

X-MEN ORIGINS WOLVERINE™



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

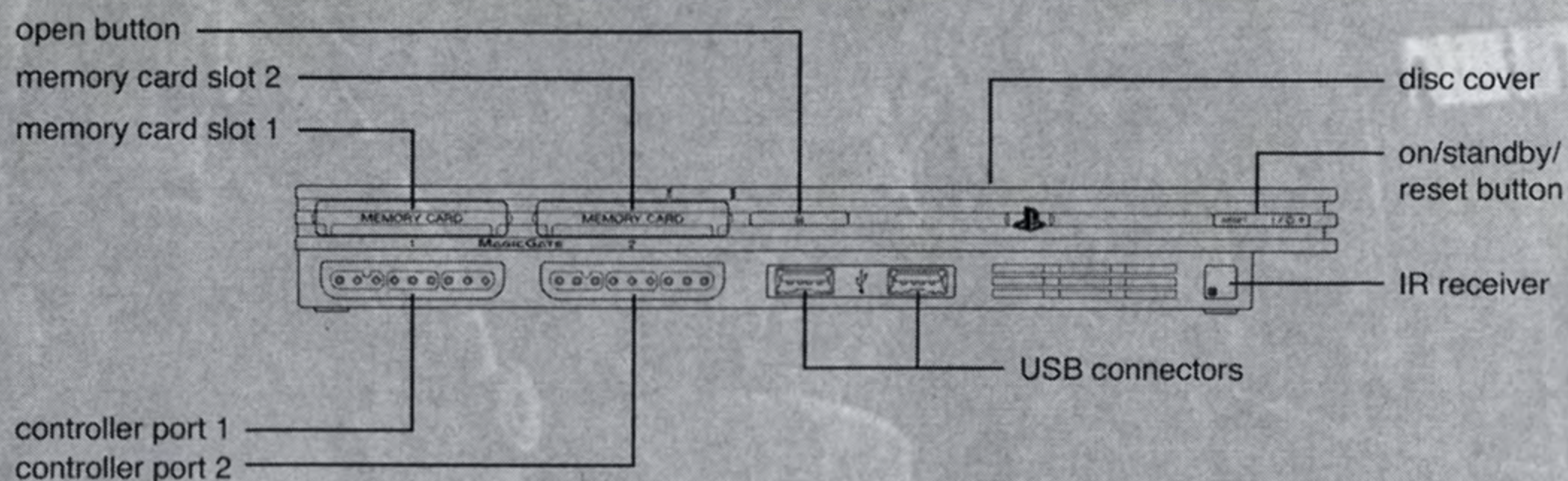
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Getting Started	2
Starting Up	3
Introduction.....	4
Gameplay Controls.....	4
Screen Display	6
Menu Navigation	7
Gameplay.....	8
Software License Agreement	9
Customer Support.....	Back Cover

GETTING STARTED



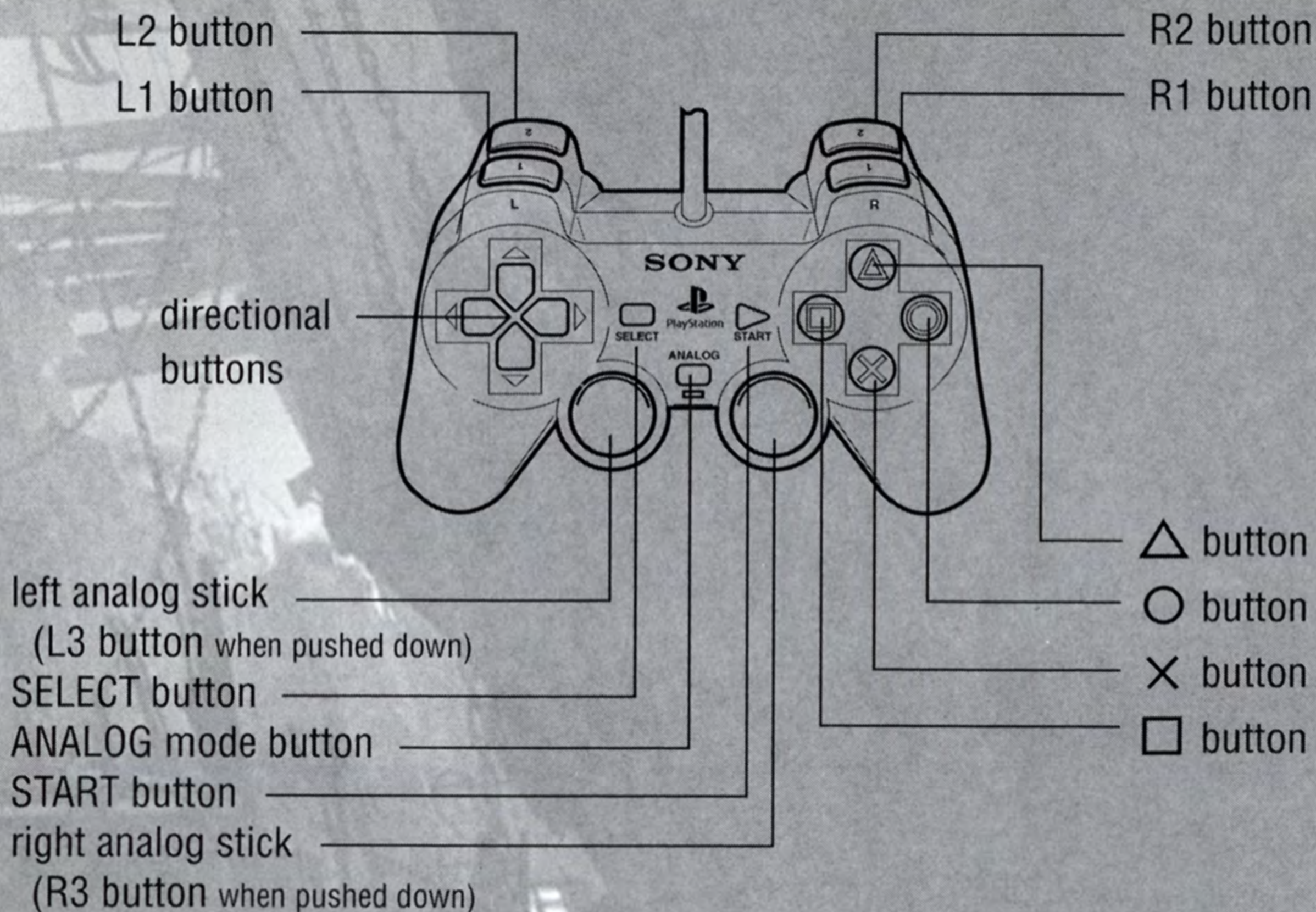
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the *X-Men Origins: Wolverine™* disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the **↑** and **↓** directional buttons to navigate. Highlight the desired option and press the **×** button to accept. To select a menu option, follow the on-screen button prompts and press the **×** button to accept and the **△** button to go back. *X-Men Origins: Wolverine™* supports the DUALSHOCK®2 analog controller. When Analog mode is on, the left analog stick works the same as the directional buttons.

INTRODUCTION

Logan, aka Wolverine, was a member of an elite military strike force known as Team X. Joined by other mutant soldiers such as his own half-brother, Victor Creed, Logan followed the orders of Col. William Stryker — until one fateful day when those orders went too far. Logan took the opportunity to pursue a normal life and retreated to the Canadian wilderness, settling down with Kayla, the love of his life. The next three years were the happiest of his life...until the death of Kayla at the hands of Logan's own flesh and blood. Bent on revenge, Logan accepted an offer from Stryker to receive the "tools" necessary to defeat Victor. Without knowing the colonel's nefarious ulterior motives, Logan allowed for his entire skeleton to be coated with the indestructible metal alloy known as adamantium — including the lethal claws that project from his hands. The time has come for Logan to exact his vengeance. Are you up to the challenge, bub?

GAMEPLAY CONTROLS

Basic Controls

BASIC ACTION	BUTTON
Movement	Left Analog Stick
Quick Attack	⊗ button
Heavy Attack	■ button
Lunge Mode (motion right analog to lunge)	L2 button
Jump	⊙ button
Block (when near enemy)	R1 button or L1 button
Grab (when near enemy)	△ button
Feral Sense	Directional buttons
Dodge	Right Analog Stick
Pause Menu	START button

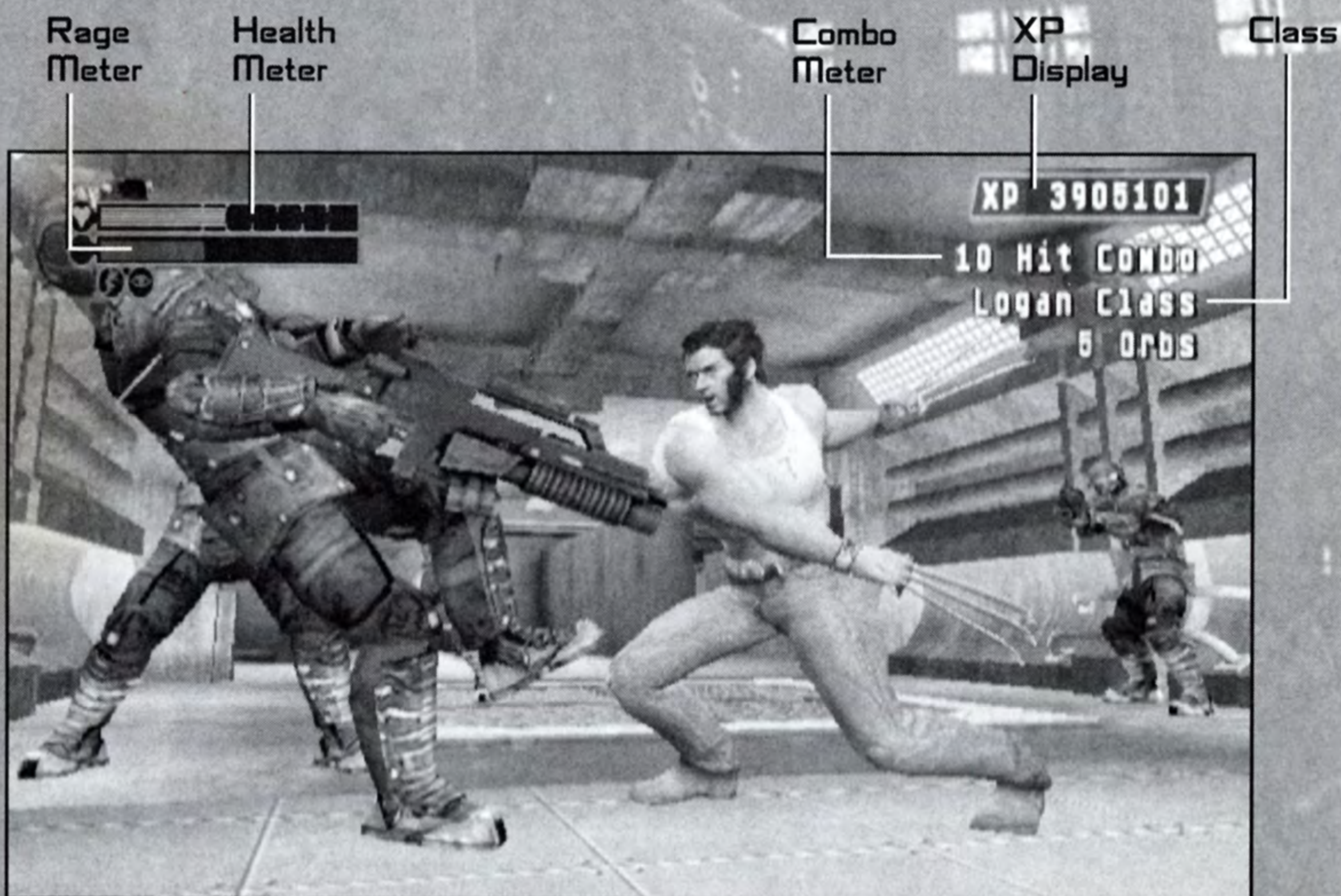
Wolverine's Attacks

MOVE NAME	BUTTON COMBINATION
Right Slash	⊗ button
Left Slash	⊗ button (2x)
Upward Slash	⊗ button (3x)
Downward Slash	⊗ button (4x)
Backhand Slash	⊗ button, ◼ button
Awesome Slash	⊗ button, ◼ button, ⊗ button, ◼ button
Double Downward Slash/Disarm	⊗ button (2x), ◼ button
Jackhammer Punch	⊗ button (3x), ◼ button
Double Power Punch	⊗ button (3x), ◼ button (2x)
Kickoff	⊗ button (3x), ◼ button, ⊗ button
Area Slash	⊗ button, ◼ button (2x)
Spinning Slash	⊗ button, ◼ button, ⊗ button, ◼ button
Spinning Double Slash	⊗ button, ◼ button, ⊗ button (2x)
Corkscrew Attack	⊗ button, ◼ button, ⊗ button (2x), ◼ button
Alternate Thrust	◼ button
Alternate Flash	◼ button, ⊗ button
Alternate Thrust (Hold)	◼ button, hold ◼ button
Alternate Blast	◼ button (2x)
Jump Slash Attack	⊙ button, ⊗ button
Downward Slam	⊙ button, ◼ button
Skewer Grab	△ button
Directional Throw (Grab)	Move the Left Analog Stick in direction desired then let go of △ button
Separate Claws Attack (Grab)	Press ◼ button while enemy is being held
Headbutt	Press ⊗ button while enemy is being held
Rage Mode	Enter Rage Mode by pressing L3 and R3

Wolverine's Attacks (cont'd.)

MOVE NAME	BUTTON COMBINATION
Weapon X Mode	Hold R2
Harvester (Weapon X Mode)	Hold R2 + X button
Buzzsaw (Weapon X Mode)	Hold R2 + △ button
Experiment X (Weapon X Mode)	Hold R2 + ◼ button
Spin Cycle (Weapon X Mode)	Hold R2 + ○ button

SCREEN DISPLAY



Health Meter – Displays the amount of health Wolverine has.

Rage Meter – Once this meter is full, Wolverine can activate his rage, re-generate health faster and deal extra damage.

Lunge Meter – Displays the amount of time you can stay in Lunge mode. The icon will flash faster as the available lunge time runs out. Be cautious, once the icon stops flashing, Wolverine will release his grip and fall.

Feral Sense Meter – Displays the amount of time Wolverine can remain in Feral Sense mode. Allows Wolverine to view hidden objects or enemies and can guide Wolverine.

Combo Meter – Displays your current combo string.

Class – The higher the combo, the higher class that will be achieved, which adds a bonus to your XP meter.

XP Meter – Displays the amount of XP Wolverine has earned thus far. Use XP to upgrade moves and deal more damage!

MENU NAVIGATION

Controls

X Button – Confirms selection.

△ Button – Press button to go back to the previous menu or cancel.

Main Menu

New Game – Starts a new progression.

Load Game – Select to load from three different save slots.

Continue Game – Loads most current progress.

Options – Adjust the options in the game.

Extras – View unlocked extra content.

Options Menu

SFX Volume – Adjusts sound effects volume.

Music Volume – Adjusts in-game music volume.

Voice Volume – Adjusts game's audio volume.

Brightness – Adjusts the game's brightness level.

Widescreen, Vibration and Progressive Scan – Adjusts these settings within the game.

Tool Tips – Enables in-game tutorial when selected.

Extras Menu

Blob Arena – Once unlocked, battle against the Blob!

Enemy Profiles – Once encountered, enemies can be viewed along with their profiles.

Credits – View game credits.

Pause Menu

Continue - Resumes gameplay.

Restart Checkpoint - Restarts from most recent checkpoint.

Restart Mission - Restarts current level.

Upgrades - Use XP to upgrade Wolverine.

Options - Adjust the in-game options.

Main Menu - Returns to the Main Menu.

GAMEPLAY

Throughout his journey, Wolverine will encounter countless deadly adversaries. He must travel through treacherous environments, each more perilous than the last, until ultimately facing his toughest challenge. Navigation and control of Logan is done using the Left Analog Stick. Attacks are performed by using variations of both Quick and Heavy Attack buttons. Pressing multiple button combinations allows for a variety of combos. Mastering these moves is necessary to defeat the various foes and archrivals in Logan's quest for vengeance.

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended. In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067.

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

Uses Bink Video Copyright © 1997–2008 by RAD Game Tools, Inc.

MARVEL, X-Men Origins: Wolverine, and all related characters: TM & © 2009 Marvel Entertainment, Inc. and its subsidiaries.

All rights reserved. www.marvel.com. Movie elements: © 2009 Twentieth Century Fox Film Corporation. All rights reserved. Game © 2009 Activision Publishing, Inc. Activision is a registered trademark of Activision Publishing, Inc. All rights reserved.

CUSTOMER SUPPORT

NOTE: PLEASE DO NOT CONTACT CUSTOMER SUPPORT FOR HINTS/CODES/CHEATS; ONLY TECHNICAL ISSUES.

INTERNET: [HTTP://WWW.ACTIVISION.COM/SUPPORT](http://www.activision.com/support)

OUR SUPPORT SECTION OF THE WEB HAS THE MOST UP-TO-DATE INFORMATION AVAILABLE. WE UPDATE THE SUPPORT PAGES DAILY, SO PLEASE CHECK HERE FIRST FOR SOLUTIONS. IF YOU CANNOT FIND AN ANSWER TO YOUR ISSUE, YOU CAN SUBMIT A QUESTION/INCIDENT TO US USING THE ONLINE SUPPORT FORM. A RESPONSE MAY TAKE ANYWHERE FROM 24-72 HOURS DEPENDING ON THE VOLUME OF MESSAGES WE RECEIVE AND THE NATURE OF YOUR PROBLEM.

NOTE: INTERNET SUPPORT IS HANDLED IN ENGLISH ONLY.

NOTE: THE MULTIPLAYER COMPONENTS OF ACTIVISION GAMES ARE HANDLED ONLY THROUGH INTERNET SUPPORT.

PHONE: (310) 255-2050

YOU CAN CALL OUR 24-HOUR VOICE-MAIL SYSTEM FOR ANSWERS TO OUR MOST FREQUENTLY ASKED QUESTIONS AT THE ABOVE NUMBER.

CONTACT A CUSTOMER SUPPORT REPRESENTATIVE AT THE SAME NUMBER BETWEEN THE HOURS OF 9:00 A.M. AND 5:00 P.M. (PACIFIC TIME), MONDAY THROUGH FRIDAY, EXCEPT HOLIDAYS.

PLEASE SEE THE LIMITED WARRANTY CONTAINED WITHIN OUR SOFTWARE LICENSE AGREEMENT FOR WARRANTY REPLACEMENTS. WE RECOMMEND THAT YOU FIRST CONTACT AN ACTIVISION TECHNICAL SUPPORT REPRESENTATIVE BY PHONE OR INTERNET BEFORE SENDING YOUR PRODUCT TO US. IN MANY CASES, A REPLACEMENT IS NOT NECESSARY TO RESOLVE YOUR PROBLEM.

OUR SUPPORT REPRESENTATIVES WILL HELP YOU DETERMINE IF A REPLACEMENT IS NECESSARY. IF A REPLACEMENT IS APPROPRIATE WE CAN ISSUE YOU AN RMA (RETURN MATERIALS AUTHORIZATION) NUMBER TO HELP PROCESS YOUR REPLACEMENT. NON-WARRANTY GAME RETURNS/REFUNDS SHOULD BE DEALT WITH BY THE RETAILER OR ONLINE SITE WHERE YOU PURCHASED THE PRODUCT.

REGISTER YOUR PRODUCT ONLINE AT [HTTP://REGISTER.ACTIVISION.COM](http://register.activision.com) SO WE CAN ENTER YOU IN OUR MONTHLY DRAWING FOR A FABULOUS ACTIVISION PRIZE.

TO VIEW A FULL LENGTH MANUAL, INCLUDING CREDITS, VISIT [WWW.ACTIVISION.COM/EN_US/MANUALS](http://www.activision.com/en_us/manuals)

ACTIVISION

activision.com

ACTIVISION, INC.
P.O. Box 67713
Los Angeles, CA 90067