

By: ~~Callr2008~~ Callr2008, Games Editor

[X-Men Legends 2: Rise of Apocalypse Hints \(PC\)](#)

All characters, all skins, god mode and other codes

X-Men Legends II: Rise of Apocalypse is a follow up to X-Men Legends. It is an action role-playing game released in 2005 for the Xbox, [PlayStation 2](#), N-Gage, [PSP](#), and GameCube video game consoles as well as the PC. Several characters from the first X-Men Legends were dropped from the roster of playable guys in the sequel: Jubilee, Magma (despite her being the main character of the first game), and Psylocke do not appear in X-Men Legends II, and Beast and Emma Frost appear but are not playable. A boss from the first game, Avalanche, also did not get mentioned in this game. ([Wikipedia](#))

GAMEPLAY HINTS

Final area First, step into the power chamber in the middle of the vault of ages. Because there is only a limited amount of time you have to use the harmonic powers, choose a faster character to do this. There is a yellow meter that will show you how much harmonic power time you have remaining. Go straight up or down to reach the generators. The downward path has a small maze in it. Go right instead of left. At the generator, Apocalypse is waiting. You must beat him up before you can destroy the generator. Destroy the generator and repeat the same process with the other one. It does not have a maze, and it will be a straight shot directly to it. Just like before, Apocalypse is waiting for you at the generator. After destroying the power of the harmonic machine, he will bring statues of the horsemen to life. You must focus your attacks on the horsemen and get them out of the way before tackling Apocalypse. When you kill the horsemen, they will return to statue form. Then, kill Apocalypse twice to complete the game. Please note: Make sure you have a full load of health and energy packs before attempting this.

Act 2: Easy items In Act 2 after you rescue Beast on Mikhails Warship, Blink will open a portal back to Avalon. Go through the portal to Avalon then immediately return to the warship. The scene of rescuing Beast will play again, and the ship is undamaged. You can go back and get all the items again. Repeat this as many times as desired.

Act 4: Homing beacon In Act 4, in the sewers, you can find the first homing beacon inside a moving fan. To get it, use Rogue. Walk further the map until you reach the back side of that fan. Use Power Theft to drain the energy of that machine. Then, come back and you will see the fan stopped moving. You can now get that first homing beacon.

Act 4: Easy Holodiscs Use the following trick to get Holodiscs easily. In Act 4 after you talk to Sebastian Shaw, he will ask you to bring him his Master Key, Holodiscs and pay him 10,000 Techbits. Paying 10,000 Techbits and getting the Master Key is easy. The Holodiscs are located in one corner of the Westside of the city, but there is a green laser blocking your way. The best way is to use Nightcrawler's Teleport skill to pass the laser. Just keep on moving and your teammates will follow you. Kill the enemies and get the Holodiscs. Use the skill Teleport to go back on the other side.

Easy experience For easy leveling up, go to the Holding pen level. There is a location where enemies keep teleporting onto the screen. It is just before the last area entrance. Note: If you stay too long without saving, your game will freeze. Here is the game's final boss fight and game's ending: