

XBOX

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X2

WOLVERINE'S REVENGE



ACTIVISION

activision.com

MARVEL



ONLY IN THEATERS



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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

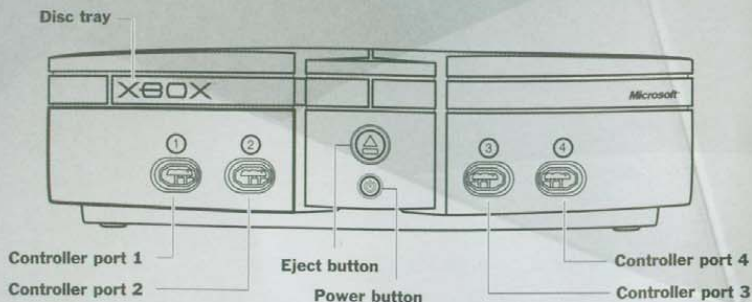
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

GETTING STARTED



Using the Xbox Video Game System

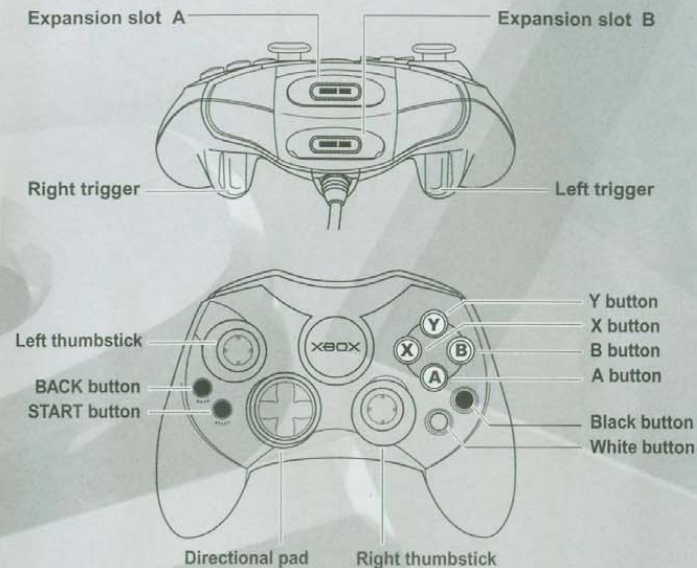
1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *X2 Wolverine's™ Revenge* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *X2 Wolverine's™ Revenge*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Connect the Xbox Controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *X2 Wolverine's™ Revenge*.

WOLVERINE

Real Name: James Howlett (birth name), currently known as Logan

Group Affiliation: X-Men™

Base of Operations:

Xavier Institute for Higher Learning, Westchester County, New York

First Appearance:

Incredible Hulk #180 (1974)

Height: 5'3"

Weight: 195 lbs. (250 lbs.

With adamantium skeleton)

Eye Color: Brown

Hair Color: Black

Powers/Weapons

- Animal-keen senses
- Accelerated healing factor
- Adamantium-laced skeleton
- Retractable adamantium claws

History...

James Howlett was born into privilege in Canada during the late 19th century, the second son of John and Elizabeth Howlett. At the shock of seeing his father shot and killed, young James manifested his latent mutant abilities when bone claws jutted from the back of each hand. The beast unleashed, James attacked and killed his father's murderer, then fled to British Columbia with Rose, the young woman he loved.

Under the identity of Logan he discovered he had other mutant abilities including animal-keen senses and an accelerated healing factor. Due to his tenacity and refusal to back down from a challenge, Logan acquired the nickname Wolverine. When Wolverine confronted the son of his father's murderer, a battle ensued, tragically ending with Rose impaled on Wolverine's claws. Wracked by grief over the death of the woman he truly loved, Wolverine fled into the woods.



He was not seen for a long time and due to his healing factor, even after 100 years Logan appeared to be in his mid-30s. During that time his life became shrouded in mystery, peppered with half-truths and anecdotal reports of unconfirmed sightings. The legend of the man called Wolverine was slowly taking form.

In the latter half of the 20th century, the government subjected Logan to a bizarre battery of experiments intended to forge the ultimate killing machine. Weapon X scientists grafted the indestructible metal adamantium to Logan's skeleton and bone claws, and introduced memory implants that shaped his past to suit their ends. Combined with the earlier effects of his healing factor, these false memories have made it impossible for Logan to discern fact from fiction when recalling his former life. He now knows little of his past, save that it was fraught with pain and loss.

Wolverine was working as an operative for the Canadian government when he accepted Professor X's offer to join the X-Men. Logan chose to stay on partly due to his belief in Xavier's vision for the co-existence of humans and mutants, and partly because of his attraction to Jean Grey. During his time with the X-Men, Logan has worked to regain his lost memories, but virtually every answer leads him to even more questions.

Now...

A deadly viral time bomb has been triggered in Wolverine's nervous system. The race is on to find the antidote before the virus goes lethal! Faced with a brand new adventure, Wolverine must take his powers and endurance to the very limit.

WOLVERINE'S REVENGE

X2 Wolverine's™ Revenge, is a Wolverine solo adventure where you get to play the ultimate living weapon and world's toughest X-Men member. As the adventure unfolds, you have many choices to make. What tactics will you employ to succeed—stealth or all-out action? Where will you use your heightened senses to find clues about how to progress? How will you overcome the tremendous odds facing you in your quest? How best to manage your accelerated healing factor and Feral rages? The choices are all yours to make, Wolverine!

To begin the adventure, select **New Game** from the Main Menu.

MAIN MENU

Press **up** or **down** on the directional pad to highlight the desired menu option, and then press the **A** button to choose the selection. Press the **B** button to go back to the last screen.

Load Game

Select this option if you wish to load a saved game from the Memory Unit or Hard Disk.

New Game

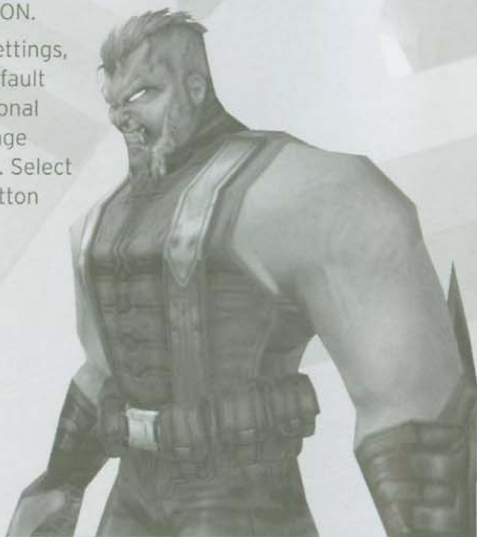
Select this option if you want to start a New Game without loading any previously saved game data.

Options Menu

The Options menu will allow you to change various game Settings. These include Volume Levels and Controller Vibration options. You can also view the game Credits and High Score table.

SETTINGS

- To adjust the Volume Levels, press the directional pad **left** or **right** to decrease or increase the volume of the SFX/Speech or Music.
- To adjust the Vibration, press the directional pad **left** or **right** to switch Vibration OFF or ON.
- To restore the default Settings, highlight the Restore Default option. Press the directional pad **left** or **right** to change the option to NO or YES. Select **YES** and press the **A** button to confirm.



HIGH SCORE

Press the **A** button on this option to enter the High Score table. Here you will be able to see the Top Five X2 Wolverine's™ Revenge scores.

CREDITS

The list of all the people who worked on the production of *X2 Wolverine's Revenge*. Respect!

Level Select

The Level Select option will be unlocked after successful completion of the game. Once unlocked you will be able to replay any level you wish.

SAVING SETTINGS

Your settings will be automatically saved to the Memory Unit or Hard Disk when you first save your progression in-game.

Bonus Menu

The Bonus menu contains the games unlockable bonuses and secrets. In here you can go into Cerebro, choose a new Costume, play a Challenge or listen to the in-game soundtrack.

GAME CONTROLS

| | |
|----------------------------------|--|
| left thumbstick | Move Character |
| right thumbstick | Rotate Camera |
| click right thumbstick | Reset Camera |
| Black button | Stealth Hold On/Off |
| left trigger | Senses Hold On/Off |
| right trigger | Crouch/Crawl (Hold right trigger and move left thumbstick to crawl) |
| White button | Claws Sheathe/Unsheathe Feral (Double-Tap) |
| X button | Punch/Slash |
| Y button | Kick |
| B button | Action |
| A button | Jump |
| right trigger (Hold) + X buttons | Crouching Uppercut |
| right trigger (Hold) + B buttons | Reverse Crouch Kick |
| right trigger (Hold) + Y buttons | Floorsweep |
| START button | Pause Menu |

While Running

(These moves are only available when Wolverine is running)

| | |
|---------------|-----------------|
| Y button | Sliding Tackle |
| A + X buttons | Claw Dive |
| B button | Spinning Attack |

In Combat

(These moves are only available when Wolverine is locked in combat)

| | |
|-----------------|--|
| Black button | Break Enemy Lock-On |
| left trigger | Toggle Enemy Lock-On (Switches to nearest target) |
| left thumbstick | Directional Tap Quickly for Evades (Left, Right Roll/Quick Back-Off/ Quick Close-In) |

| | |
|---|---|
| A button | Jump Over |
| right trigger | Crouch |
| A + X buttons | Reverse Left Punch/Slash |
| A + B buttons | Reverse Right Punch/Slash |
| X button | Grab Enemy (only when dazed) |
| <i>Note: You can only daze enemies with Claws sheathed.</i> | |
| X button | Punch/Slash and Throw Enemy (only while grabbing an enemy) |
| B button | Throw Enemy (only while grabbing an enemy) |

Basic Combos

| | |
|-----------------------------|----------------------------------|
| X, X button | Double Punch/Slash Combo |
| X, X, X button | Triple Slash Combo |
| Y, Y button | Double Kick Combo |
| Y, Y, Y button | Triple Kick Combo |
| Y, A buttons | Flip Kick |
| Toward Enemy + A, Y buttons | Flip Over and Kick Combo |
| X, Y buttons | Slash and Flying Knee Kick Combo |

Gun/Plasma Turret Controls

| | |
|--------------------|----------------------------|
| left thumbstick | Navigate |
| X button | Fire |
| left/right trigger | Zoom In/Out |
| B button | Press and Hold to EXIT gun |

Void Droid Controls

| | |
|------------------|-----------------|
| left thumbstick | Navigate Droid |
| right thumbstick | Navigate Target |
| left trigger | Mini Gun |
| right trigger | Plasma Cannon |

THE BASICS

Health and Healing

Healing occurs automatically, unless:

- Your claws are out.
- You're in combat.
- You're Feral.
- You're under the influence of gas (poisonous/choking).
- You're under the influence of the SHIVA virus (in the final two episodes).

Claws

- Sheathe or unsheathe claws using the **White** button.
- Claws cause more damage in combat but are slightly slower than punches.
- Claws can damage some environmental objects such as wire fences, some doors, crates, etc.
- You can't heal when claws are out.
- Using claws on enemies and objects with electrical defenses will cause damage.
- Claws auto-pop when you go Feral.

Feral Rage

- The Feral Rage Bar is located above the Health Bar.
- Rage energy builds up when you hit someone, or when they hit you.
- Rage energy depletes if no one has hit you or you haven't hit anybody for a while.
- When your energy reaches the red, trigger your rage by double-tapping the **White** button.
- Feral Rage triggers automatically when the red bar is full.
- When you go Feral your claws will pop automatically and:
 - »» You can move faster.
 - »» Your resistance to damage is better.
 - »» You cause more damage with your claw slashes.
 - »» You can't auto-heal.

Heightened Senses

While holding the **left trigger** button, you enter Heightened Senses Mode. When in Senses mode, you are also Stealthy. In Heightened Senses Mode you can:

- Track the Thermal footprints of living beings
- Detect heat sources.
- View objects from greater distances.
- Sense objects or living beings in the dark, and hidden within other objects.
- Detect a living being's scent trail, giving Wolverine a clue to his target's location.
- Detect laser beams or trip wires.
- Stealthy movement allows you to sneak around without being heard by enemies.
- If you move into an enemy's visual range you will be detected.
- Moving stealthily against a wall will put you into wall-hug movement mode.
- When moving, you have the opportunity to stealth strike some enemies—look for the on-screen STRIKE indicator and hit the **B** button to trigger the strike.

Your Heightened Senses cannot be used when:

- In combat (you need to concentrate).
- Under the influence of gas/virus.
- When Feral.



STRIKE MOVES & THE COMBAT PROGRESSION SYSTEM

Strike Moves are fundamental to Wolverine's fighting system and getting through the game is going to be tough without them. At the beginning of the game, Wolverine only has access to his basic move set and Combat Level One Strike Moves.

- Each combat level contains four "directionally triggered," uniquely named Strike Moves and a single-opponent finishing strike.
- There are four Combat Levels to progress through – each one more visually spectacular (and worth more points) than the last.
- Different Combat Level Strikes require different button combo presses and will cause progressively more damage to different levels of enemies. More deadly Strikes require more complex button combos to trigger. All combos are based around two buttons.
- The other levels of Strike are earned by collecting Dog Tags during play (see Dog Tags on page 13).
- In addition to Combat Strikes, there are special Stealth Strikes, Situation-Specific Strikes and Boss-Specific Strikes which become available at certain points in the game.

Strike Moves are always triggered by the **B** button. More complex Strike Moves at the higher Combat Levels are chained from the **B** button.

Finishing Moves

B button - Triggers a level 1 finishing move—one of the three available chosen randomly.

B, Y buttons - Triggers a level 2 finishing move—one of the three available chosen randomly.

B, Y, B buttons - Triggers a level 3 finishing move—one of the three available chosen randomly.

B, Y, B, Y buttons - Triggers a level 4 finishing move—one of the three available chosen randomly.

Note: These moves are possible only when your opponent is dizzy.

Grabbing

- Is triggered by pressing the **X** button when an opponent is dizzy.
- Grabbing an opponent when your claws are out will kill them instantly. Claws in will keep them alive—for now.
- Press the **X** button to punch/slash and throw an opponent or press the **B** button to throw them more quickly.
- You can use this move to your advantage by throwing opponents into other opponents (where you will receive bonus points) and triggering mines/explosives.

Note: These moves are only possible when your opponent is dizzy.

ENEMY TYPES

- Early level Strikes can be deadly against weaker enemies, but stronger enemies may only be slightly damaged. Pull off tougher moves or hit them more often with the less powerful moves.
- Enemies in your immediate combat radius will always display health bars.

DOG TAGS

Dog Tags are the "currency" in the game. They are earned in the following ways:

- Stealth Strikes = 1 tag
- Triple Strikes (the most difficult strikes to pull off) = 1 tag
- Boss Defeat = variable # tags
- If you collect enough Dog Tags, your Combat Level will increase at the next save point, allowing access to more powerful Strike Moves.



PICK-UPS



Health: Boosts health. Wolverine has an accelerated mutant healing factor but sometimes needs a little extra help.



Max Rage: Sends Wolverine immediately into a temporary Feral rage. Useful for dispatching large numbers of enemies very quickly.



Comic Covers: These are the front-covers of special Marvel comic issues that give you the option to play the game in a different Wolverine costume.

BONUSES & SECRETS

All are accessible from the Bonus Menu.



Costume Mode: Comic Covers

Each comic cover allows you to play the game in your favorite Wolverine costume from the comics or movie.



Cerebro Files

Each file unlocks a Patrick Stewart-narrated character bio and model viewer.



Bronze, Silver and Gold Dog Tag Challenges

Dog Tag challenges unlock special concept/production artwork from behind the scenes that drop into your GALLERY (also in Bonus in the Options Menu). These secret challenges only become available when you have completed the main game.

Jukebox

Listen to the music of the game.

Gallery

Watch the movies of the game as you unlock them through natural progression. This area is where you can also view special concept/production artwork unlocked by the Dog Tag Challenges.

GAME PROGRESSION & SAVE GAME STRUCTURE

There are 25 levels in the game spread across six acts. At the end of each successfully completed act/level, you'll see the Level Status screen.

This screen displays the following information to record how well you performed.

| CURRENT ACT AND LEVEL COMPLETED | |
|---------------------------------|---|
| Current Strike Level | Shows current Strike Level (1-4) |
| Stealth Strikes | Total achieved within section x 10,000 points |
| Double Strikes | Total achieved within section x 20,000 points |
| Triple Strikes | Total achieved within section x 50,000 points |
| Combat Points | Total hits achieved within section x 100 points |
| Bowling Bonus | Total achieved within section by hit multiplier (1000 for one guard knocked over) |
| Combat Score | Total Score achieved within section |
| TOTAL | Combat Score plus the score from your previous levels played |
| Dog Tags | x/x Collected |
| Comic Cover | Shows number of Comic Books collected. |
| Cerebro File | Shows number of Cerebro Files collected. |

- Scores awarded for subsequent strikes at a higher combat level will be doubled (for level 2), tripled (for level 3) or quadrupled (for level 4).
- Your combat level automatically increases when the Dog Tags earned in a level reach (or exceed) the requirement for next level up. At this point, you will also be able to see how to perform the new Combat Strike Moves. To see the moves performed, you'll have to play the game and try them out!
- Once everything has been tallied, you can save your game progress and current high score to your Memory Unit or Hard Disk.
- There are five save slots you can use on the Memory Unit or ten save slots on the Hard Disk.
- Save slots will save game status, high score and option preferences.
- You can then Continue, Save, Replay or Quit. If Continue is chosen, the next level section will be loaded. Replay will enable you to replay the last level and maybe achieve a higher score, or collect a pick-up that you might have missed. Quit will return you to the Title Screen.



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ESSENTIAL READING

Wolverine: Origin TPB
Ultimate X-Men V1: The Tomorrow People
Ultimate X-Men V2: Return to Weapon X
Ultimate X-Men V3: World Tour
Ultimate X-Men V4: Hellfire & Brimstone
Ultimate X-Men V5: Ultimate War
Ultimate X-Men V1 & V2 HC
Marvel Encyclopedia V2: X-Men
Essential X-Men V1-4
Essential Wolverine V1-3
Wolverine by Chris Claremont
New X-Men V1: E is for Extinction
New X-Men V2: Imperial
New X-Men V3: New Worlds
New X-Men V4: Riot at Xavier's
Uncanny X-Men V1: Hope
Uncanny X-Men V2: Dominant Species

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Phone: (310) 255-2050

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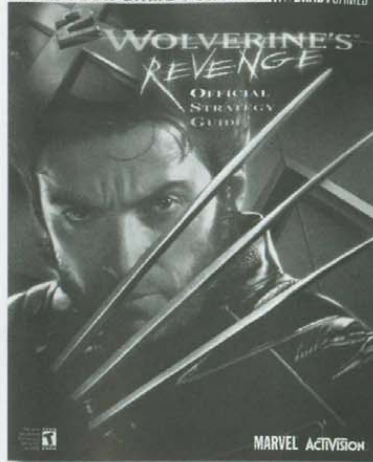
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