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2 ONLY IN  
THEATERS

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## WOLVERINE'S REVENGE



ASPYR™

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## GAME SETUP

### INSTALLATION

1. Insert the *X2 Wolverine's™ Revenge* Install disc into your CD-ROM drive.
2. Double-click *X2 Wolverine's™ Revenge*. Follow the step-by-step instructions. The installer will automatically install *X2 Wolverine's™ Revenge* to the location you request.

This is a 2-Disc Install, the installer will ask for Disc 2. Please insert Disc 2, make sure it appears on the Desktop before clicking OK.

3. To start the game double-click the *X2 Wolverine's™ Revenge* application on your hard drive.

## 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-thirties. 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 new 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-Man. 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 will you best 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

Use the arrow keys to highlight the desired menu option, and then press **Return** to choose the selection. Press the **Esc** button to go back to the last screen.

### Load Game

Select this option if you wish to load a saved game from the hard drive.

### 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, force feedback options and video options. You can also view the game credits and high-score table.

### SETTINGS

- To adjust the volume levels, press the arrow keys left or right to decrease or increase the volume of the SFX/speech or music.

### CONTROL CONFIG

- To adjust the force feedback, use the arrow keys in **Control Config** to turn the vibration OFF or ON.
- Changing controllers can be done in the Control Config. This screen allows you to customize your keyboard and gamepad controls.
- The game controls listed in this manual are the default settings. Please be aware if you configure the settings some references in the manual may not be correct.

## VIDEO OPTIONS

- To adjust video options, select **Video Options** and use the arrow keys to highlight the option you want to adjust. When you are happy with your setting, select **Apply Changes**.
- To restore the default settings, highlight the **Restore Default** option and press **Return**.

## HIGH SCORE

Press the **Return** key 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*.

## 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 in-game settings will be automatically saved to the hard drive when you first save your progression in-game.

## Bonus Menu

The Bonus menu contains the game's 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 are only accessible after successful completion of the game.)

## GAME CONTROLS

W, S, A, D .....	Move Character
Arrow Keys .....	Rotate Camera
Num 5 .....	Reset Camera
Command Shift .....	Stealth Hold On/Off
Num Enter .....	Senses Hold On/Off
Num 0 .....	Crouch/Crawl (Hold Num 0 and move character to crawl)
Num 7 .....	Claws (Sheathe or Unsheathe)/ Feral (Double-Tap)
Num 4 .....	Punch/Slash
Num 8 .....	Kick
Num 6 .....	Action/Strike
Spacebar .....	Jump
Esc .....	Pause Menu

## While Running

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

Num 8 .....	Sliding Tackle
Spacebar + Num 4 .....	Claw Dive
Num 6 .....	Spinning Attack



## In Combat

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

Command Shift	.....Break Enemy Lock-On
Num Enter	.....Toggle to Nearest Enemy Lock-On (Double Tap) (Switches to nearest target)
W, S, A, D	.....Directional Tap Quickly for Evades (Left, Right Roll/Quick Back-Off/Quick Close-In)
Direction Keys + Spacebar	...Jump Over
Num 0	.....Crouch
Spacebar + Num 4	.....Reverse Left Punch/Slash
Spacebar + Num 6	.....Reverse Right Punch/Slash
Num 4	.....Grab Enemy (Only when enemy is dazed)
Num 4	.....Punch/Slash and Throw Enemy (Only when grabbing an enemy)
Num 6	.....Throw Enemy (Only when grabbing an enemy)

## Basic Combos

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

Num 4, Num 4	.....Double Punch/Slash Combo
Num 4, Num 4, Num 4	.....Triple Slash Combo
Num 8, Num 8	.....Double Kick Combo
Num 8, Num 8, Num 8	.....Triple Kick Combo (Daze enemies)
Num 8, Spacebar	.....Flip Kick
Toward Enemy + Spacebar, Num 8	.....Flip Over and Kick Combo
Num 4, Num 8	.....Slash and Flying Knee Kick Combo

## Gun/Plasma Turret Controls

W, S, A, D	.....Navigate
Num 4	.....Fire
Num Enter/Num 0	.....Zoom In/Out
Num 6	.....Press and Hold to EXIT Gun

## Void Droid Controls

W, S, A, D	.....Navigate Droid
Arrow Keys	.....Navigate Target
Num Enter	.....Mini Gun
Num 0	.....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.

### Claws

- Sheath or unsheathe claws using the **Num 7** key.
- 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.
- Using claws on enemies and objects with electrical defenses will cause damage.
- Claws auto-pop when you go Feral.

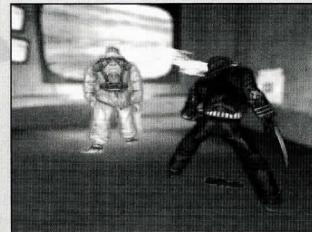
### Feral Rage

- 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 **Num 7** key.
- 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.
  - »» You can't operate machinery or consoles.

### Heightened Senses

By pressing the **Num Enter** key, 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 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 **Num 6** key 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 three single-opponent **finishing** moves (see page 16).
- 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 key 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 17).
- 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 **Num 6** key. More complex Strike Moves at the higher Combat Levels are chained with the **Num 8** button.

## Finishing Moves

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

**Num 6 Key:** Triggers a level 1 finishing move—one of the three available chosen randomly.

**Num 6, Num 8 Keys:** Triggers a level 2 finishing move—one of the three available chosen randomly.

**Num 6, Num 8, Num 6 Keys:** Triggers a level 3 finishing move—one of the three available chosen randomly.

**Num 6, Num 8, Num 6, Num 8 Keys:** Triggers a level 4 finishing move—one of the three available chosen randomly.

## Grabbing

- Is triggered by pressing the **Num 4** key when an opponent is dazed.
- Grabbing an opponent when your claws are out will kill them instantly. Claws in will keep them alive—for now.
- Press the **Num 4** key to punch/slash and throw an opponent or press the **Num 6** key 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.

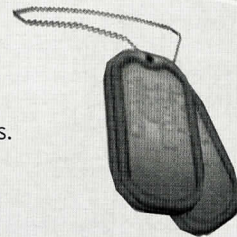
## ENEMY TYPES

- 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 that are targeted 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 Defeats = 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.

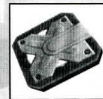
## BONUSES & SECRETS

All are accessible from the Bonus Menu.



### Costume Mode: Comic Covers

Six covers to find throughout the levels. Each comic cover allows you to play the game in your favorite Wolverine costume from the comics or movie.



### Cerebro Files

There are sixteen Cerebro Memory Files to find and collect throughout the adventure. 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 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 eighteen 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 increases when the Dog Tags earned in a level reach (or exceed) the requirement for next level up and you have reached a save point. At this save 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 hard drive.
- There are eight save slots you can use.
- Save slots will save game status, high score and option preferences.
- You can then Continue, Save or Exit. If Continue is chosen, the next level section will be loaded. Exit will return you to the Title Screen.



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- + Origin HC
- + Weapon X TPB
- + Wolverine TPB
- + Essential Wolverine Vols. I - III
- + Wolverine: The Best There Is TPB
- + Wolverine/Deadpool: Weapon X TPB
- + Essential X-Men Vols. I - IV
- + X-Men: The Dark Phoenix Saga TPB
- + X-Men: Mutant Massacre TPB
- + New X-Men: E Is for Extinction TPB
- + New X-Men: Imperial TPB
- + Uncanny X-Men: Poptopia

**PACKAGING &  
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Ignited Minds, LLC



## CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Aspyr Technical Support.

Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed
- Amount of RAM
- Make and model of your video card
- Speed of your CD-ROM or DVD-ROM
- Operating System

*NOTE: Please do not contact Technical Support for hints/codes/cheats; only technical issues.*

*NOTE: Internet/email support is handled in English only.*

## INTERNET:

**<http://www.aspyr.com/support>**

Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. By selecting the game you are inquiring about, you can view the Top Solutions for the game to date.

One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our Web site's Support Page.

## EMAIL:

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You can also email our Technical Support representatives directly at the email address provided above. Please ensure that you include all of the bulleted information asked above for the computer you are running the program from. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

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Contact a Technical Support Representative at the number provided above, between the hours of 10:00 am and 6:00 pm (Central Standard Time), Monday through Friday, except holidays. When calling, please make sure you are in front of your computer with the power on and have all the bulleted information asked above.

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