

X-Men Origins: Wolverine

Xbox 360 Reviewer's Guide

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Introduction

Inspired by Twentieth Century Fox's highly anticipated feature film, ***X-Men Origins: Wolverine***, in theaters everywhere May 1, 2009, the official video game delivers the most true-to-character Wolverine action ever featured in-game. Players will utilize the character's signature brute strength, regenerative mutant abilities, and indestructible adamantium claws as they perform death-defying feats, take massive damage, regenerate in real-time and uncover the mutant's mysterious and complex past. Created by award-winning developer, Raven Software, the title empowers gamers to unleash Wolverine's razor-sharp claws and scorching temper as they master lightning-quick combat, in-depth combo attacks, and an array of finishing moves, including rage-based powers to take on harrowing situations that only Wolverine could survive. Weaving in and out of the movie's storyline, the epic cinematic experience features action-packed missions set in real-world locales and challenges players to hone their animal instinct as they uncover hidden dangers, hunt and destroy enemies and discover the truth about Wolverine's relationship with Colonel Stryker and Sabretooth.

KEY FEATURES:

- **TRUE-TO-CHARACTER WOLVERINE** – The X-Men's fiercest hero has finally arrived in the most true-to-character experience exploring Wolverine's devastating rage attacks, regenerative abilities, and feral senses, as well as his signature style of relentless combat. Wolverine's unique animal instincts help players expose tactical advantages and weak points in enemies, as well as solve puzzles and discover escape routes.
- **RELENTLESSLY VISCERAL COMBAT** – Authentic Wolverine gameplay features give players reign over razor-sharp claws for fierce combat, complex combo attacks and vicious counter-attacks with more than 100 custom moves, reflex quick-kills, and long-range lunge attacks. The *X-Men Origins: Wolverine* video game immerses players in epic battles of fast-paced action, jumping from buildings to attack helicopters in mid-air or battling armies of enemies on moving vehicles. Players go beyond mere minions to battle the biggest, most intimidating bosses Wolverine has ever faced.
- **CINEMATIC INTENSITY** – Penned by Marvel Wolverine comic book writer, Mark Guggenheim, the game depicts Logan's transformation by weaving in and out of the film's narrative about his past to discover the truth behind the human weapon that became Wolverine. In the *X-Men Origins: Wolverine* video game, players will fall to earth from 30,000 feet in the air, lunge through spinning helicopter blades, and even take on entire platoons at once. Powered by the Unreal 3 Engine, players are immersed in an authentic portrayal of Wolverine through state-of-the-art visuals and amazing cinematic moments that seamlessly blend into real-time action gameplay.

REAL-TIME GENERATION – True to character, Wolverine’s unique regeneration ability in the *X-Men Origins: Wolverine* video game is seamlessly illustrated in the game allowing his body to mend skin and muscle tissue in real time, paving the way for non-stop combat and seemingly impossible battles. The unique procedural damage system allows any type of physical damage to immediately transform in real time.

We hope you enjoy playing *X-Men Origins: Wolverine* and encourage you to make ample use of the strategies and insider tips provided in this guide. If you have any questions or require any additional information, please don’t hesitate to contact us.

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Playing X-Men Origins: Wolverine

Before you fire up the game, take a moment to review the controls detailed on page TK of this guide. All set? Then it's time to slice and dice your way to vengeance!

Walkthrough

The Jungle

The opening cut scene is over and what are you doing? Immediately fighting to stay alive. Use the left analog stick during Wolvie's freefall to dodge the missiles. Once you land there's no time to get your bearings as you're under attack. Move toward the soldiers using the left analog stick and attack them, using a combination of quick light attacks (□) and slower heavy attacks (⬇). You should experiment with different combos not just because it's fun (and it is) but because you'll maximize the experience points you get when you take out a foe. This first fight is also a good opportunity to practice blocking.

Pull □ when the machete attackers leap at you to stave off their blows (and to set up some nasty counterattacks). Once the gate opens, take out all the remaining—and new—enemies before heading down the path. Keep an eye on your health: it's that red bar in the upper left corner. If it gets low, just avoid combat for a bit and Wolverine's mutant healing ability will eventually kick in and refill it. If that bar gets depleted, Wolvie will start taking organ damage, depicted by that beating heart at the end of the health bar. Once that is drained, you die.

Eventually you'll reach a waterfall. Instead of following the path, go into and under the waterfall to collect some dog tags and bonus experience points. There are a lot of hidden power-ups in **X-Men Origins: Wolverine** so take the time to look for them. Once you've got the tags, continue down the path.

Go Out of Your Way

While you can find many of the power-ups in the game (health boosts, dog tags, mutagens, and so on) simply by charging through the game, you'll find more—and maximize your experience—if you wander a bit off the obvious path now and again. Feral Sense telling you to go left even though there's a little nook off to the right? Go right first and odds are you'll find some secreted dog tags. See a hard to reach but probably jumpable platform? Take the leap and you'll probably get a Mutagen upgrade (and maybe some extra health) for your trouble. Explore every nook and cranny of the game world and you'll go into the final boss fight with the toughest, deadliest Wolverine possible.

When you see the alert that you've gained the Lunge ability, target the machine gunner you see immediately afterwards by pressing and holding □. You'll see a green arc depicting your eventual leap of death. Press □ to Lunge and take the gunner out. Notice how that Lunge got you across a ravine? Keep it in mind throughout the game whenever you're faced with a seemingly impossible

distance to cross: odds are there's a bad guy just begging for you to Lunge at him in order to make it across.

After the brief cut scene, Lunge from the ledge to start your attack on the gunners below. Ignore the machete men and use Lunge to take out the machine

Speed=Death

With the hordes of bad guys you'll be facing, taking out as many as you can as quickly as you can is crucial in not just getting an edge in a fight but simply surviving. Here are some tips on taking out the trash *fast*.

- Quick Kills are your number one friend in taking out enemies fast. Start practicing the timing for Quick Kills from early in the game and you'll have mastered them for the late game skirmishes where they are absolutely critical.
- Use Claw Spin to soften up enemies late in the game. Tougher adversaries cannot be Quick Killed unless they've taken some damage so use this attack (couple it with Berserker for even more damage) to weaken as many of your enemies as you can.
- Use altitude to your advantage and toss enemies to their doom when fighting high above the ground (the jungle towers and high reaches of the Sentinel Facility are perfect for this). Think of it as a Quick Kill that doesn't require you to soften up a foe: just grab, toss, repeat.
- Lunge as much as possible and chop up your foes while they're immobile on the ground.
- Use the environment. While the course of a fight is hard to control, you can dictate the start of it to some degree. Locate an environmental weapon like a stake in the ground (use Feral Sense to spot it quickly) and position yourself right by it. Grab someone then attack to impale them and take them out of the fight immediately. You'll probably only get a few enemies this way before the fight spills elsewhere but that handful of dead bad guys might be enough to give you the edge.

gunners first. Once they're all dead, you'll be prompted to use your Feral Sense. Press Δ on the directional pad to trigger Feral Sense. Notice how those jugs glow yellow? That means they're destructible. The green glowing ledge means you can use it. Double jump to the ledge ($\Delta\Delta$) then use the left stick to move left along it. Press Δ to jump to the next ledge and climb up. Jump onto the dangling rope and climb up in order to leap to a higher ledge. Fight your way through the jungle until you're faced with a helicopter.

Lunge to attack the helicopter. Once you've sunk your claws into it, attack the chopper like you would any other enemy. The chopper will crash but you'll land on the other side of the destroyed rope bridge in front of an ancient temple.

When you enter the temple you'll be attacked by a Machete Champion. Now's the time to learn Quick Kills. Grab the Champion by pressing Δ then press Δ . Time will slow down. Wait for the flash of light on Wolverine's claws then quickly press Δ to eliminate the Champion. More enemies will now attack you. Use Feral Sense to locate interactive objects in the room (they will glow green) and position yourself near a stake in the floor. Press Δ when the machete attacker gets near you in order to impale him on the stake. See if you can't stick more of the bad guys on the pointy things throughout the room. A door will open when you've eliminated most of the enemies. Finish them off but

don't leave yet—there are some dog tags located in a nook on the side of the room, so grab those first.

Once you leave the temple you'll come under fire from some gunners on a rope bridge. Lunge to reach their side of the bridge and start hacking. After a short cut scene, climb the collapsed bridge, killing enemies as you go. Back on land, make your way through the jungle until you find a zip line. Jump on and zip down to a gigantic locked gate. Fight your way up the hill and take out all the enemies. Grab the dog tags at the top of the hill (behind the barrels) then push the truck down the hill using \square . That'll get you through the gate and into another bloody scrum.

You can now collect Rage in the game. These red orbs will fill up the yellow meter directly below your health and can power your seriously vicious Fury attacks. You'll get Rage for every kill as well as from destructible objects in the world so destroy anything you can. Once your Rage bar is full, hold down \square and press \square to execute your first Fury attack: Claw Spin. You can move Wolverine around during this attack so use the left analog stick to guide him toward more victims as he spins. When everyone's dead, some helpful (and doomed) machine gunners will open the other gate. Time to leave.

Follow Your Nose

It's easy to get a bit lost when navigating the sprawling Sentinel Facility or any of the other huge levels in *X-Men Origins: Wolverine*. Happily, your mutant hero has the innate ability to sense where to go and what to do next. Simply trigger your Feral Sense by pushing \triangle on the directional pad to create a ribbon of blue that will point you in the direction of your next objective. Feral Sense also highlights useable objects, hidden power-ups, and other critical game elements to ensure you and Wolverine keep wreaking havoc.

You'll eventually reach a wall covered with vines. Simply walk up to it and Wolverine will begin clawing his way up. Jump down into the courtyard and take out all the foes. See that boarded up doorway? Tear it apart and go down the path to earn an Achievement. Where's that grate go?

Return to the courtyard and climb up the ledges next to the barred gate. Bash your way into the next temple to collect an Action Figure. Collect these throughout the game to unlock special

challenges in the TK Bonus menu. Exit the temple and go around it to the right. Break the board to enter the room then jump on the stone pedestal. From there, jump to the ledge and move left. After you climb back up, follow the onscreen prompt to tap \square repeatedly to drop the stone wall on the soldiers.

After you discover the chopper and talk to Stryker, pass through the open doorway and move until you drop into an area with a stone wheel mounted in the center. Pressing \square will open the next door but you'll need to use your dodge ability to make it out in time. To do that, run toward the door, hold down \square + \square then push the left analog stick toward the door to roll under just in time. After the fight in the next courtyard, climb up the rope to jump to a platform. Jump to another

rope and then another platform. Drop into the courtyard for another fight. Collect the dog tags at the far end of the courtyard opposite the exit before you leave. Climb the rope you find then fight your way along the platform until you can Lunge to a gunner on a distant platform. Fight your way through the temple. When you reach the point where you need to jump down to a room below you, collect the dog tags to your left before dropping down.

Prioritize Targets

While it's tempting to just slash your way through hordes of enemies, you'll need to strategize throughout the game in order to handle the swarms of different adversaries thrown at you. The key to success is prioritizing targets. A few pointers:

- Take out the ranged attackers first. While it's tempting to take out the melee attackers in your face, it's the guys shooting at you from a distance that'll whittle your health down the fastest.
- Grenade launchers will kill you faster than anything so either deflect their explosives right back at them or lunge at them between blasts to take them out immediately.
- When you're attacked by a big guy like a Leviathan as well as a bunch of smaller, human enemies, take out the small guys first. They're easier to kill, they'll repeatedly thwart your attacks on the big guy, and they'll pick away at your health quickly. Dodge the big guys' attacks until you've taken care of his pals.

You'll find a stone fixture between two braziers that needs a crank. Follow the path through the temple until you find it. Pick it up with and carry it back. Well, part of the way anyway. You'll be attacked on your way so drop the crank and kill your enemies before you take it all the way to the fixture. Place the crank and use it to raise the stone door.

After you dodge under the door you'll be in an outdoor courtyard facing your first mini-boss: the Leviathan. Don't worry he's not as tough as he looks: dodge his attacks then get behind him to Lunge onto his back and inflict damage. Jump off him when he starts to reach for you or you'll get hit. When he's at half health, his attack will change but your approach shouldn't: keep your distance, dodge, then get behind him to jump on his back. Eventually you'll be prompted to tap to finish him off.

Now you've got to reach that zip line to get to the river. There are two side chambers here (and one holds some

dog tags). See that wall covered with vines? Pull the statue out of the side chamber until you can jump on top of it to reach the vines. Climb up and across to the ledge. Bust through the cracked door to collect more dog tags then Lunge at the gunners to reach the next platform. Jump onto the zip line and head out on the dock. When a boat passes near the dock, Lunge onto it then fight and Lunge boat to boat to start your escape. When you reach the final boat you'll take control of the machine gun turret to attack pursuing boats. Don't worry about the men: shoot the boats which will explode and take care of the crew for you.

Sabertooth

And you thought Cain and Abel had a rocky fraternal relationship? Behold the familial dysfunction of Wolverine and his brother Sabertooth. You must use

Counterattacks to defeat Sabertooth. Press **□** just before one of Sabertooth's strikes lands then press **□** during the slowdown to Counterattack. Don't even bother with regular attacks as you'll only have to start over. After you do enough damage you'll trigger a head-banging mini-game. Follow the onscreen prompts. If you're successful the fight will move outside. There are some environmental objects outdoors—the sparking electrical box and a spike on the telephone pole—that you can use to inflict some extra damage on Sabertooth. Continue countering your brother's attacks and you'll get another chance to bash his head in. After your pyrrhic victory, it's time to upgrade those claws in a serious—and seriously painful—way.

Weapon X Facility

Out of the tank and into the fire, trigger your brand new Berserker ability by holding **□** and pressing **□**. That'll help you make short work of those goons greeting you after your bath. Right about now you should start getting skill points every time you level up. Simply press **□** to access the upgrade menus. Before you start spending points, refer to the sidebar on this page for some thoughts on how best to spend these critical upgrades.

Once you've eliminated all the attackers, leave the room up the stairs. Fight your way down the hall and to the right, tapping **□** to open the locked door at the end of the hall. Don't forget to break any destructible crate or other object you see: these will help fill up your Rage bar.

In the lab you'll be introduced to the Elite Commando. Counterattacks and Quick Kills should make short work of these guys. Take the elevator out of the room and start down the hall. In the first room on the left you'll find some more dog tags as well as a laptop with a yellow screen. That laptop (and others like it) will help fill in the blanks on what's happening at the facility. Keep your eyes peeled for more laptops and more secreted dog tags: you should have

Skill Point Allotment

To be most effective—and to have the most fun—you'll want to spend your skill points on upgrades that complement your play style. Here's some thoughts on how to get the most from your skill points:

- If you're taking lots of damage and find yourself dodging and running in order to regenerate health, put your points in Health upgrades right away. Keep upgrading Health until it stops being an issue for you; at that point, you can start spending on other skills.
- Good at dodging and avoiding damage? Juice up your Claws skill and worry about Health later. If you're not taking damage you should be dishing it out.
- Don't feel obligated to upgrade all the Fury options. If you don't find yourself using Claw Cyclone all that much, spend the points elsewhere on something that you do use.
- Berserk Fear is a good skill if you've gotten adept at Quick Kills since it gives you a good chance to grab and off a few baddies while active. If you struggle with Quick Kills, this skill might not be worth the points since the down time it provides doesn't provide a really dramatic edge.
- If you use Berserk a lot, make sure you get Berserk Healing once it's available. Despite the damage you'll be dishing out, you'll be open to taking plenty as well. Berserk Healing will soften the risk.

no trouble finding them on your own now. Leave the room and head left, forcing open the door at the end of the hall.

The soldiers who attack you in the next room are sure fond of their smoke grenades. Lucky for you, you've got Feral Senses—use them to find the attackers cloaked by the smoke. Exit through the open door and fight your way

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down the hall until you reach another lab. Right about now you should get an alert telling you of a new ability: Dodge Attack. To perform Dodge Attacks, dodge as you normally would but do right at an enemy. Press **□□□□□□** or **□□** at the end of your roll to perform one of the three attacks. Leave through another lab and go down a series of stairs.

You'll enter a room holding a massive creature in a tank and a small ambush. Once the battle is over, Dr. Carol Frost will contact you and open the door out (don't worry about the locked blast door right now). When you enter the next room you'll be introduced to the Ghost enemy type. The Ghost's cloaking ability would be lethal if you didn't have Feral Senses—use them to sniff the Ghosts out. The shotguns these enemies use make it hard to Lunge at them; on the other hand, the shotguns also make for some awesome Quick Kills. Try it and you'll see. After the fight go upstairs for the power cell but before you grab it enter the room just beyond it so you can grab a nice permanent Health Boost. Now, grab the power cell and backtrack to the blast door. Put the cell in the receptacle next to the door to open it.

Fight your way to another lab where you'll be attacked by a W.E.N.D.I.G.O. prototype. These bruisers are tough but approach them the same way you did the Leviathan and you'll be fine. Once he's down, soldier will open a door for you. Move on to another lab where a new cut scene will play. After the cut

scene, pull the large crate toward the door with the red lights. Jump up and crawl into the air vent above.

When you drop out of the vent, go down the stairs and move the crate near the platform. That will allow you to jump up to the platform and collect the power cell there. Go back up the steps to insert the cell and open the blast door. You'll need that same power cell in the next room but pulling it will shut the door so you'll have to drag the crate into the doorway to keep the blast door open. Retrieve the power cell and insert it in the next room. Take the freshly powered lift to the next level and enter the hall. Keep going until you meet up with Dr. Frost then exit through the left door after the cut scene.

Those gun turrets in the hall will make short work of you so avoiding them is paramount. Go down the hall to the right when you face the first turret and enter the room on the left. When you leave this room you'll be behind the turret—take it out just to be safe. Head down this hall away from the other turrets. There's another Health Boost and some dog tags in the room on the right at the end of the hall but it's the room on the left that will let you keep moving through the facility. Dodge from cover to cover to get past the turrets in this room. Use the console in the following room to retrieve the power cell. Plugging in the power cell upstairs opens the door and activates the nearby console. Use the console to move the shield toward the door and then hide behind it to move along the walkway without being shot. Once you're clear, double-jump to the air vent and start crawling. Now it gets tricky: use the console to move the shields then move quickly behind them to get safely across the room where you can eliminate the turret. Grab the power cell by the console and use it to open the room on the outside to the left for an Action Figure. Leaving the room go down the hall and turn left to get fixed up by the good doctor. After you eliminate the ambush, grab the dog tags in this room and leave.

Mutagenic Manipulation

Unlike skill points, you can swap mutagens in and out as you please. While you will likely settle upon a set-up you like to maintain throughout the game, don't be afraid to switch it up as the situation demands. For example, if you're having trouble surviving a boss encounter, increase your odds and remove the Inner Rage (since Rage isn't that important in boss fights) and Experienced mutagens in favor of Healing Factor and Unstoppable. Once the fight is over, put your preferred mutagens back in the slots until you need to rethink them again.

Now you'll have a good stretch of hallways and rooms to fight through. Eventually, you'll reach a lab where you'll be ambushed by Ghosts. You can't see them without your Feral Senses but if you destroy the tanks in the room you'll flood the room enough that you can see their movements in the water. Force the locked door in the room to collect a Health Boost then leave the way you came in. Grab the dog tags in the room to the right then head down the hallway and left.

Keep moving through the rooms and you'll meet up with Frost again and regain your Feral Sense. Eliminate the ambush (tossing enemies into the big fan is an effective technique) then Lunge across the chasm at the reinforcements. In the next area you'll meet the Grenadier. Press \square right before his grenade hits you to

deflect it back and take him out. Move toward the force field to meet Anna. After you take out the next ambush search the room to collect your first Mutagen. Press **ESC** to open the character menu, select Mutagens, and slot it in. Return to Anna's prison and press **ESC** to destroy the sparking console and rescue Anna.

When you approach the blast door you'll be attacked by a Goliath. Charge a heavy attack by holding **SPACE** a bit before releasing—this will knock his shield aside so you can attack. Take out all the soldiers that attack you (remember to use Feral Sense to deal with the smoke) then leave through the blast door the next wave of attackers opens. Keep moving and you'll find yourself faced with another W.E.N.D.I.G.O. prototype. Dodge and lunge onto its back until it's dead. Killing the W.E.N.D.I.G.O. prototype opens your exit. Fight your way to a garage. When you kill the resistance there, pull the truck away from the wall so you can jump on it to reach the platform above. Balance along the steel beams to move from platform to platform...and try to ignore the guys shooting at you from below.

Rope Jumping

Some of the rope jumps in the later levels can be tough so here's a tip to make them worry-free. As you climb, rotate the camera so that the place you're jumping to is directly behind Wolverine. Wolverine will automatically reposition himself on the rope to face you, making the jump a snap.

Force the door on the last platform and go through. There are some dog tags in the room at the end of the catwalk. Once you have those, go back out on the catwalk and Lunge down at the soldiers.

Go through the door into a larger room where you'll be attacked by some

Ghosts. Once you've dealt with them, head up the steps and make your way up the landing, deflecting the grenadiers as you go. At the end of the landing, Lunge to the machine gunner to cross the span. Kill the other soldiers and make your way through the door on the left. Explore the area by the crates for more dog tags then head down the hallway towards the soldiers. Fight your way through a gauntlet of soldiers until you reach a door you must force open.

After you kill the soldiers, enter the elevator to pursue the scientist that snatched Anna. From the lower floor, use Feral Sense to track the scientist (you'll see footprints on the ground). Be prepared for a couple of stiff fights on the way. Eventually, the trail will lead to a door you must kick open. Once you rescue Anna a squad of soldiers will attack you.

After you've dealt with the squad, move into the spillway. Now it's time to make *your* escape. Claw your way through the forces blocking your way and get ready to run. Stryker will flood the spillway which means you've got to *move*. Once the trucks are in view, Lunge as soon as you are in range. Keep lunging from truck to truck until you are under fire by a Grenadier. Deflect his missile and you'll make it to freedom.

Congratulations! You've just completed the first three levels of ***X-Men Origins: Wolverine***. But don't stop now—there's plenty of epic action and mayhem yet to

experience. Just apply everything you've learned so far and just like Wolverine, you'll be the best at what you do.

Five Things You Can't Miss

There's plenty more fun ahead in *X-Men Origins: Wolverine*. While every level is packed with intense action, these are some of our favorites.

Sentinel Battle

The classic X-Men foe stars in a vicious face-off ripped from the pages of the comics. This boss battle is a desperate struggle against a brutally lethal robot towering some 20 stories tall. While the first part of this epic brawl provides an unbelievable amount of action it's the second part of this battle that will stay with you: after rocketing to the very edges of Earth's atmosphere, the Sentinel and Wolverine begin tumbling to terra firma, fighting all the way through the blistering freefall that follows. This is the battle that gamers will be recalling long after they've finished the game.

Sentinel Facility

This top secret facility is the hugest of the huge levels in *X-Men Origins: Wolverine*. Insidious puzzles will test your timing and dexterity as you guide Wolverine through the perils of this vertigo-inducing facility and turns the facility's own technology against it. Don't worry: this isn't some namby-pamby platforming level. Rest assured, the Sentinel facility is packed with action courtesy of the elite soldiers and efficient killer robots that defend this massive top secret installation.

Gambit Boss Fight

Speaking of heights, how do you feel about battling an explosive-flinging mutant dozens of stories above the city? On top of a crumbling neon sign? That's the challenge awaiting you at the top of Gambit's casino. This Cajun anti-hero can charge matter so that it explodes...and that includes whatever chunk of that rickety sign you happen to be standing on. This fight is another epic clash in a game jam-packed with them.

Tower Battles

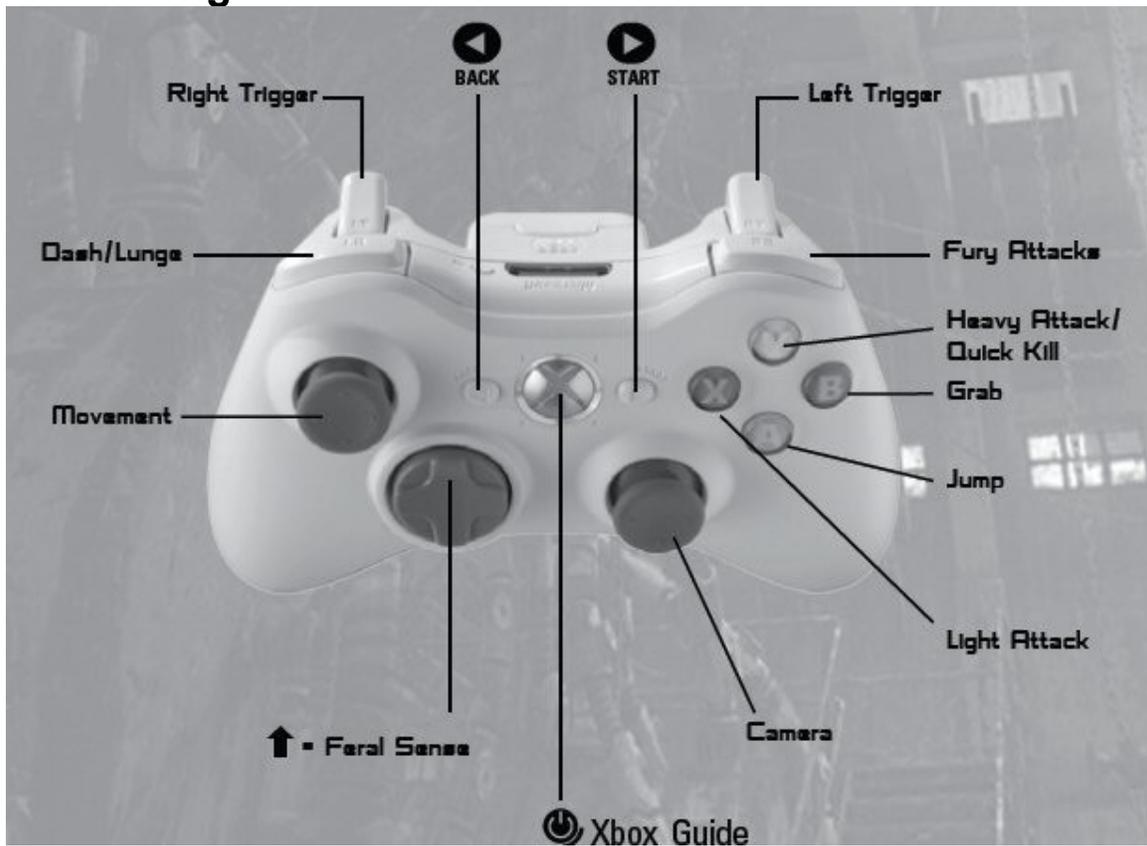
These later challenges put all your accumulated fighting skill to the test as waves of vicious attackers swarm you atop ancient, vine-choked towers deep in the jungle. The cramped space atop the tower makes it especially perilous—one misstep and it's over. Of course, the bad guys are subject to the same laws of gravity...

Alkali Lake

It's not one thing that makes this series of levels stand out, it's the sheer number of different challenges these levels present that make them memorable: a deadly accurate sniper that dogs you from start to finish; a pitched battle against several W.E.N.D.I.G.O. prototypes at once; snowmobile troops with shotguns; a military installation brimming over with lethal soldiers; a desperate retreat from a

pursuing attack helicopter across a crumbling bridge. All that and some of the most nuanced, beautiful graphics in the game.

X-Men Origins: Wolverine Controls



Basic Controls

Basic Action	Control
Movement	□
Camera	□
Jump	□
Grab	□
Light Attack	□
Heavy Attack/Quick Kill (when enemy is grabbed)	□
Lock On	□
Target Switching	Hold □ and move □ to change targets
Dash/Lunge (to enemy when locked on)	□
Fury Attacks	□
Blocking	Press and hold □□ to block

Countering	Block □ just before melee attack hits then press □ during the slowdown
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Basic Controls Cont'd

Deflecting	Block with □ just before a projectile reaches you to deflect it
Feral Sense	7 on directional pad
Dodge	□ + □ + □ □ □ □ or □

Wolverine's Attacks

Action	Control
Pop-up Slam + Bounce	Hold □ , then □
Air Pummel	Hold □ , then □
Axe Kick	□ while in air
Air Grab	□ while in air
Jump Smash (level 6)	Hold □ while in air
Shredder	□ then □
Vortex	□ (2x) then □
Brutal Slam	□ (3x) then □
Logan's Revenge	□ (4x) then □
Claw Finisher	□ (5x) then □
Furious Frenzy	□ (6x)
Dodge Flip Attack	Dodge into an enemy to flip over them, then press □
Dodge Attack	Dodge toward an enemy, then press □ at the end of the dodge to attack
Dodge Tackle	Dodge toward an enemy, then press □ at the end of the dodge to tackle an enemy
Claw Drill	□ □ □ □
Claw Spin	□ □ □ □
Claw Cyclone	□ □ □ □

Berserker	□□□□
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