steps to the first door. Once he dispatches these clones and the angel if he didn't get to it before, he arrives back at the garage door leading to the weapon component.

There is a rogue and maybe a few others waiting. Dispatching these and climbing the stairs onto the loading dock, he enters the door to the left and follows a dimly lit hallway into a massive techno room filled with banks of computers and, most prominently, a large cylindrical metal structure at the far end. There are gigantic monitors throughout the room showing a large spinning wolverine clone and numerous techs at the workstations. Once the player enters far enough into the room, the doors to the structure are triggered and the very same wolverine clone comes bounding out. After the wolverine clone is knocked unconscious, the player quickly grabs the weapon component sitting inside the metal structure and leaves before wolverine revives.

Heading across the street, the player enters the tan siding building where he finds lots of crates and clones. After picking up some ammo and armor, he heads through the double doors and finds himself stuck in a hallway with Jean Gray, who proceeds to thrash him about with that obnoxious head ray thing. Once she gets taken out, he exits the other side of the building and comes back out onto the streets. Gateway is visible swinging his thing a few metres away, but Wolverine stands in between. (egads, he is pesky!) After a few seconds of battling him, a garage door opens to the left and a large truck is revealed, with a quad sitting in the bed. With this, Wolvie is easily dispatched and the player exits, admiring the craftily placed intermission camera.

X2M2

You begin in the green research facility. Proceed North into the green hallway until you encounter Gambit. After killing him turn left and proceed through the door go directly acroww the alleyway into the red brick building.

Turn immediately left and take the lift up. Continue straight ahead after stepping off the lift to the wooden ramp. Turn left and go past the teleporter around the hallways until you reach the beige brick warehouse office. Going further into the building, jump down from the hallway. Press the button and proceed out the door, turning left. Proceed through this door as well and continue all the way down the catwalk. Turn left and look to your immediate left for a small, square hole to fall into.

Drop down into the hole and then jump over to reach the weapon componet. Turning tight, proceed all the way down the lower floor of the warehouse and turn left, pressing the button mounted on the wall next to the garage-style metal door. Proceed through this door and go all the way down the length of the alleyway, turning left into the red brick building again (this time in a tiny lift room). Press the button and after riding the lift up, turn around to walk down the hall. Then immediately turn right, and after going down the ramp, take the left passageway. Ride this lift up and encounter Cyclops. Kill him and proceed through the door and across the hall.

Turn right to encounter Phoenix and Gambit. Press the button mounted on the computer console. be wary of Cannonball coming up behind you. Beyond the console, jump out the window and retrieve the gold key. Iceman and an assortment of other xmen will give chase. Immediately after grabbing the key, turn left and run to the computer console with the tech worker busily working away. Turn right, go through the door, turn right again, and then left to find Bishop. Kill him and proceed ahead to the stairs. Turn right and Kill Storm, then climb the stairs and fight Beast. Open the locked door and be aware that Wolverine will immediately lunge at you. Kill him and enter the room.

Turn right and press the button, disabling security. Turn around and exit the room, taking a left. Jump out the window to your right, dodging fire from the various xmen all around. proceed straight ahead into the blue area below where you killed Bishop and Press the button mounted on the dark wall. Ride the lift up and turn right, and fight Gambit and Phoenix (who teleport in). Then teleport out with gateway.

X2M3

CANYON AREA

You start facing a long expanse of water. Gambit will be running and jumping towards you immediately. Kill him, then push the button mounted on the wall on the ledge behind Gambit. That will cause the bars in front of the ramp (behind you) to lower, so you can go up to the higher ledge. Rogue will attack you then. Kill her, go around the corner, kill Wolverine, and push the button behind him. That will open the bars in the doorway to the fortress.

FORTRESS

The first room you enter is the Foyer. From here, there are three exits, though only one is accessible at this time.

SECRET #1

There is a lighter-colored brick to the left of the doorway straight ahead. Push it, and the stairs will lift, revealing some rockets, some red armor, and a teleporter. The teleporter will take you back out onto the ledge.

Go up the stairs, and down the hallway. As you enter the main room, ArchAngel will attack from off to your right. Kill him, then, staying on the balcony, walk to the other side of the room and go through the door. Ride the lift up, then go down the hallway and up the stairs. As you go down the next hallway, watch out for the deadly ceiling spike!

When you enter the next room, there is a button on the floor. Push it, and a section of the wall to the right will open. Gambit will come out. Kill him, and immediately turn around, because another section of wall has opened, and Psylocke is there. Once she's dead, the bars blocking the lift will open. Ride that lift up, and

attack Rogue. When she dies, jump back down to the floor, and go through the teleporter. You'll appear right in front of Cyclops. Kill him and ArchAngel, who's off to your left, then push the button on the wall behind you. A bridge will slide out, spanning the gap between the two towers. Cross the bridge, and push the button on the wall. Doing this will release Storm down below. Kill her, then enter the passageway that has been opened. You'll get sent back to the main room.

When you arrive in the main room, Beast will be leaping down the stairs towards you. Dispatch of him, then enter the doorway which has opened at the top of the stairs. Turn to your left, and walk down the hall. Off to your right is some red armor! But as you go towards it, the floor suddenly slides out from under you, and you land facing a very angry Phoenix. Kill her, then go get the red armor and push the button next to it. As you leave the room, be careful not to get hurt by the deviously placed tripwire.

Get the silver key from its now-open cage, then go up the stairs and head back to the foyer. The door to your right, marked with a silver key logo, will be accessible now that you have the silver key. Go through there. ArchAngel will attack; kill him.

SECRET #2

Shoot the bottom of the chandelier in this room. A section of the wall will open to your right, revealing a Rapid-Fire Powerup. It might be a good idea to save this for later.

Go down the stairs to your left-front, then head down the next set of stairs. There's a bridge conveniently leading directly over to the gold key. But as you cross it, the bottom drops out, and you fall towards the lava. At the last second, a gust of wind pushes you into a tunnel off to the side, dangerously close to the lava. Go down this passageway, and get rid of ArchAngel. Go into the tube, and jump upwards. You'll be launched up and out, and end up at the beginning of the bridge again. The crossed bars in the wall will open, however, and you can enter there, flamethrower at the ready. Torch IceMan 'til he melts, then ride the lift up. Push the button in the wall there, and kill Cyclops before you get hurt too much. Jump onto the newly extended set of stairs, and push the second button. A teleporter across the room will open. Walk into it.

You'll find yourself in a passageway, looking directly at the gold key! Quick, go get it! But right before you get to it, several thick bars block your path, and Gambit starts attacking. Ignore him, and turn around and kill Storm.

SECRET #3

Shoot the bars around Storm with rockets or orbs. They'll explode, allowing you to get into her cage. Look up into the sky opening, and shoot the concealed target on the roof. A panel in the floor below you will open, revealing a room stocked with ammo and armor. The teleporter will take you back out of Storm's cage.

Now go and climb, by hops, up the door frame. Walk down that tunnel, and kill Gambit from above. Then jump down and get the gold key, and walk into the teleporter in the column. You'll find yourself across the bridge once again. Head out towards the foyer. *Now* might be a good time to use that Rapid Fire Powerup, if you haven't already.

Once in the foyer, open the last remaining door, the one marked with a gold key symbol, and you'll be out in another section of canyon once again. Bishop and ArchAngel will be attacking you. Kill them all, and notice that the ledge to your right has dropped, making the Weapon Part available and revealing a button in the canyon wall. When you push this button, Gateway will appear, allowing you to finally get out of this deadly place!

X2M4

You start in an small outdoor area with an elevator shaft in the center. You wander around this room and get anything you need from it, but it would be wise to save stuff for later. Once You have enough junk enter the elevator shaft, push the button then head down.

In the next room you will need to mow down the enemies and then get the stuff that you need then head down the hallway (the one without the door). go through the hallway into the next room. In there mow down foes and get some more ammo and stuff. On the roof there will be a button which you can shoot to open the secret passage with a mega health. Go down the hallway out of this room (not the one with the door). once through the hallway make a left into the mini-reactor room. On the far end of the room you will find a switch which raises the barricade which blocks your way. press the button, and mow down enemies (not necessarily in that order). go back into the room with the crates. once you are in the room with the crates head through the door.

If you jump into the rooms with the pipes that are along this hallway you can collect some extra goodies. go through the door at the end of the hallway and enter the octagon room. in here you will have to do some precise shooting to kill the baddies on the top floor shooting down at you. kill them guys and go up the ramp in the center of the room (not necessarily in that order). head through the hallway coming off the top part of the room but watch out for the trip wire near the beginning of it.

When the hallway splits hang a left and go through that hall into the boiler room. In there you must kill the enemys and grab the key, but watch out for the flame coming out of the busted up pipe. head back to where you turned to get into that hallway, then continue going the way you were headed (hang a left). go down the little lift into the hall leading to the water room. once in the water room go for a swim and grab the goodies under the ledge, which also includes your weapon piece for the level. get out of the water and continue going the way you were headed. you should now be heading into the chemical storage room. watch out for the trip wire upon entering the room. In here mow down the baddies and grab your key.

Now you must back track the whole way back to that second room in the level, the one you took the lift down into. You will see a silver door next to a gold key sign, this door you will now be able to open. Go in there and press the button. now the big door should have opened and you can head down the hallway into the next part of the level. Kill the enemys that stand in your way in the hallway and blast into the next room. You must head to the 4 bars in this room that are at the one side. they should open and you can head through a little hallway to a teleporter. take the teleporter.

You will now be in a hallway leading to a big room with windows to outside. In here you must kill baddies and grab lots of ammo and health. if you shoot the target under the world map a secret passage will open behind you, near where you entered the room. after you are done your stuff in that room, go stand on the lift and press the button to take the lift down to the mine. once you enter the mine you must mow down a few baddies and stuff. follow the mine shaft down into a large room with an underground building at one end.

Upon entering the room you will be faced with one big battle, as more clones teleport in. After you survive the battle (if ya do) Enter the building. you can take the walkway into the storage room where you might find some handy goods. once you are done that just walk under the bridge to the storage room and leave the room from that side. You will make it to a room with lava on the ground. cross the bridge in here and step on the switch at the one side. this will move some bars way back in the room you went to after the first key door. on the roof of the lava room just above the button you will find a target to shoot. this takes you to one of the ledges where you can gather more goodies. You can jump from the ledge onto a handrail of the bridge then jump across to the ledge on the opposite side of the room, it also has a whole pile of stuff that will come in handy.

Now once you done jump back onto the bridge and start backtracking. leave the mine, leave the big room with windows, go through the teleporter and go into the next room after that. now keep heading across the room. your silver key should open up the last bar allowing you to make your way towards the end of the level.

You will now be heading into the reactor core room. here you need to do the usual baddie killing then go into the hallway which heads up stairs. go to the upstairs portion of this room which looks alot like the downstairs. kill baddies and go into the hallway with a metal floor which goes up a bit more. watch out for the trip wire in this hallway which is just around the corner. go into the next room and mow down all the enemies you can find. now head to right by the world map and you exit is right there.

X2M5

The level starts with you descending into a cavern supported by wood structures. Xmen like cyclops fire down on you. There are 3 buttons in this area, its somewhat of a puzzle: Button 1 is grey and is reachable from the floor (embedded in the cave wall). Button 2 is a shootable red button, in the wood above button 1. Button 3 is grey and is pushed. It is in one of the wood supports only reachable by elevator.

There are 2 lifts in this room. One is the big lift visible as you enter. The other is a small wood lift that takes you to the room's exit. Pressing button 1 triggers both of these lifts (after a delay), and informs the player that they've been pressed. Button 2 permanently removes a rock that was blocking the exit. Button 3 triggeres only lift 1. To escape this room, button 3 must be shot at some point.

Press button 1 and then ride the lift up. Hop down on the wood platform and press button 2. Now lift 1 will go back down (but lift 2 will remain down, able to be rode up). Hop back down and press button 1.. ride lift 1 up, and then get on lift 2. After the delay, it will rise and you'll be out.

In this outside area you're confronted by some land and flying xmen. There is no need to fight them. There are two directions you can go. The easier way is to jump down to the bottom of the canyon. From there you find an entrance into a cave, walk across a fallen plank, and then ride a lift up.

If you stay on the canyon, you'll eventually enter the fortress and fight 4 xmen on the ground, and 2 raised. Killing the 4 on the ground opens up a wall door (the same place the cave lift leads to) and kills the 2 raised xmen.. Pressing the button exposed by the open wall door will lower the floor and extend a new floor over it. If you do not do this, it will do it itself as you approach, smooshing you. If you had reached this room via the cave/lift, pressing the button kills all 6 xmen.

The next area is a cog for 3 different areas and the exit (and 4 cyclops' on guard). Straight ahead is the exit. To the right is the silver key. To the left is traps and a pair of storms that have to be killed to open the exit. Below, in the water, is a sewer/trap system that eventually leads to the pair of Storms.

Silver Key area

You enter to see some cyclops on a ledge. Killing them opens the door behind them. You can jump up to this area if you hop onto the lifted ground in front of it. around the corner is a bridge aloft in the air. Falling off is death. As you approach and fight a variety of xmen, a gust of wind from an exhaust panel will try to toss you off. When you reach the corner of the bridge, it will begin to retract into the wall. Run over and press the button on the wall and then jump to the metal support around the huge light lighting the room. With the button pressed, you'll be able to jump up a raised support and get the silver key.

If you dont jump, you can stay where the button is and fall down to a secret that leads to a quad and teleports

you up above the bridge. This area is where you would have reached if you had jumped through the door opened by killing the cyclops. When you walk up here, the bridge retracts, tossing several xmen to their death (that you would have had to kill as described above). You can then retrieve the silver key and leave.

Sewer Area

There are 3 trap/puzzles and a confrontation with 6 xmen:

1st Trap/Puzzle

Non deadly: Shoot the panel on the wall that is sticking out in an obvious manner (to your right, right after you fall down the sewer pipe). After a few shots it'll open and you can throw the switch, opening a doorway blocked by thick pillars. Up that way you'll find a button to press that will raise the pillar that was blocking your exit.

2nd Trap/Puzzle

After you walk up the ramp, you'll press a button that will raise one boulder and lower the other (the one above the entrance). After a few seconds, the boulder will lower again (and the other will go back up). Press the button and go under the raised boulder. Be careful not to fall in the hole in the ground (hinted at by the danger signs).

3rd Trap/Puzzle

In this dark room, a path of light on the floor indicates where to walk. When you reach the exit, the path and exit disappear and a new one appears. The new patch branches in two directions. When you reach the branch, however, one disappears, and you know which way to go. Reaching the exit makes the path and exit again disappear. The new path seems to indicate that you could jump and skip a good 50% of the path. However, you remember as you entered that a warning indicated to "take your time, there's no hurry". If you hastefully skip part of the last path, you'll drown in lava. As you go the long way, you'll see the last half of the path disappear and get replaced by a different path (signified with a beep). When you get near the end of the path, another beep indicates and impending change: Soon the lights will disappear completely, leaving you with your memory to guide you the last small bit.

In the final room, you face 2 wolverines and 2 rogue's, one at a time. Then you face 2 storms. Killing them opens a door in the wall that leads back to the main level cog.

If you go the other way instead (left instead of the sewers), you'll ride a quick lift up and then enter a small blue room. As you enter, the door behind you closes and the one in front of you enters. Several monsters enter the room. If you try to exit through their door, it will close and the entrance will reopen. If you try to exit through the entrance, this door will close and the monster door will reopen. Etc. After you kill a few monsters, the walls begin to close in to smush you. If you're too busy trying to get out the doors, you may not notice a nook in the closing walls where you can stand and remain safe. After the walls close together, you'll fall to the bottom of another room and fight 3 xmen. Killing 2 causes the floor to quickly raise, to smush you. Kill the 3rd and the door will open, allowing you to escape.

The final room is the room above the end room of the sewer area. Since you went this way, you'll have to fight all 6 at once. Killing the storms will open the exit, but you have to kill all 6 to exit this room.

Kill the pair of storms, get the silver key, and leave.

XEND

The first room features a back and forth contraption. Stand in it and try to jump across the hole as it moves you back and forth. If you fall, you have to fight some wolverines to leave the room. The next room has some assorted buds you can run away from. Next you'll fall into the blue area where you have to fight all the xmen one last time. Kill them and exit the room. That ends the actual final base, as you exit deep into the caves that the base was constructed into. You'll dodge flame as you ride a slide down to the deepest area of the cave. Here you'll see sinister on a ledge rising out of the lava. Walk along the wall until you run out of floor to walk on. Then jump on the rocks coming out of the lava to reach a hole in the wall. Jump down, one more challenge: Blocks coming in and out of the wall will try to smush you as you jump across a lava brook and through crossing lightning bolts and a flame. Ride the lift out and take a left to get the final weapon component. Return and fight sinister to the death. Beat him and win.