

X-MEN ORIGINS WOLVERINE™



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STORY

The game starts when Team X's chopper crashes in Africa. The team gets scattered and Logan was left alone with a mission to accomplish. Aided by his mutant brother, Victor Creed Logan manages to find the remaining Team member and completes the mission. After three years, Creed kills Kayla, Logan's girl friend and beats up Logan to death. Soon after the incident, Stryker approaches Logan and promises to help him defeat Victor.

In facility X, Logan undergoes an operation to reinforce his skeleton with adamantium. When Logan's unconscious, Stryker orders to remove all Logan's memories but Logan overhears the conversation and flees the facility. A former member of Team X, Agent Zero attacks Logan but Logan kills him. Then Logan contacts his old buddies, Wraith and Dukes, who informs about an escaped mutant, Gambit, who knows the current location of Stryker.

Logan confronts Gambit in a local casino and makes him take him to the island, where Stryker is conduction experiments on mutants. In the island, Logan learns Kayla was still alive and working for Stryker all the time in exchange for her sister's life. Stryker refuses to give adamantium bonding to Victor telling him he will not survive the process, enraged by this Creed tries to kill Kayla but Logan stops him.

Then Stryker activates his ultimate weapon, Weapon XI, a former Team X member redesigned with all the mutants' power. Logan decides hold off Weapon XI while Kayla frees the other mutants and escape. He lures it to the top of the cooling tower, where Victor and Logan kills him. After the explosion, Victor escapes and Stryker shoots an adamantium bullet to Logan's head erasing all his memories. With her last bit of energy, Kayla uses her persuasion power and hypnotises him to leave. Gambit tries to convince Logan to come with him but with no memories of the past Logan decided to start a new life.

CONTROLS

PC	
MOVEMENTS	
MOVE FORWARD	W
MOVE BACK	S
MOVE LEFT	A
MOVE RIGHT	D
LIGHT ATTACK	M1
HEAVY ATTACK	M2
JUMP	Space
GRAB	C
BLOCK	Z
POWERS	Left Shift
DASH	Q
LUNGE	E
FERAL SENSE	1
CLAWS	2
CAMERA RESET	3
PAUSE GAME	Esc
CHARACTER	Backspace
COMBOS	
FURIOUS FRENZY	M1, M1, M1, M1, M1, M1
SHEDDER	M1, M2
VORTEX	M1, M1, M2
BRUTAL SLAM	M1, M1, M1, M2
LOGAN'S REVENGE	M1, M1, M1, M1, M2
CLAW FINISHER	M1, M1, M1, M1, M1, M2
BRUTAL KILL	M2 [Enemy near death]
UPPERCUT	M2
CHARGED UPPERCUT	Hold M2
GRAB SLAM	M2, C
GRAB SPIN	M2, Hold C
FIST STRIKE	M2, M2
CLAW SPIN	Left Shift + M1
BERSERKER	Left Shift + C
CLAW DRILL	Left Shift + M2

CLAW CYCLONE	Left Shift + Space
LOCK ON	Hold E
TARGET SWITCHING	Hold E + Mouse
LUNGE	Hold E + Q
LUNGE THROW	Hold E + Q, C
LUNGE FINISHER	Hold E + Q, M1
GRAB	C
GRAB ATTACKS	C, M1
QUICK KILL	C, M2
THROW	C + Movement
BLOCKING	Z
COUNTERING	Z, M1
DEFLECTING	Z
AIR PUMMEL	M1, M1, M1 [in air]
AXE KICK	M2 [in air]
AIR GRAB	C [in air]
JUMP SMASH	Hold M2 [in air]
DODGING	Double Tap Movement
DODGE FLIP ATTACK	Double Tap Movement, M1
DODGE ATTACK	Double Tap Movement, M2
DODGE TACKLE	Double Tap Movement, C
DASH	Q
DASH UPPERCUT	Q, M2
GROUND PUMMEL	M1, M1
GROUND SMASH	M2
GET UP ATTACK	M1 or M2

XBOX 360

MOVEMENTS	
MOVE	L Stick
TARGET	RB
LIGHT ATTACK	X
HEAVY ATTACK	Y
JUMP	A
GRAB	B
BLOCK	LT
POWERS	RT
DASH	LB
LUNGE	Hold RB+LB
FERAL SENSE	D-Pad Up
CHARACTER	BACK
PAUSE	START
COMBOS	
FURIOUS FRENZY	X, X, X, X, X, X
SHEDDER	X, Y
VORTEX	X, X, Y
BRUTAL SLAM	X, X, X, Y
LOGAN'S REVENGE	X, X, X, X, Y
CLAW FINISHER	X, X, X, X, X, Y
BRUTAL KILL	Y [Enemy near death]
UPPERCUT	Y
CHARGED UPPERCUT	Hold Y
GRAB SLAM	Y, B
GRAB SPIN	Y, Hold B
FIST STRIKE	Y, Y
CLAW SPIN	RT + X
BERSERKER	RT + B
CLAW DRILL	RT + Y
CLAW CYCLONE	RT + A
LOCK ON	RB

TARGET SWITCHING	Hold RB + R Stick
LUNGE	Hold RB + LB
LUNGE THROW	Hold RB + LB, B
LUNGE FINISHER	Hold RB + LB, X
GRAB	B
GRAB ATTACKS	B, X
QUICK KILL	B, Y
THROW	B + Movement
BLOCKING	LT
COUNTERING	LT, X
DEFLECTING	LT
AIR PUMMEL	X, X, X [in air]
AXE KICK	Y [in air]
AIR GRAB	B [in air]
JUMP SMASH	Hold Y [in air]
DODGING	Double Tap Movement
DODGE FLIP ATTACK	Double Tap Movement, X
DODGE ATTACK	Double Tap Movement, Y
DODGE TACKLE	Double Tap Movement, B
DASH	LB
DASH UPPERCUT	LB, Y
GROUND PUMMEL	X, X
GROUND SMASH	Y
GET UP ATTACK	X or Y

FAQ

ACHIEVEMENTS	GAME SCORE
GETTING STARTED	10 G
Kill 100 enemies	
A DAY'S WORK	20 G
Kill 500 enemies	
WHAT I DO BEST	30 G
Kill 2000 enemies	
YOU CAN'T HIDE	20 G
Lunge onto 250 enemies	
LUNGE	10 G
Kill 25 enemies using lunge	
POUNCE	15 G
Lunge onto 100 enemies	
PIGGY BACK RIDE	10 G
Lunge to W.E.N.D.I.G.O Prototype's back	
QUICK KILLER	10 G
Perform a quick kill	
EFFICIENT KILLER	15 G
Perform 25 quick kills	
PERFECT KILLER	20 G
Perform quick kills 3 times in a row	
DROP DEAD	10 G
Kill 10 enemies by throwing them off high grounds	
APPRENTICE	10 G
Raise one combat reflexes to master level	
SAMURAI	25 G
Raise all combat reflexes to master level	
MUTANT LOVER	15 G
Raise one mutagen to level 3	
ASTONISHING	20 G
Find 50% of dog tags	
DEVIL'S BRIGADE	30 G

Find all dog tags	
DEFENSIVE	10 G
Perform 1 counter move	
UNTOUCHABLE	20 G
Perform 25 counter moves	
CATCH!	10 G
Kill an enemy by reflecting a projectile	
BOOMERANG	20 G
Kill 25 enemies by reflecting projectiles	
AERIAL ASSAULT	10 G
Perform 10 air grabs	
ULTIMATE WOLVERINE	15 G
Kill 4 W.E.N.D.I.G.O Prototypes at a time in Alkali lake	
HOT POTATO	20 G
Light 20 enemies on fire	
SHOTGUN EPIC FAIL	15 G
Kill 25 enemies by using their weapons	
JAMES HOWLETT	15 G
Perform a Wolverine to Wolverine lunge	
WOW!	15 G
You feel cold as you examine the Skelton and read the "Arthas" etched into the nearby sword	
AERIAL MASTER	15 G
Get 6 enemies airborne at once	
FULLY UPGRADED	35 G
Max out all upgrades	
SLICE N' DICE	15 G
Kill 6 enemies with a single attack	
FOUND!	15 G
Find a mysterious hatch!	
SLAUGHTER HOUSE	15 G
Dismember 100 enemies	
BLENDER	25 G
Use claw spin and kill 200 enemies	
WALKING DEATH	50 G
Complete the game in "Hard" difficulty	
HEIGHTEN SENSE	20 G
Kill 200 enemies in feral sense	
ENVIRONMENTALLY FRIENDLY	15 G
Kill 10 enemies using the hazards in the environment	
WHATEVER IT TAKES	20 G
Kill 30 enemies using the hazards in the environment	
BLOODLUST	20 G
Use berserk and kill 50 enemies	
WEAPON X	25 G
Use berserk to kill 150 enemies	
THE CAKE	15 G
Find the cake	
BIG FIGHT	30 G
Defeat Victor Creed	
SPELLWAY ESCAPE	30 G
Escape from Weapon X	
HELICOPTER RIDE	30 G
Kill David Nord	
THE VILLAGE	30 G
Complete the Village mission	
PUT UP YOUR DUKES	30 G
Defeat Fred Dukes	
THE DEADPOOL	50 G
Kill Weapon XI	
52 PICKUP	30 G
Defeat Remy LeBeau	

THREADING THE NEEDLE	15 G
Fly through the O ring in Sentinel Boss fighting	
FALLEN SENTINEL	30 G
Destroy Mark 1 Sentinel	
STICK AROUND	10 G
Impale Victor Creed outside the bar	
CLEAN UP ALL THE AISLES	10 G
Destroy all the objects in the grocery in Fred Dukes boss fighting	

MUTAGENS	MASTERY
HEALING FACTOR	000
Decreases cool down time before regeneration starts.	
INNER RAGE	000
Gain extra rage with every kill.	
EXPERIENCED	000
Gain extra experience with every kill.	
UNSTOPPABLE	000
Reduces damage takes.	
RAMPAGE	000
Increases your maximum rage.	
BLOOD RAGE	000
When near death, Wolverine does more damage.	
VITALITY	000
Increases your maximum health.	
SAVAGE	000
Gain a small amount of health from damage inflicted.	
SHREDDER	000
Increases damage from fury attacks.	

REFLEXES	MASTERY
MACHETE	000
Increases Wolverine's skill at fighting machete enemies.	
MACHINE GUNNER	000
Increases Wolverine's skill at fighting machine gunners.	
JUNGLE MUTANTS	000
Increases Wolverine's skill at fighting jungle mutants [Leviathan, Hunter, Shifter].	
ROBOTS	000
Increases Wolverine's skill at fighting robotic enemies [Enforcer Droid, Predator Unit, Mark 1 Prototype]	
SPECIALIZED MILITARY UNITS	000
Increases Wolverine's skill at fighting specialized military enemies [Elite Commando, Goliath, W.E.N.D.I.G.O Prototype, Ghosts, Grenadiers].	

SKILLS	MASTERY
CLAWS	00000
Increases claw damage and unlock new attacks.	
HEALTH	0000
Increases Max health.	
RAGE	0000
Increases Max rage.	
CLAW SPIN	0
Increases the amount of damage that the claw spin does.	
CLAW SPIN DURATION	0
Increases the length of time you can continue to spin.	
BERSERK DURATION	0
Increases the duration of berserk.	
BERSERK DAMAGE	0
Increases amount damage of berserk.	
BERSERK HEALING	0
Increases health regeneration while berserk is active. Also allows health regeneration while taking	

damage.

BERSERK FEAR	O
Panics nearby enemies when berserk is activated.	
CLAW DRILL DAMAGE	O
Increases damage of claw drill [Compounds with claw drill heavy damage].	
CLAW DRILL HEAVY DAMAGE	O
Greatly increases damage of claw drill [Compound with claw drill damage].	
CLAW CYCLONE DAMAGE	O
Increases the damage that claw cyclone does.	
CLAW CYCLONE DURATION	O
Increases the number of times you can perform claw cyclone in a row.	

UNI FORMS

You need to collect at least two action figures in order to unlock bonus challenge, the challenge involves you taking on another Wolverine in the danger room. Beat all three to unlock special Wolverine uniforms.

LEGENDARY WOLVERINE: The challenge is very easy, he don't use any fury attacks and don't use heavy attacks. Use mid air attacks, lunge, counter and fury attacks.

CLASSIC WOLVERINE: The challenge is bit tough, he can use fury and have unlimited rage. So be careful, use counter and berserk when his near death.

X-FORCE WOLVERINE: He is hard nut to crack. He have unlimited rage and use berserk combined with heavy combos. Just use berserk and then followed by claw drill to finish him quickly.

WALKTHROUGH

CHAPTER 1: ORIGINS



Watch the opening cut scene and your team's chopper crash lands on an African jungle. Kill the guards and wait for the main gates to open. Kill the gunmen inside and follow down the path until you reach a waterfall. Go near the waterfall and get the dog tag from the dead body, it'll give you experience. Continue down the path and you'll gain lunge. Go near the cliffs and jump onto the enemy to try your new ability. Cool huh? Move over to the cliff to get your first objective.

SURVIVOR

Lunge onto the platoon and kill the guards. Once they are dead, you'll gain feral sense, which'll act as a GPS. Jump onto the ledge and move left, jump to the other ledge and then to the rope. Climb onto the ground and kill the guards. Go near the cliff and you'll see a chopper, lunge onto it and kill the pilot to send it flying. Enter the Temple and you'll meet a new enemy, the machete champion. Kill the guy and a group of thugs will jump in. Kill them and wait for the gates to open, kill the gunmen inside. Get the dog tag from the dead body and exit the room to get a checkpoint. Kill the thugs and lunge onto the other side to trigger a cut scene. Kill the guards and climb up the broken bridge for another check point. Continue down the path and kill everyone in your way. Go to the bottom of the hill and you'll get a new objective.



GATE CRUSHER

Kill the guards near the jeep and get the dog tag. Push the jeep into the gate to blast open it. Lunge onto the gunmen and kill the machete champions for a checkpoint. Kill the gunmen near the gate and follow down the path until you reach a dead end. Use the vines and climb up the wall, lunge onto the enemies and kill them. Search the area and get the dog tag. Exit the area and climb onto the ledges, drop down to the ground below. Kill the guards and continue down the Temple. Get the dog tag and climb down the stairs. Break the wooden plank and go inside to find an action figure. Continue down the path and break the wooden plank. Use your feral sense and climb onto the ledges for a checkpoint. Push the rocks and kill the guards to trigger a cut scene, where Logan contacts his head for further instructions.



BIG BROTHER

Follow down the path until you reach a crank, turn it and go through the door before it shuts. Kill the goons in the area and jump onto the rope. Jump to the ground and get the dog tag. Jump back to the rope and then to another platform. Get the dog tag and follow down the path. Climb onto the rope and kill the gunmen, go to the courtyard and some machete champions will attack, kill them and get the dog tag. There's a crank here but no wheel to turn. Go across the bridge and pick up the wheel, put into the crank and turn it. Go through the door and you'll see a leviathan. Dodge his legs and lunge onto his head, keep hitting him and jump off his back when he raises his hand. Repeat the same technique and kill the leviathan to get a checkpoint.



RIVER RAPI DER

Kill the machetes and pull the statue outside. Jump onto the statue and then to the vines. Get the dog tag and kill the goons in the area. Walk near the water to get a cut scene, where soldiers attack on ships. Lunge onto every ship and kill the guards, then use the machine gun and BOOM the remaining ships. You'll reach another checkpoint.



VICTOR CREED

VICTOR CREED / SABERTOOTH



Victor is a tough nut to crank. He goes all wild and heck of damage so stay away from him. Use combos and rage to attack him. Once you zeroed his health, you'll get thrown out of the building and the fight starts again.

Repeat the same technique and defeat Victor. He will again regain his lost health and attacks, rinse repeat and later the same technique to deplete his health bit by bit.

WEAPON X

After the cut scene, kill the gunmen and pick up the dog tag. Exit the room and continue down the path, open the door and kill the guards inside. Move over to the next room and you'll find a new enemy, elite commando. Kill them and use the elevator to go up. Go to the next room and use the laptop to check work log. Continue down the path to reach a checkpoint, use your feral sense and look for the dog tag. Enter the next room and kill the baddies here, exit the room for another checkpoint. Continue down the path and enter the next room, kill the guards in this room and go upstairs. Go to the entrance and get the dog tag. Enter the room and kill the goons inside, go near the door and investigate the computer to get a new objective.



FROSTY RECEPTION

Enter the room and you'll see a new type of enemy, ghosts. They are invisible to your normal vision, turn ON your feral sense and kill them. Go upstairs and search the room for a health boost. Exit the room and take off the battery near the door, take it to the computer and insert it to open the blast door. Enter the room and kill the goons to get a checkpoint. Once the goons are dead, a giant will come to life and charge onto you. Dodge his legs and wait for him attack, lunge when he bents and stab his back until he raises hand. Jump off his back and repeat the same technique again and again until he dies.

More elite will attack, kill them and exit the room. Go down the hall way and enter the left room to trigger a cut scene, where Logan will lose his regeneration and feral sense. Look for a movable box and move it near the closed door. Climb onto the box and jump to the ventilator. Move through the vent and drop down in the next room. Move the box towards

the ledge and jump onto it, grab the battery and put it to the door. Now move the box towards the door so that the door won't close. Remove the battery and exit the room, put the battery into the holder and turn ON the elevator. Use the elevator and go up. Enter the next room and kill the guards, get the dog tag and leave the room.



HEALING FACTOR

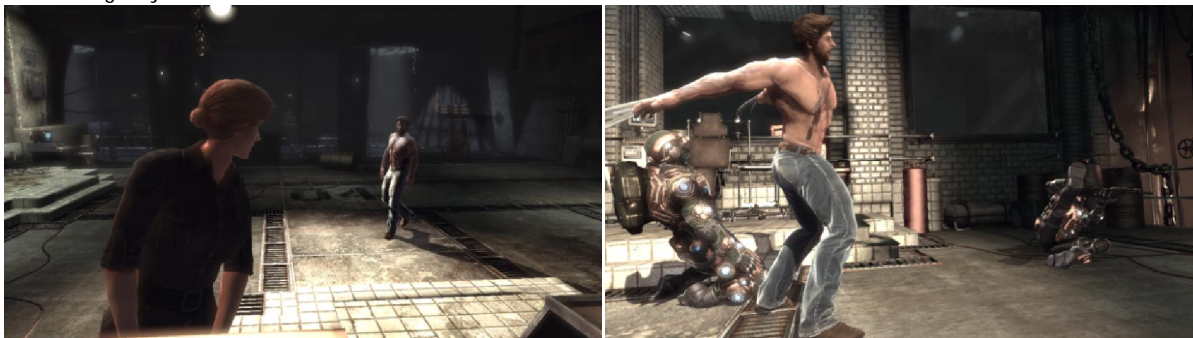
Avoid the laser and enter the room, kill the guards inside and exit the room. Destroy the laser and go down the hallway. Go to the right room and get the health boost and dog tag. Enter to the left room and roll under the shield to dodge the laser. Go to the other side and you will reach a checkpoint. Use the computer and open the door, take the battery and use it on the blast door to open it.

Use the computer near the entrance and move the shields to your side, take cover behind the shields and use them to go to the other side. Jump onto the vent and drop down in the next room. Stealth kill the guards inside and use the computer to move the two shields to the other side. Go past the first and shield and run to the second one, destroy the laser turret. Go back to the computer and move the shields, take the battery and use it on the door near the laser turret. Go inside and collect the action figure. Climb downstairs and enter the left room to trigger a cut scene, where Logan will regain his regeneration. You will reach a checkpoint.



FERAL SENSE

Kill the guards and take the dog tag, exit the room and go upstairs to reach a checkpoint. You will see two doors, go to the room up ahead and collect the dog tag. Go back to another one and kill the troops inside. Go through the newly opened door and collect the health boost. Go down the hallway and kill the guards, collect the dog tag and enter the next room to regain your feral sense.



THE GREAT ESCAPE

Kill the attacking troops and lunge onto the enemy to jump over the gap. Kill the remaining enemies and collect the dog tag for another checkpoint. Enter the room and you'll see a new enemy called grenadier, wait for them to shot and deflect their RPG to kill them. Get the mutagen in the room and move towards the cage to trigger a cut scene, where you'll meet a young mutant girl. Kill the attacking troops and Anna will teleport you to the main gates.



UNDER CONTROL

Kill the troops and take the dog tag. Enter the next room and kill the troops inside for a checkpoint as well as a cut scene. Kill the W.E.N.D.I.G.O and more troops will pour in, kill them and deflect the RPG. Enter the next room and kill the troops inside. Jump onto the ledges and get the mutagen. Use the beams and cross the gap.

Go across the beam and enter the next room for a dog tag. Go to the next room and kill the troops, get the health boost and go upstairs. Kill the grenadier and go across the beam. Lunge onto the enemy to jump over the gap and exit the room for a checkpoint. Kill the troops and collect the dog tag. Go upstairs and kill the troops, open the door and enter the room to trigger a cut scene.

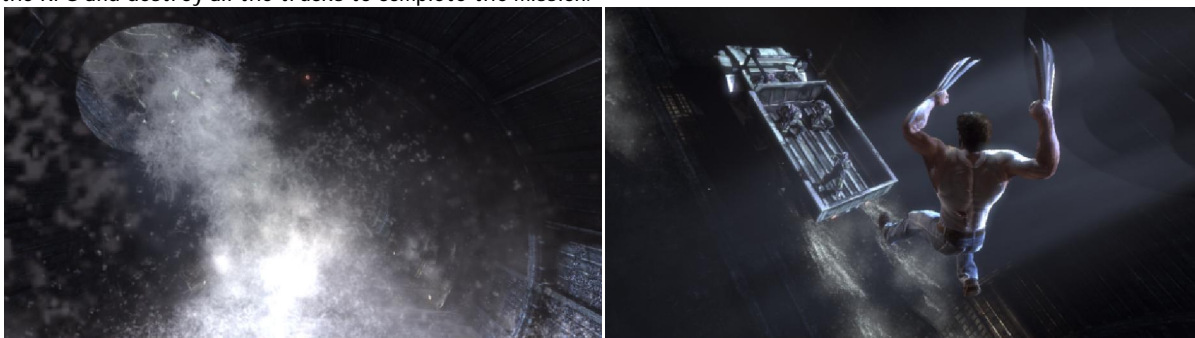


REVENGE

Kill the troops and use the elevator to go up. Use feral sense and track down the scientist, kill everyone in your way and continue to follow Doc's track. Open the door and get the mutagen, follow the track to the locked room and kill him trigger a cut scene. Pick up Anna and exit the room to get another a checkpoint.

SPILLWAY

Kill the troops and head down the tunnel for another a checkpoint. The security will open the flood gate and water will fill the tunnel. Run towards the truck and lunge onto the enemy. Kill the guards and lunge onto another trucks. Deflect the RPG and destroy all the trucks to complete the mission.



CHAPTER 2: THE FROZEN TUNDRA

TOWERING INFERNO

Kill the attacking troops and a leviathan will attack, kill it before it makes meat of Logan. Clear out the remaining troops and get the dog tag. Enter the Temple and go left for another dog tag, follow down the path and ground will collapse. Use the statue and climb up. Get the mutagen and return to the main path, collect the dog tag and exit the room. Enter the courtyard and you will get a checkpoint. Kill the guards and grab the statue, the statue will come to life and attacks you. Kill it.

Move the statue over the pressure plate and enter the newly opened room. Get the health boost and pass the traps to reach a checkpoint. Drop down to the ground below and destroy the pranks near the statue. Go near the waterfall and get the dog tag, push the statue down and move it near the second statue. Jump onto the statue and climb onto the ledge. Get the health boost from the cave and destroy the wooden prank blocking the statue. Return to the platform and turn the crank to draw the stones. Jump from statue to statue until you reach the other side, lunge onto the thug to cross the gap. Pass the traps and you'll get another checkpoint, grab the action figure and kill the thugs. Once the thugs are dead, a leviathan will charge into the pavilion. Kill the leviathan just like before and more troops rush in, kill them and exit the area.



BAD FREQUENCY

Go across the bridge and kill the thugs outside. Use the veins and climb up, climb onto the rope and jump to the beam, go across the bridge and kill the thugs. Once they are dead, hunters will attack. Wipe them out and go outside, climb onto the rope and jump to the veins. Go across the beam and kill the troops, use the veins and beams and wind around the tower. Get the dog tag and climb onto the veins to reach the top of the tower to trigger a cut scene. Kill the troops and smash up the circuit boards to complete the mission.



THE HUNTED

Grab the mutagen and make your way through the forest killing all the troops. Go towards the waterfall and kill the attacking troops, go across the bridge and more troops attack you. Kill them and continue along the path. Go to the top of the hill and collect the mutagen for a checkpoint. A W.E.N.D.I.G.O will attack you, take half of its health and it'll try to run away. Collect the dog tag and follow it to river to trigger a cut scene. Dodge the bullets and run across the canyon to reach a checkpoint. Climb onto the icicle and kill the goons, climb onto the ladder and use the rope to cross the gap. Collect the health boost and follow W.E.N.D.I.G.O's trail, deplete all his health up and he'll fall off the cliff and dies. Climb down the cliff and W.E.N.D.I.G.O you killed will grab you, use QTE and break free from his hold. Go down the path

and climb onto the rocks, collect the action figure and continue. Kill the troops and climb down the cliff to get a cut scene.



LOCKDOWN

Use the hazards and kill all the baddies. Once they are dead, a W.E.N.D.I.G.O will attack. Kill it to get a checkpoint. Collect the mutagen near the stairs and climb onto the tower. Kill the grenadier and slash the tower to create a bridge across the gap. Cross the bridge and collect the dog tag and mutagen from inside, take the battery and go back to the tower, drop down to the ground and plug the battery to the truck, use the control panel and explode the truck.

BRIDGE TO NOWHERE

Dodge the heli and run to the outpost, kill the troops and collect the mutagen. Take the dog tag and climb onto the ladder, collect the mutagen and go across the bridge. Kill the gunners and collect the dog tag for a checkpoint. Kill the troops and jump over the gaps, climb onto the ladder and you will get another checkpoint. After the cut scene, a chopper will start shooting, dodge its bullets and run to the other side of the facility to get a checkpoint.



EYE IN THE SKY

Go to the helipad and kill the troops for the third checkpoint, deflect the missiles and take down the chopper to complete the mission.

ALKALI LAKE

Open the door and stealth kill the guards inside. Use the controls and rotate the platform, go back outside and push the truck into the turntable. Open the door and use the control panel to lower the cargo box, open the door inside the office and collect the dog tag. Jump onto the truck and then to the cargo box, jump to the other platform and collect mutagen. Use the pipe and go across to get a checkpoint.

Collect the dog tag and kill the troops. Once they are dead, two W.E.N.D.I.G.O will attack, follow their tracks and kill them. Go back to the road block and kill the troops on the trucks. Climb onto the ledges and collect the action figure and mutagen. Kill the remaining troops and continue down the path to reach a checkpoint. Lunge onto the enemy and cross the gaps to trigger a cut scene. Dodge Nord's bullet and kill the troops behind the crates, climb onto the ladder and kill the remaining troops to get a checkpoint.



Kill the troops and climb onto the top using the ledges, collect the dog tag and follow the trail. Use the ledges and jump to the other side for a checkpoint. Get the dog tag and climb onto the ladder, pull the truck outside and use it to jump to the platform. Kill the troops and lunge onto the grenadiers, kill them and get the dog tag. Drop down to the ground below and kill the remaining troops to get another checkpoint. Dodge the bullets and kill the remaining troops, collect the mutagen and go upstairs.

TOP GUN

Collect the action figure and kill the troops, go upstairs and exit the room for a cut scene, where Zero shots at four W.E.N.D.I.G.O.'s container awakening them. the space is too small for you to lunge over them, use berserk and cut off their legs to bring them down. Then lunge onto the chopper and mash it up. Once it's destroyed, fly to the back of the other heli, dodge the RPGs and destroy the backside of the heli to send it flying. Fly to the third one and clung onto it, dodge the bullets and destroy its wings to trigger a cut scene.



CHAPTER 3: DAYS OF THE FUTURE BEGINS

RENDEZVOUS

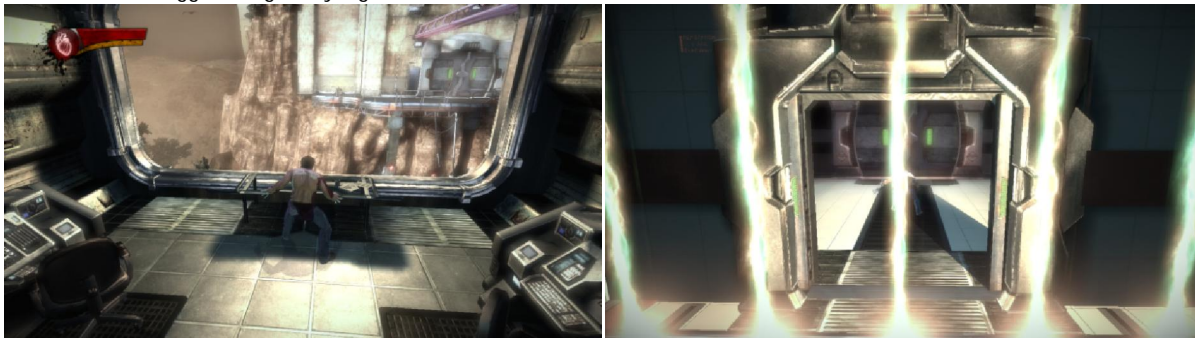
Move towards the arena and take out the troops, then break the prank and collect the health boost. Step on the plate and go through the door before it shuts. Pass the traps and you will be back at the three statue area. Here you'll find a new type of enemy called shifters, they can teleport from one place to another so you can't lunge onto them. Use berserk and finish them quickly, then climb onto the rope and pass the traps. Collect the dog tag and go to the end of the hall to trigger a cut scene. Once the cut scene is over, you will see Logan scaling a cliff. Climb up and enter the vent to get a new mission.



WIDE AWAKE

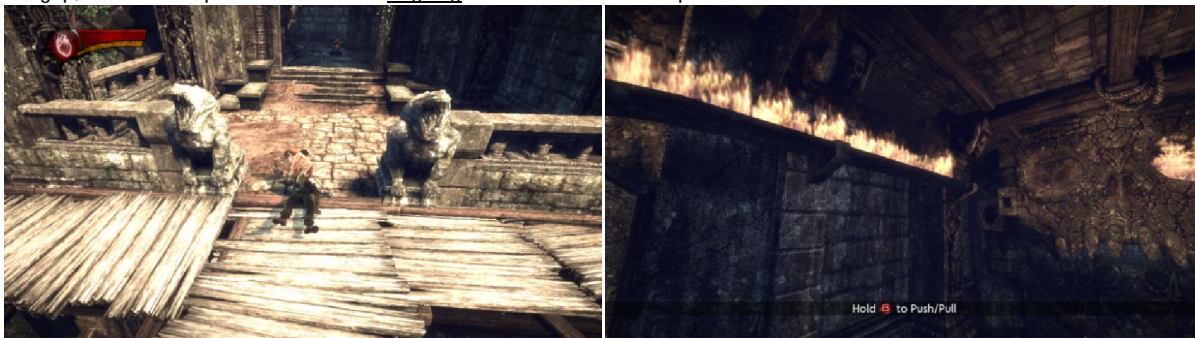
Go through the vent and drop down in the end to enter the interiors, collect the mutagen and two dog tags near the door and exit the room. Collect the health boost and go to the end of the hall to get a checkpoint. In the next hallway you will be introduced to a new enemy called Droid, they have low defence and average attack so kill them however you want. Exit the room and you will see a telepad, use it and travel to the other side to get a checkpoint.

Lunge onto the grenadiers and kill them. Enter the room and you will meet a new enemy "predator". They have high defence and attack, use berserk or claw drill and take them out quickly. Take the battery and exit the room, put it on the blast door and enter the room. Kill the troops inside and collect the dog tag. Use the control panel and disable the lasers in the next room, run to the next room and go through the door before the laser reactivates. Use the control panel here and move the telepad to the other side, then teleport to the other side to reach a checkpoint. Enter the left room and collect the dog tag, then climb onto the ledge and collect the action figure. Go inside the room and walk near the scanner to trigger a big nasty fight.



NEED A HAND

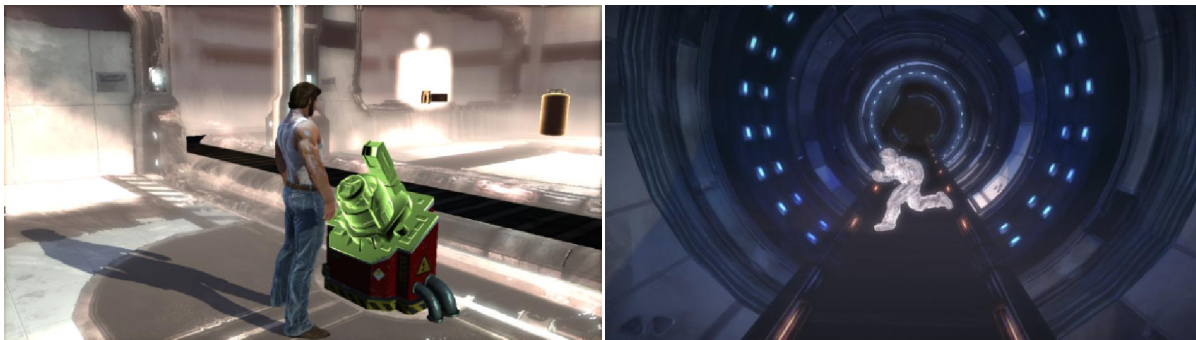
Kill all the troops to trigger a cut scene. Collect the dog tag and mutagen and jump onto the platform. Cut the cable wire to make the block drop down. Use the hazards and kill the troops. Step on the stone and it will raise two blocks in the area, climb onto the blocks and lunge onto the machete master. Collect the action figure and kick the statue down. Drop down to the ground and move the statue near the cave, use the statue and ignite the torch to open the cave. Enter the cave to get a checkpoint. Pass the traps and kill the shifters, collect the dog tag and follow down the path to reach a checkpoint. Go downstairs and kill the troops, take the cog wheel and place it in the upper floor. Collect the mutagen and turn the wheel, jump to the platform and then to the second and third. Lunge onto the machete master and jump over the gap, kill the troops and collect the dog tag. Exit the area to complete the mission.



THE WAY IN & OLD FRIEND

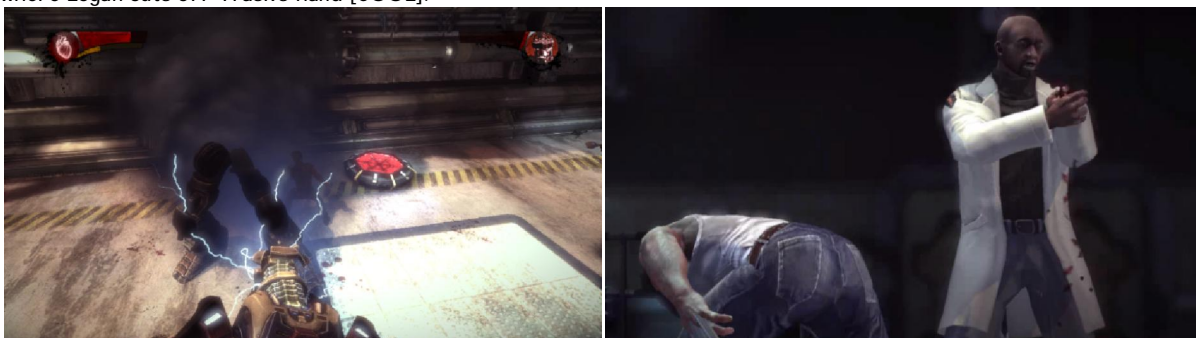
Use the elevator and go down to the research lab. Lunge and kill the troops inside, then jump onto the platform and collect the two dog tags. Go near the blast door and you will get checkpoint as well as a cut scene. Use the control panel and move the telepad to the far side, then teleport to the other side and enter the next room to get a checkpoint. Kill the gunmen and collect the dog tag. Enter the next room and kill the robots, go through the door to get another checkpoint [OOUF TOO MANY CHECKPOINT].

TRASK IS THE KEY



Kill the gunmen and hop onto the platform above, catwalk along the beam and collect the mutagen. Then jump onto the ledges and collect the action figure. Use the ladder and drop down to the ground below. Use the control panel and move the telepad to the far side, teleport to the spot and collect a mutagen.

Go back to the control panel and move the telepad to the far left, teleport and pick up the battery. Teleport back to the control panel and insert the battery in the holder. Collect the dog tag and go to the control panel, use them to move the telepad near the battery. Then turn ON the cryogenic machine and teleport to the spot. Stand onto the cryogenic machine to pass the lasers. In the next room you meet a new enemy called Mark 1 Prototype. It has a variety of attack and pretty good defense, you can't lunge so berserk and crash its legs to finish it off quickly to trigger a cut scene, where Logan cuts off Trask's hand [COOL].



HELPING HAND

Collect the mutagen and exit the room. Kill the troops and go back to the cryogenic room, destroy the robots and collect the dog tag. Continue down the hallway and you will reach a checkpoint. Kill the troops and use the elevator to go up to the new area. You will get another checkpoint. Get the dog tag and kill the gunmen. Walk across the beam and collect the dog tag, use the elevator and go up for another checkpoint. Kill the goons and collect the mutagen near the elevator. Use the control panel and turn the bridge, lunge to the gunman to jump over the gap. Kill the troops and collect the dog tag, then go to the right side and collect the action figure. Take the elevator up and go near the door for a checkpoint.



Kill the gunmen and collect the dog tag. Go to the control panel and move the telepad to the far side, teleport to the spot and get the mutagen and the battery. Go back to the control panel and use the battery on the holder. Go across the bridge and you will get a checkpoint. Enter the next room and you will get attack by another Mark 1 Prototype, destroy it and kill the remaining troops to get a checkpoint. Kill the gunmen and enter the elevator to get ANOTHER checkpoint. Jump onto the sliding floor and ride to the platform with a ladder. Collect the dog tag and health boost and go across the bridge to get a checkpoint.

CLEAR RECEPTION



Grab the health boost and kill the hunters. Follow down the path and get the dog tag, kill the troops to get a checkpoint. Use the ledges and vines and climb onto the top, kill the shifter and jump onto the rope. Climb up and kill the machete master. Walk along the beam and use the vines to climb up, you will reach a checkpoint. Collect the action figure and kill the gunmen. Exit the room and jump to the rope, use the vines and climb to the top. Kill the machete master and shifters, just push them off the cliff if you are having trouble dealing with all them. Destroy the control boards to complete the mission.

Run towards the door and exit the room. Collect the mutagen and go across the beam, collect the dog tag and use the elevator to go up. You will get a checkpoint. Kill the troops and climb onto the ladder, collect the dog tag and action figure. Activate the align control panel and run to the other control panel before the time runs out. Go down the ladder and climb back to the ladder. Use the align control panel and go to the Sentinel's hand to get a checkpoint. Blast the three doors and an army of gunmen will attack, kill them. take the hand to the next floor and you'll get a checkpoint.



Move the purple telepad to the far side and then adjust the blue telepad so that it will stop the purple telepad from coming back. Hop onto the telepad and collect the battery. Bring it back and put it to the Sentinel's hand for a checkpoint. Use the hand and kill the gunmen, then take the hand to the top floor and destroy the head to get a checkpoint. Go to the next area and collect the dog tag and mutagen. Enter the Sentinel's room and kill the troops inside, exit the room and clear out the remaining the guards to get a checkpoint.

MARK I SENTINEL

Oops. Looks like it's still alive and kicking. Well we just have to destroy it in the old fashion way, we'll start off from hand and then move onto the leg. You can't lunge so let the Sentinel scoop Logan. Then smash up both its hand. Once the hands are destroyed, it can't use laser or scoop Logan and throw him. The metal plates on the floor can immobilize sentinel for a while. Lure it to the plates and then use berserk to destroy its legs. You can use the soldiers to refill your rage.

Once both the hands and legs are destroyed, you will get a checkpoint but the battle is not over. Do a skydive and get on Sentinel, use QTE and destroy its engine. Repeat the same thing for the same remaining engines to destroy it.





He'll try to tackle you most of the time, dig his legs and wait for him to bent down. Then lunge onto his back and steer him around the store crashing him to the walls. Repeat the same technique over and over again and reduce his health to 0 to end the fight.

CHAPTER 4: MARDI GRAS

DEUCES WILD

REMY LEBEAU / GAMBIT

Gambit can turn anything into explosives and use them, plus he's very flexible and can dodge and counter most of your attacks. The only thing that can work against him are mid-air attacks, try to lunge onto him from higher grounds or throwing him up and then slicing him in mid-air. Once you deplete half of his health, he'll jump to the higher ground and starts shooting fireball, reflect them back and lunge onto him to activate QTE. Repeat the same technique two or three times and mash him up to end the fight.

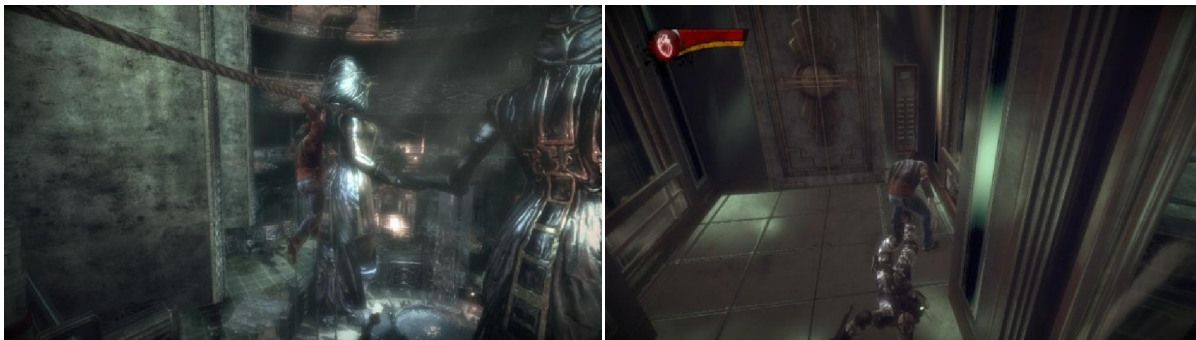


Kill the troops and grab the health boost and dog tag. Then push the crate near the scaffold and climb onto it, go across the beam and collect the dog tag. Enter the next room and go through the broken door to get a checkpoint, collect the dog tag and approach the fountain to trigger a cut scene. Assassins are complete pain in the ass to kill, they have crazy attacks and will dodge anything you throw at them. Try grabbing and hanging them into a hazard or something, that's the best way to get rid them without getting your ass killed.



Grab the mutagen from the small room and kill the remaining troops in the area, the push the crate near the platform and climb onto it to get a checkpoint. Reflect the RPG back at the attackers and jump to the rope, drop down at the fountain and lunge onto the gunman in the elevator to jump over the gap. Use the elevator and go up to get another checkpoint.

Collect the dog tag at the entrance and push the crate near the platform, climb onto the platform and grab the health boost. Go across the beam and kill the assassins, grab the dog tag and jump to the platform to trigger a cut scene. Climb onto the right platform and run across the balcony before the chopper destroys it, enter the next room and kill the assassins goliaths inside to get a checkpoint.



ACE UP YOUR SLEEVE

Climb onto the collect the dog tag. Then turn right and clear out everyone in your sight, jump out of the window and grab the mutagen. Continue down the path and you'll eventually meet your buddy, Gambit.

REMY LEBEAU / GAMBIT



Nothing's changed in his attack pattern, use the same technique we used in the last battle and kick his ass out of the building.

Go across the beam and climb onto the crate, kill the troops and continue to move forward. Jump onto the rope and swing to the other side, collect the action figure and go across the beam to find a dog tag. Climb onto the wooden wall and reach the top of the building for a checkpoint. Kill the grenadiers and collect the dog tag. Jump to the crate and cut the cable wire to go to the other side, push the crate near the platform and climb onto it to get a checkpoint. Enter the next room and grab collect the mutagen to trigger a cut scene.

CHOP CHOP

Lunge onto the heli and take out the pilot to send it flying. Then push the crate near the platform and hop onto it, deflect the RPG and kill the grenadiers on the other side. Push the crate to the end of the bridge and climb onto it, lunge onto the grenadier in the elevator and take him out to get a checkpoint. Kill the assassins and collect the action figure, go across the beam and scale the wooden wall to reach another checkpoint.



BLACK JACK



Kill the foes and grab the dog tag from the dead body. Scale the wooden wall and use the rope to drop down, kill the troops and climb onto the ladder. Kill the troops and climb onto the platform, lunge onto the gunner and kill him to get another C.H.E.C.K.P.O.I.N.T. climb onto the ladder and take out the remaining troops in the area, then cut the cable wire and use the girder to go to the other side. Enter the next room and you'll get a checkpoint, use the rope and swing to the platform on the other side of the building. Collect the health boost and go across the beam until you reach a crane, get on top of the crane and collect the action figure. You will get another bloody checkpoint. Kill the troops and climb onto the ladder to trigger a boss fight.

REMY LEBEAU / GAMBIT

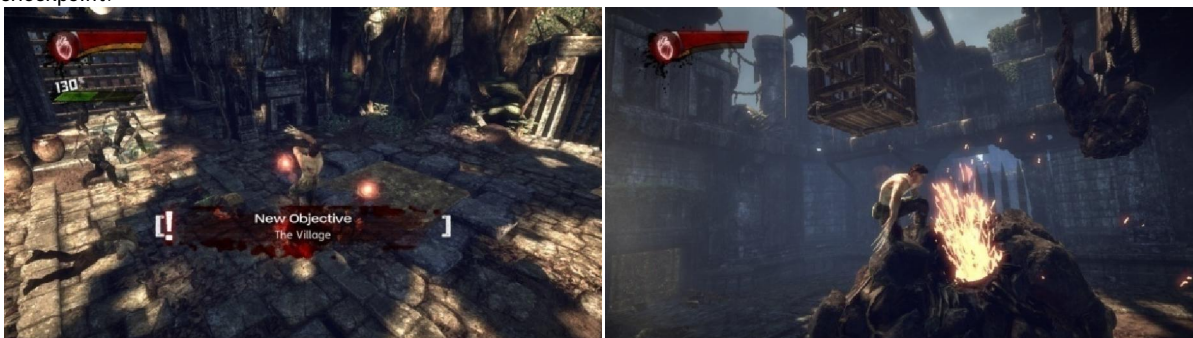
Reflect his fireballs and lunge onto the heli, which'll take you near Gambit. Reflect his fireball and lunge onto him before he regains his balance, throw him mid-air and smash him up. Once you take half of health, he will flee under a letter and starts firing at you, jump down to his height and reflect the fireballs. It'll eventually cause the letter to fall on him drain most of his health. Cool. Use this time and pummel him to the ground to finish him off.



CHAPTER 5: THE WOLVERINE

THE VILLAGE

Enter the courtyard and you'll see some thugs waiting for you, kill them and enter the hall. Lunge onto the gunman to jump over the pit, pass the traps and break the wooden planks to find a mutagen. Kill the troops and use the wheel to free the leviathan, kill it and enter the small room to find a health boost. Turn the wheel again and follow down the path, climb onto the ledge and use the rope to swing to the other side. Grab the action figure, cut the rope and move the cage over the lift. Use the cog wheel and move the cage to the other side, climb onto the crate and exit the area to get a checkpoint.



Kill everyone you see and enter the next area, pass the traps and kill the hunters. Move towards the courtyard and you'll see more troops waiting to celebrate party with you, kill them and push the statue over the pressure plate to open the locked door. Lunge onto the gunner and kill the remaining troops in the room, go upstairs and climb onto the block to raise a block in the courtyard. Go back to the stairs and stand on the block then return to the courtyard and use the newly raised blocks to exit the area.

Pass the traps and enter the balcony, open the broken door and grab the mutagen from inside. Kill the hunters and kick the statue to the lower ground and you'll see a leviathan rushing towards you. The area is too small for you to lunge onto it, use berserk and cut off its legs then mash up its remaining parts to kill it. Once its dead, move the statues over the pressure plates and go through the door to get a checkpoint.

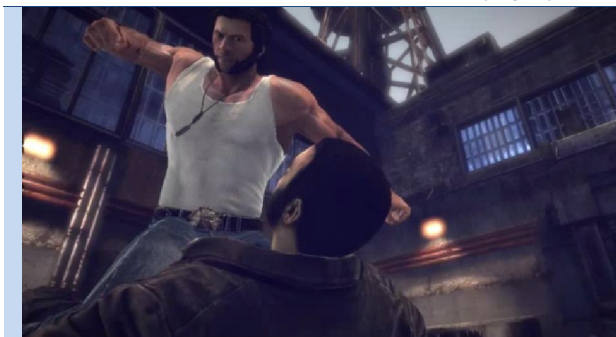


HOME COMING

Kill the troops in the entrance and enter the next room, kill the ghosts and pick up the dog tag and the action figure. Enter the next room and pick up the last dog tag, then go through the door to trigger a cut scene.

FAMILY FEUD

VICTOR CREED / SABERTOOTH



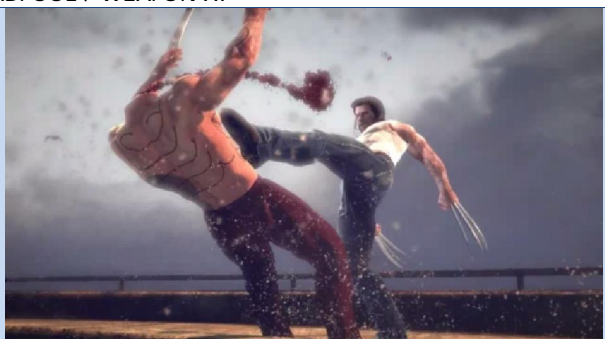
Compare to last time Victor is a piece of cake, he's no match for your adamantium claws. Just block his attacks and counter them, this'll inflict a lot of damage draining his health before he can realize it.

Don't let him go far from you because he'll go all wild and lunge onto you pummeling your head to the ground. Try to stay near him and use rage attacks like claw driller and claw spin if he tries to move away. Deplete all his health and smash his head to end the fight.

THE DEAD POOL

WADE WILSON / DEADPOOL / WEAPON XI

This guy is very vulnerable to counter so that is your clue. Block his attack and use QTE to deplete all his health. Once his health is down to 0, he will teleport to the top of the reactor and regenerates his health. That means the fight starts again. Dodge his laser beams and run across the reactor, lunge onto him from distance and use berserk to cut him into pieces [MAKE SURE YOU BAKE HIM PROPERLY BEFORE EATING. LOL].



Congratulations! You just finished X-Men Origins: Wolverine, one of the best action games ever created in the history of gaming. Pat yourself on the back and watch the final cut scene, where Stryker shoots an adamantium bullet at Logan's head erasing all his memories. Dang. Hahahahahaha. Bye.

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THE END