

2

# WOLVERINE'S™

# REVENGE



**WARNING: Read before using your PlayStation®2 computer entertainment system.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**Warning to owners of projection televisions:**

Do not connect your PlayStation®2 console 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.

**Use of unauthorized product:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

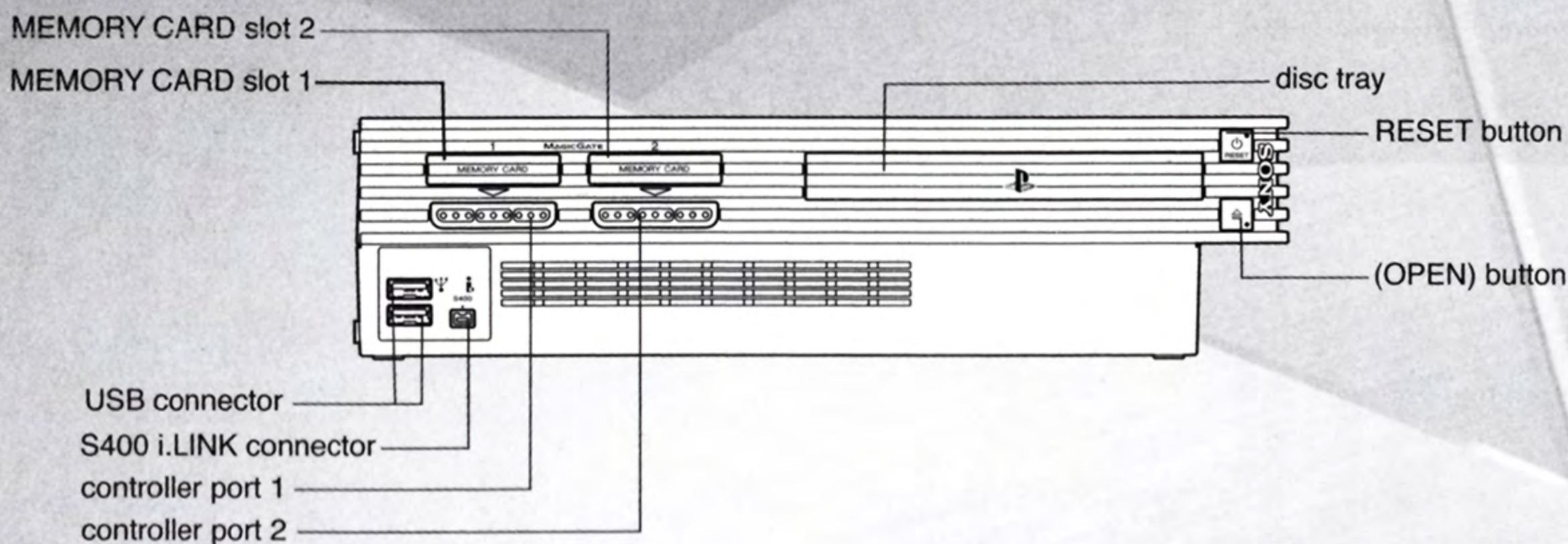
**Handling your PlayStation®2 format disc:**

- 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.

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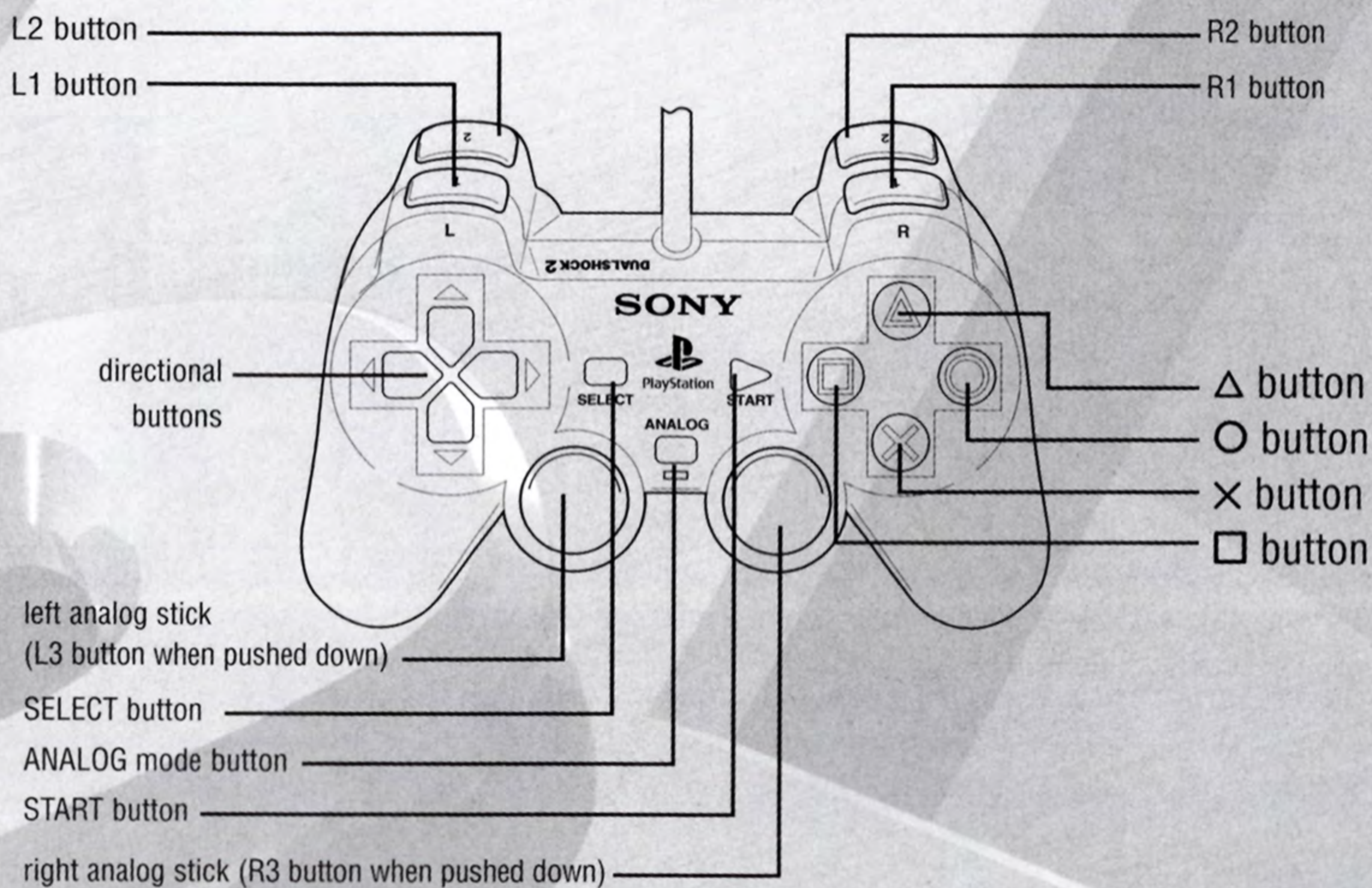
# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the disc tray will open. Place the *X2 Wolverine's™ Revenge* disc on the disc tray with the label pointing up. Press the **OPEN** button again and the disc tray will close. Do not open the tray during gameplay. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

# STARTING UP

## DUALSHOCK<sup>®</sup>2 analog controller configuration



To select menu options, use the directional buttons **up/down** to navigate through the menu options. Highlight the desired option and press the **×** button to accept. Use the **△** button to go back. *X2 Wolverine's<sup>™</sup> Revenge* supports the DUALSHOCK<sup>®</sup>2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

# PROLOGUE

**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 **left** or **right** on the directional buttons to highlight the desired menu option, and then press the **X** button to choose the selection. Press the **△** button to go back to the last screen.

## Load Game

Select this option if you wish to load a saved game from the memory card (8 MB) (for PlayStation®2).

## 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 allows you to change various game settings. These include volume levels, controller vibration options and screen adjust. You can also view the game credits and high score table.

## SETTINGS

- To adjust the volume levels, press the directional buttons **left** or **right** to decrease or increase the volume of the SFX/speech or music.
- To adjust the vibration, press the directional buttons **left** or **right** to switch vibration OFF or ON.
- To adjust the screen, highlight the Screen Adjust option and press the **X** button.
- Press the directional buttons to move the screen in the relative direction. When you're happy with your setting, press the **X** button to confirm.
- To restore the default settings, highlight the Restore Default option. Press the directional buttons **left** or **right** to change the option to NO or YES. Select **YES** and press the **X** button to confirm.

## HIGH SCORE

Press the **X** 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'll be able to replay any level you wish.

## **SAVING SETTINGS**

Your settings will be automatically saved to the memory card (8 MB) (for PlayStation®2) when you first save your progression in-game. Remember to save your game after each level if you want to return to it later.

## **Bonus Menu**

The Bonus menu contains 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.

*\*Challenges only accessible after successful completion of the game.*



## GAME CONTROLS

left analog stick	Move Character
right analog stick	Rotate Camera
R3 button	Reset Camera
L1 button	Stealth Hold On/Off
L2 button	Senses Hold On/Off
R1 button	Crouch/Crawl (Hold R1 and move left analog stick to crawl)
R2 button	Claws Sheathe/Unsheathe/ Feral (Double-tap)
□ button	Punch/Slash
△ button	Kick
○ button	Action
× button	Jump
R1 (Hold) + □ buttons	Crouching Uppercut
R1 (Hold) + ○ buttons	Reverse Crouch Kick
R1 (Hold) + △ buttons	Floorsweep
START button	Pause Menu

### While Running

*(These moves are only available when Wolverine is running)*

△ button	Sliding Tackle
× + □ buttons	Claw Dive
○ button	Spinning Attack

### In Combat

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

L1 button	Break Enemy Lock-On
L2 button	Toggle to Nearest Enemy Lock-On (Switches to nearest target)
left analog stick	Directional Tap Quickly for Evades (Left, Right Roll/Quick Back-Off/ Quick Close-In)

*NOTE: There is an option in the Main Menu settings to also allow evades on the right analog stick. Evasive moves on this stick will always be relative to the character. For example, pushing left on the stick will always roll Wolverine to his left, and pushing up will move him toward his enemy. Some players may prefer this option.*

- left analog stick + X button . . .Jump Over
- R1 button . . . . .Crouch
- X + □ buttons . . . . .Reverse Left Punch/Slash
- X + ○ buttons . . . . .Reverse Right Punch/Slash
- button . . . . .Grab Enemy (Only when dazed)

*Note: You can only daze enemies with claws sheathed.*

- button . . . . .Punch/Slash and Throw Enemy  
(Only while grabbing an enemy)
- button . . . . .Throw Enemy  
(Only while grabbing an enemy)

### **Basic Combos**

- , □ button . . . . .Double Punch/Slash Combo
- , □, □ button . . . . .Triple Slash Combo
- △, △ button . . . . .Double Kick Combo
- △, △, △ button . . . . .Triple Kick Combo
- △, X buttons . . . . .Flip Kick
- Toward Enemy + X, △ buttons . .Flip Over and Kick Combo
- , △ buttons . . . . .Slash and Flying Knee Kick Combo

### **Gun/Plasma Turret Controls**

- left analog stick . . . . .Navigate
- button . . . . .Fire
- L2/R2 button . . . . .Zoom In/Out
- button . . . . .Press and Hold to EXIT gun

### **Void Droid Controls**

- left analog stick . . . . .Navigate Droid
- right analog stick . . . . .Navigate Target
- L1 button . . . . .Mini Gun
- R1 button . . . . .Plasma Cannon

# THE BASICS

## Your Mutant Healing Factor

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.

## Your Adamantium Claws

- Sheathe or unsheathe claws using the **R2** 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.

## Your 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 **R2** button.
- 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.

## Your Heightened Senses

By pressing and holding the **L2** 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 some 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.

By pressing and holding the **L1** button, you can enter Stealth mode (without triggering your Heightened Senses).

In Heightened Senses and Stealth Mode:

- 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 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 **O** button to trigger the strike.

Your Heightened Senses cannot be used when:

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



# 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. Strike moves allow you to take out multiple enemies with spectacular combinations. At the beginning of the game, Wolverine only has access to his basic move set and Combat Level One Strike Moves.

To perform a Strike, you must maneuver yourself in combat until you see the directional arrows on the ground and the STRIKE indicator appears onscreen. Press the ○ button. Strike Moves are always triggered by the ○ button. More complex Strike Moves at the higher Combat Levels are chained from the ○ button.

- 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 combos and will cause progressively more damage to different levels of enemies. More deadly Strikes require more complex button combos to trigger.
- 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. Always be on the lookout for a Strike opportunity!

## Finishing Moves

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

○ button: Triggers a level 1 finishing move—one of the three available chosen randomly. More complex finishing moves are chained from the ○ and △ buttons in the same way as your combat strikes.

## Grabbing

- Is triggered by pressing the □ button when an opponent is dizzy.
- Press the □ button to punch/slash and throw an opponent or press the ○ 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 to dispose of of an enemy with style.
- Enemies in your immediate combat radius will always display green 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 Defeats = variable number of tags
- Pick-Ups (in secret rooms) = 1 tag
- 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 pieces 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 over 20 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.

<b>CURRENT ACT AND LEVEL COMPLETED</b>	
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 the 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 Card (8 MB) (for PlayStation®2).
- There are five save slots you can use. Save slots save game status, high score and option preferences.
- You can then Continue, Save or Quit. If Continue is chosen, the next level section will be loaded. 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  
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*NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

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*NOTE: Internet/e-mail support is handled in English only.*

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