

PC
CD
ROM

2 WOLVERINE'STM REVENGE



MARVEL

ACTIVISION[®]

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GAME SETUP

INSTALLING X-MEN™2 WOLVERINE'S™ REVENGE

- To install *X-Men™2 Wolverine's™ Revenge*, insert the game CD into your CD-ROM drive.
- If Autoplay is enabled, the Installer splash screen should appear.
- When the Installer splash screen appears, click on the **Install** button.
- For online help and extras, click the corresponding button on the splash screen.
- Uninstall *X-Men™2 Wolverine's™ Revenge* shortcut: If you wish to remove *X-Men™2 Wolverine's™ Revenge* from your hard drive, you should always use the shortcut from the Start Menu. The Uninstall *X-Men™2 Wolverine's™ Revenge* option will remove all game files except your saved games and personal settings.

Note: You can return to the splash screen at any time without affecting your installed game.

AUTOPLAY

If the *X-Men™2 Wolverine's™ Revenge* splash screen does not appear, try performing the following steps:

- Double-click on the **My Computer** icon on your desktop.
- Select the **Refresh** option located in the View Pull-down Menu.

- Double-click on the *X-Men™2 Wolverine's™ Revenge* CD icon in the window or right-click on the icon and choose the **Autoplay** option.
- After the *X-Men™2 Wolverine's™ Revenge* splash screen appears, click on the **Install** button.

If the Autoplay feature does not function, please check the following:

- Make sure the CD is clean and properly placed in the CD-ROM drive.
- Your CD-ROM drive may not be optimised for use with Windows®.

To verify this, perform the following steps:

1. Open the Windows Control Panel folder and double-click on the **System** icon.
2. Click on the **Performance** tab. If any of your hardware drivers are not fully optimised for use with Windows, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

Windows may not be set up to Autoplay CDs. To check, perform the following steps:

- Open the Windows Control Panel folder and double-click on the **System** icon.
- Click on the **Device Manager** tab. Click on the **Plus** sign next to CD-ROM, select your CD-ROM and choose **Properties**.
- Click on the **Settings** tab. Insert a checkmark in the box to the left of the Auto Insert Notification and select **OK**.

DIRECTX® 9

During the X-Men™2 Wolverine's™ Revenge setup, Microsoft® DirectX needs to be installed on your computer. The Microsoft DirectX Setup Program will give you the option to install the appropriate files on your computer.

See the online X-Men™2 Wolverine's™ Revenge Technical Help file for additional information.

Q: What is DirectX 9 and why do I need it?

A: Microsoft's DirectX 9 is a set of functions that give Windows games and other applications their power. These functions allow applications to perform advanced functions in networking, graphics, sound and input, beyond what's possible on other operating systems. It also accounts for many of the performance gains associated with Windows games.

Q: If I don't install DirectX 9 when I install the game, can I install it later?

A: Yes. You can manually install it. To do so, use the following instructions:

- Place the disc in the CD-ROM drive and exit from any Autoplay screens.
- Double-click on **My Computer**.
- Right-click on your CD-ROM drive and choose **Install DirectX**.
- Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

Q: I already have other Windows games installed on my computer.

Will the Microsoft DirectX Installer change my DirectX files?

A: If you already have other Windows games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft Installer will detect and overwrite any previous versions with DirectX 9. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 9 installed on your computer, the Microsoft DirectX 9 Installer will detect it and not overwrite any DirectX 9 files. You may not need to restart your computer after installation in order to run *X-Men™2 Wolverine's™ Revenge*.

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 Colour: Brown

Hair Colour: 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 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

X-Men™2 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 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

Use the arrow keys to highlight the desired menu option, and then press **Enter** 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 customise your keyboard and gamepad controls.

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 **Enter**.

HIGH SCORE

Press the **Enter** key on this option to enter the High Score table. Here you will be able to see the Top Five X-Men™2 Wolverine's™ Revenge scores.

CREDITS

The list of all the people who worked on the production of *X-Men™2 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
Left 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)

Left 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

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

Gun/Plasma Turret Controls

W, S, A, DNavigate
Num 4Fire
Num Enter/Num OZoom In/Out
Num 6Press and Hold to EXIT Gun

Void Droid Controls

W, S, A, DNavigate Droid
Arrow KeysNavigate Target
Num EnterMini Gun
Num OPlasma 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 19).
- 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 20).
- 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 favourite 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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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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PACKAGING & MANUAL DESIGN

Ignited Minds, LLC

CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed.

In order to assist us when dealing with your difficulty, please have the following information ready when you call or attach it to your email to support@activision.co.uk.

1. Complete product title.
2. Exact error message reported (if any) and a brief description of the problem.
3. A copy of your Direct X Diagnostics report. To access this go to Start → Run and type `dxdiag c:\dxdiag.txt` and press ENTER. The report will be found in your My Computer C: drive.

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

1. What kind of modem is on each end (brand, model, speed, internal or external)?
2. Do you have more than one modem?
3. On which port is each configured?
4. Does Hyperterminal (or any other terminal program) work with your modem? This is an easy way to test whether or not your modem is configured correctly.
5. At what speed are you connecting?
6. Have you made sure data compression, error detection, and flow control is turned OFF? Refer to your modem's manual to do this.

If using an external modem:

1. What kind of serial card is being used?
2. Do you have a seven-wire serial cable?

If you are on a LAN:

1. Can you see other computers on the network?
2. What is your network configuration?
3. What brand of network card do you have?
4. What network software are you running? What version number?

CUSTOMER AND TECHNICAL SUPPORT IN EUROPE

Online Services with Activision Forums, E-Mail and File Library Support

We advise for cost efficiency that you use our online web support.

Web 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 any solutions that you require.

This service is available 24 hours a day, 7 days a week and offers a fully comprehensive list of known issues as well as providing the latest updates/patches.

Email Support

If you require email support on a specific issue not covered by our website, please contact: support@activision.co.uk

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

Phone Support

For any other issues not covered by our web or email support, you can contact Activision's phone support in the UK on + 44 (0)8705 143 525 between the hours of 8.00am and 7.00pm (UK time) Monday to Friday with the exception of holidays.

Your calls may be monitored

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

TECHNICAL SUPPORT IN AUSTRALIA

In Australia, for Technical Support, Hints and Tips, please call 1902 263 555. Calls are charged at \$1.98 + GST per minute.

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