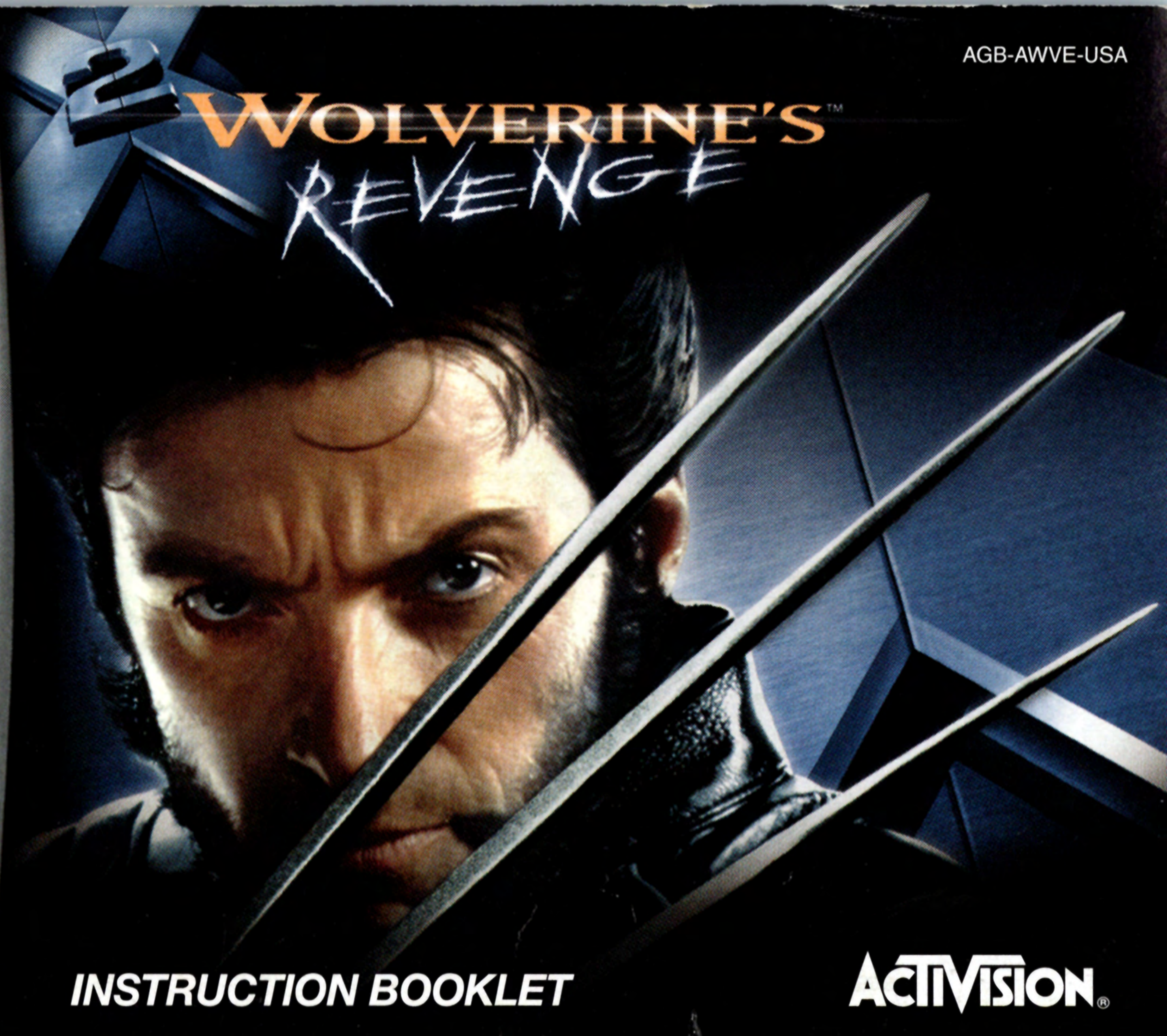
GAME BOY ADVANCE

AGB-AWVE-USA

# X2 WOLVERINE'S™ REVENGE



INSTRUCTION BOOKLET

ACTIVISION®

***WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.***

## IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

## ⚠WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

| | | |
|---|---|---|
| **Convulsions** | **Eye or muscle twitching** | **Loss of awareness** |
| **Altered vision** | **Involuntary movements** | **Disorientation** |

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

# ⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

# ⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.




EVERYONE
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.




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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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# GETTING STARTED

- Make sure the POWER switch on your Game Boy® Advance system is OFF before inserting the *X2 Wolverine's™ Revenge* Game Pak.
- Insert the *X2 Wolverine's™ Revenge* Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

*Note: The X2 Wolverine's™ Revenge Game Pak is for the Game Boy® Advance system only.*

# GAME BOY® ADVANCE CONTROLS




**L Button**
Sheathe/
Unsheathe Claws

**+ Control Pad**

**START**
Pause Game

**SELECT**

**R Button**
Slide/Dash

**A Button**
Jump

**B Button**
Attack
(Punch/Kick/Slash/
Stealth Attack)

# WOLVERINE™

**Real Name**: James Howlett (birth name), currently known as Logan

**Group Affiliation**: X-Men™

**Base of Operations**:
Xavier Institute for Higher Learning, Westchester County, New York

**First Appearance**:
*Incredible Hulk #180* (1974)

**Height**: 5'3"

**Weight**: 195 lbs. (250 lbs. with adamantium skeleton)

**Eye Color**: Brown

**Hair Color**: Black

**Powers/Weapons**

- Animal-keen senses
- Accelerated healing factor
- Adamantium-laced skeleton
- Retractable adamantium claws

**History...**

James Howlett was born into privilege in Canada during the late 19th century, the second son of John and Elizabeth Howlett. At the shock of seeing his father shot and killed, young James manifested his latent mutant abilities when bone claws jutted from the back of each hand. The beast unleashed, James attacked and killed his father's murderer, then fled to British Columbia with Rose, the young woman he loved.

Under the identity of Logan he discovered he had other mutant abilities including animal-keen senses and an accelerated healing factor. Due to his tenacity and refusal to back down from a challenge, Logan acquired the nickname Wolverine. When Wolverine confronted

the son of his father's murderer, a battle ensued, tragically ending with Rose impaled on Wolverine's claws. Wracked by grief over the death of the woman he truly loved, Wolverine fled into the woods.

He was not seen for a long time and due to his healing factor, even after 100 years Logan appeared to be in his mid-30s. During that time his life became shrouded in mystery, peppered with half-truths and anecdotal reports of unconfirmed sightings. The legend of the man called Wolverine was slowly taking form.

In the latter half of the 20th century, the government subjected Logan to a bizarre battery of experiments intended to forge the ultimate killing machine. Weapon X scientists grafted the indestructible metal adamantium to Logan's skeleton and bone claws, and introduced memory implants that shaped his past to suit their ends. Combined with the earlier effects of his healing factor, these false memories have made it impossible for Logan to discern fact from fiction when recalling his former life. He now knows little of his past, save that it was fraught with pain and loss.

Wolverine was working as an operative for the Canadian government when he accepted Professor X's offer to join the X-Men. Logan chose to stay on partly due to his belief in Xavier's vision for the co-existence of humans and mutants, and partly because of his attraction to Jean Grey. During his time with the X-Men, Logan has worked to regain his lost memories, but virtually every answer leads him to even more questions.

**Now...**

Wolverine is back in a brand new adventure that will test his powers and endurance to the very limit. An adventure that takes him back to the place he dreads most of all and leaves him hungry for revenge.

While wandering through the Canadian wilderness in search of clues to his past, Wolverine stumbled upon his arch-nemesis Victor Creed (aka Sabretooth). Wolverine soon learns that Sabretooth, among other evil mutants, is involved in a plan to use technology from the derelict Weapon X facility to build an evil army of super-soldiers!

Lead Wolverine through this epic adventure involving an all-star X-Men cast of heroes and villains, spanning several locations across the globe and try to put an end to these evil plans before it's too late.

# CHARACTERS

## Sabretooth™

Sabretooth, a.k.a. Victor Creed, shares much of Wolverine's mysterious past as well as mutant abilities. This evil mutant possesses heightened senses and reflexes as well as super-human strength and a healing factor much like Wolverine's. Sabretooth's guile and treachery are only matched by his hatred of Wolverine. Be sure to expect an impressive fight when the two meet!

## Shiva™

The creators of the Weapon X project also developed a computer program to serve as a countermeasure for rogue Weapon X subjects. This program controls a seemingly endless supply of deadly robots. As an advanced computer program, Shiva learns from its past mistakes— make sure you learn from yours!

## Mystique™

The cunning Mystique possesses the mutant power to shape her appearance to match that of anyone she's seen before. A handy ability she's used to make enemies think they're allies and to trick people into following her orders. Could Mystique be the mastermind behind the scheme Wolverine is trying to investigate?

## Pyro™

An old-time member of the Brotherhood of Evil Mutants, Pyro has the powerful ability to manipulate fire and to mold it to any shape his will desires! Avoid his fiery creations and deliver some damage before he burns Wolverine right off of his adamantium skeleton.

## Omega Red™

An unusual creation of the cold-war era, Omega Red wields two powerful retractable tendrils and has the ability to release deadly, life draining spores. Make sure to keep a safe distance from this villain or watch as your life quickly drains away.

# ENEMIES

## Hellfire Mercenary

Hired muscle working for the Hellfire Club. These thugs have a wide array of weapons at their disposal, but their main advantage is their sheer numbers. Make sure to get them before they get you!

## Ninja Mercenary

These thugs have been trained in a variety of projectile and hand-to-hand attacks. Sneak up on them when you can, or match your claws against their swords if they see you!

## Special-Ops Mercenary

Whoever has conducted the attack on the Xavier Institute has upped the ante by hiring some highly trained operatives. Wielding sophisticated weapons like flamethrowers and energy guns, these guys will give Wolverine a run for his money.

### Security-Bot

This inconspicuous looking sphere will track down Wolverine anywhere he goes and will detonate on contact. Watch out, it packs a powerful explosion but will break harmlessly if you manage to attack it before it gets too close.

### Assault-Bot

This flying robot stays at a safe distance from Wolverine while it launches energy blasts at him. Don't hesitate to leap into the air to get rid of these pesky guys.

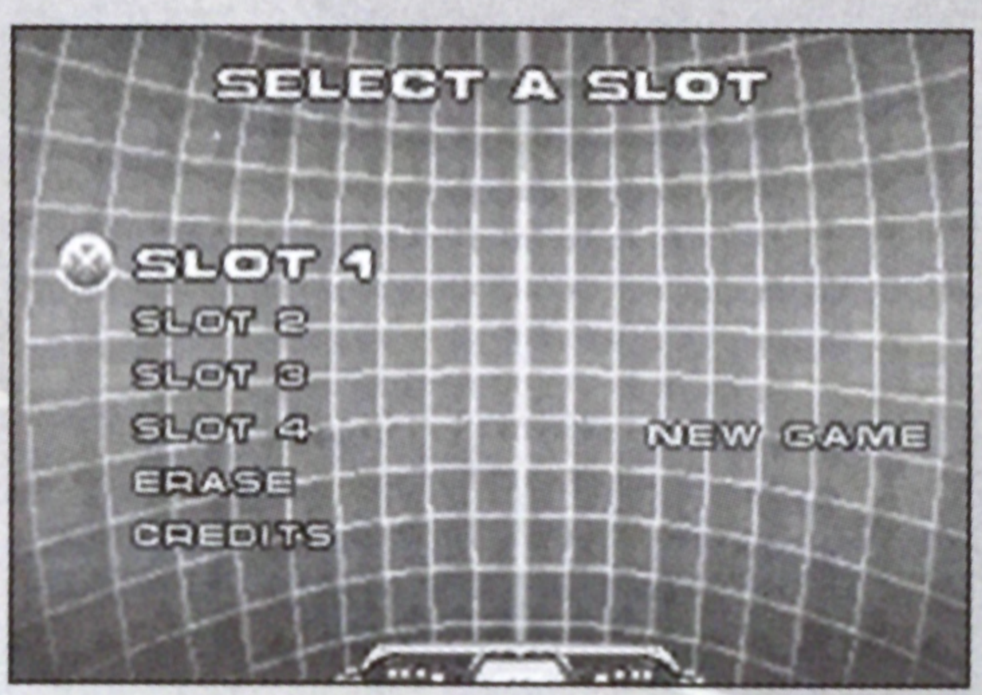
### Crawler-Bot

This spider-like robot guard crawls on walls, floors or ceilings and launches aimed energy blasts at any intruders. If you can reach them, make sure to make quick work of crawler-bots or their shots might start to put a dent in your health bar.

# MAIN MENU

## Select a Slot

Select a saved game from one of the slots.



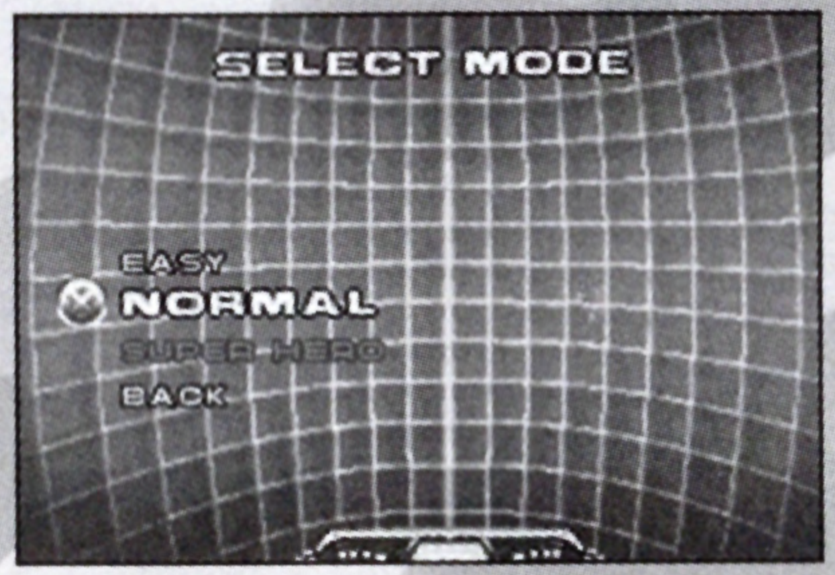

## Erase

Remove a saved game.

## Credits

See all the people who made this great game.

# DIFFICULTY SELECT




## Easy

Pick this option if you're just learning the game or if you find yourself having trouble in Normal mode. You'll have more lives and continues than in Normal mode and enemies deal less damage and won't take as many hits to defeat.

## Normal

This is the default difficulty setting.

## SuperHero

Beat the game in Normal mode to unlock this harder mode. You'll start with fewer lives and continues than in Normal mode and enemies deal more damage and are harder to kill. Also, a challenging new endgame battle awaits you in SuperHero mode!

# LEVEL SELECT

Use **Control Pad** ↑ or ↓ to highlight an Act/Level, and press the **B Button** to select and play that Act/Level. There are eight Acts in *X2 Wolverine's Revenge*™; the Acts open progressively.




*Note: You can only replay an Act once it has already been completed.*




# PAUSE MENU

To pause the game and access the in-game pause menu, press **START**. Here you can switch music On/Off, view power-ups, resume gameplay or quit.

# CONTROLS

| Move | Control | Claws | Power-Up Required |
|---|---|---|---|
| Walk | Control Pad ← or → | In/Out | None |
| Crouch | Hold Control Pad ↓ | In/Out | None |
| Look Up/Down | Hold Control Pad ↑ or ↓ for 2 seconds | In/Out | None |
| Sheathe/ Unsheathe Claws | L Button | In/Out | None |
| Jump | A Button | In/Out | None |
| Punch | B Button | In | None |
| Forward Punch | B Button while holding Control Pad ← or → | In | None |
| Air Kick | B Button while in the air | In | None |
| Low Kick | B Button while crouching | In | None |

| Move | Control | Claws | Power-Up Required |
|---|---|---|---|
| Slash | B Button | Out | None |
| Forward Slash | B Button while holding Control Pad ← or → | Out | None |
| Air Slash | B Button while in the air | Out | None |
| Low Slash | B Button while crouching | Out | None |
| Stealth Attack | B Button while holding ↑ | In | None |
| **POWER-UP MOVES** | | | |
| Dash | Control Pad ← or → while holding the R Button | In/Out | Dash |
| Running Jump | A Button while dashing | In/Out | Dash |
| Dashing Kick | B Button while dashing | In | Dash |
| Dashing Slash | B Button while dashing | Out | Dash |
| Slide | R Button while crouching | In/Out | Slide |

| Move | Control | Claws | Power-Up Required |
|---|---|---|---|
| Wall Cling | Press the Control Pad in the direction of a wall while you're in the air | Out | Wall Cling |
| Wall Attack | B Button while clinging to a wall | Out | Wall Cling |
| Ceiling Cling | Hold A Button while jumping toward a ceiling | Out | Ceiling Cling |
| Ceiling Attack | B Button while clinging to a ceiling | Out | Ceiling Cling |
| Ceiling Pull-Up | Control Pad ↑ while clinging to the ceiling | Out | Ceiling Cling |
| Pull-Up Attack | B Button while pulled-up to a ceiling | Out | Ceiling Cling |
| Dive Attack | B Button while holding Control Pad ↓ in the air or clinging to a ceiling | Out | Dive Attack |

| Move | Control | Claws | Power-Up Required |
|---|---|---|---|
| Restoration | Hold the B Button while standing or crouching | In | Restoration |
| Somersault | A Button while in the air | In/Out | Somersault |

# PLAYING THE GAME

## Losing a Life

When your health is fully depleted, you will lose a life. Your Life Counter decreases by 1 each time and you restart at the last checkpoint or the beginning of the last section of gameplay.

## Using Continues

When all your lives are lost, you'll go to the Continue screen. Here you can choose to use a Continue and restart at the beginning of the last section of gameplay, or you can choose to restart or load a previously saved game.

## Sheathing and Unsheathing Claws

Wolverine can sheathe or unsheathe his claws at any time by pressing the **L Button**. When Wolverine's claws are out, he deals twice as much damage as when his claws are in. Keeping your claws sheathed however, has the advantage of kick-starting Wolverine's Mutant Healing Factor. Wolverine can only regenerate his health when his claws are in.

Some moves require that claws be sheathed or unsheathed. The Controls section has more detail about what each move requires.

## Feral Rage

Wolverine's rage level increases whenever you attack with the **B Button** and your claws are out. Your rage level starts to decrease when Wolverine is at rest and not in combat.

Once the Rage Bar is FULL, Wolverine goes into a Feral Rage. During this time, Wolverine's attacks have a longer range and deliver more damage. You won't be able to put your claws away or use the Wall Cling and Ceiling Cling power-ups until Feral Rage is over.

When Feral Rage is over, Wolverine will be dazed for a few moments and your control over him is limited. Experiment using Feral Rage in different ways. It can be extremely advantageous when used at the right times.

# STEALTH

Sometimes an area has security mechanisms in place. Professor X will usually inform you of this at the beginning of the level.

When approaching a secured area, try to stay out of sight from enemies and security devices. If they see you, they'll trigger an alarm.

## Alarms

When an alarm is triggered, a bar appears on the top right corner of the screen. During this time, additional enemies enter the level and some doors might block your path (these doors open again when the alarm stops).

*Note: If music is set to OFF, you will not hear the alarm.*

## Stealth Attacks

When you approach an unaware enemy, you can perform a well-timed Stealth Attack. (Press the **B Button** while holding **Control Pad ↑**. Wolverine's claws must be sheathed.) Because these attacks are a little slower than regular attacks, try hitting enemies when they've stopped moving. This takes a little practice to master, especially with patrolling enemies, but the payoff is worth it. Stealth Attacks take out an enemy with one blow, so you get to keep your health and stay undetected.

## Tailing

At certain times you may have to tail an enemy through a level. You must follow the enemy without being detected and without losing sight of them. A bar in the top right corner of the screen tells you if you're too close or too far away from the enemy.

# ITEMS



## 1-Up

This item increases your life count by one.



## Continue

This item increases the number of Continues you have by one.



## Danger Room Module

This item unlocks a Danger Room level. Danger Rooms can be accessed from the Level Select screen and can be replayed as often as you want. You can collect more Continues in Danger Rooms.



## Cardkey

This item allows you to open a locked door. It will be displayed in your item slot until it's used.



### Scent Item

An item that carries the scent of someone Wolverine is tracking. Pick up this item to display the scent tracker in your item slot. Scent trails in the level become visible when you have a scent item in your possession.

### Mission-Specific Items

Some missions require you to collect a certain number of items before you can progress. Often, a door will be locked until you collect all the required items. The total number of mission-specific items required is displayed on the bottom right of the screen.

# POWER-UPS

Picking up a power-up permanently grants Wolverine special abilities. Some of these abilities make it easier to defeat enemies; other abilities are required to progress throughout the levels. You must find these power-ups throughout your game.






### Dash

Press **Control Pad** ← or → while holding the **R Button** to dash. Jumping while dashing allows you to clear longer distances.



### Wall Cling

Jump toward a wall while your claws are out to cling to the wall's surface.



### Slide

Press the **R Button** while crouching to slide. Try sliding underneath small openings and under enemies' legs.



### Somersault

Press the **A Button** while in the air to perform a somersault and extend your jump.



### Ceiling Cling

To cling to the ceiling, hold the **A Button** while jumping toward it with your claws out.



### Dive Attack

Press the **B Button** while holding **Control Pad ↓** while clinging to the ceiling or jumping with your claws out to perform a quick dive attack.



### Restoration

Hold the **B Button** while your claws are in to quickly recover your health.



### Feral Rage

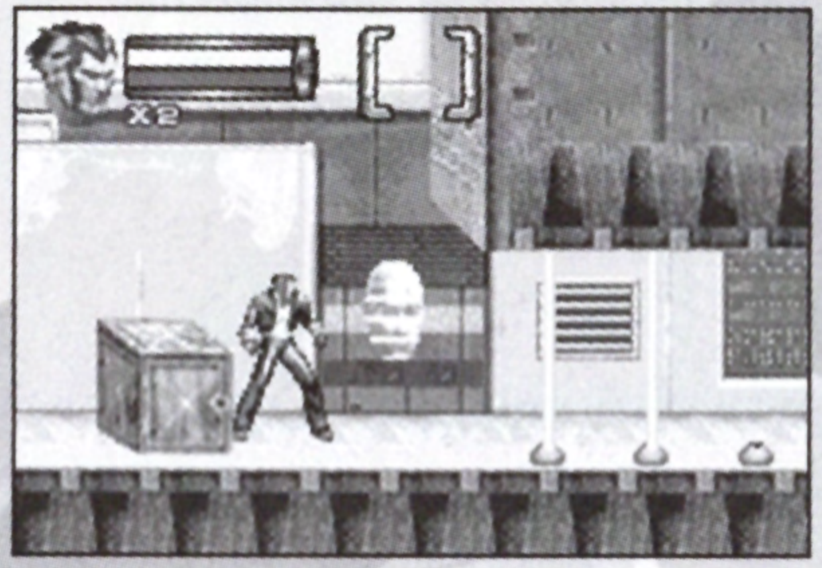
Increases your attack power. Build Feral Rage by attacking.

## ENVIRONMENTS

### Canadian Wilderness

While in search of clues about his past, Wolverine has a dangerous run-in with Sabretooth. Follow Sabretooth's trail across Canada's vast frozen ranges and battle hordes of hellfire mercenaries to find out what Victor Creed is up to.



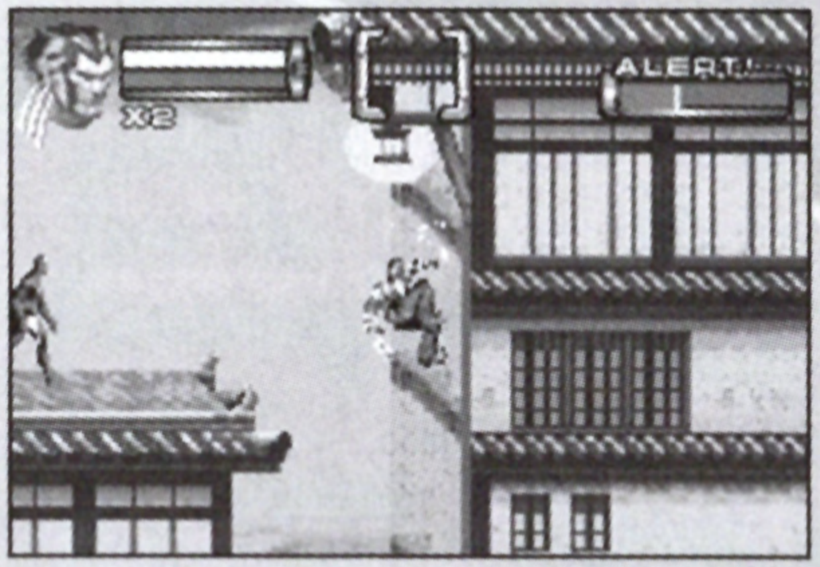


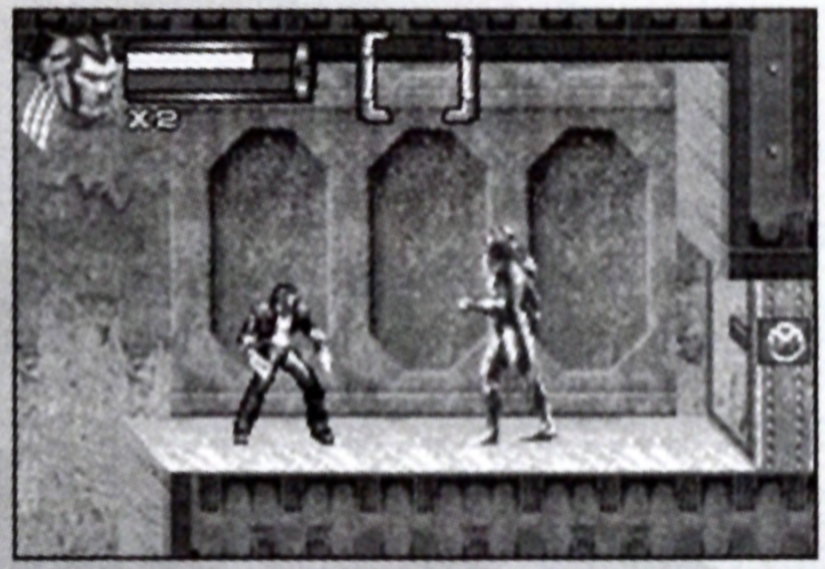

## Weapon X Facility

This abandoned facility gives Logan a distinct sense of deja vu. But what is Sabretooth doing here? Avoid the facility's anti-intrusion mechanisms and gear up for a no-holds-barred face-off with Wolverine's old foe.

## Mt. Arakawa, Japan

A data transmission has pointed you to a remote location and you're sent out to investigate. The installation at Mount Arakawa is a veritable fortress. Use stealth and cleverness to get past guards and security mechanisms or just cut loose and battle your enemies head on.



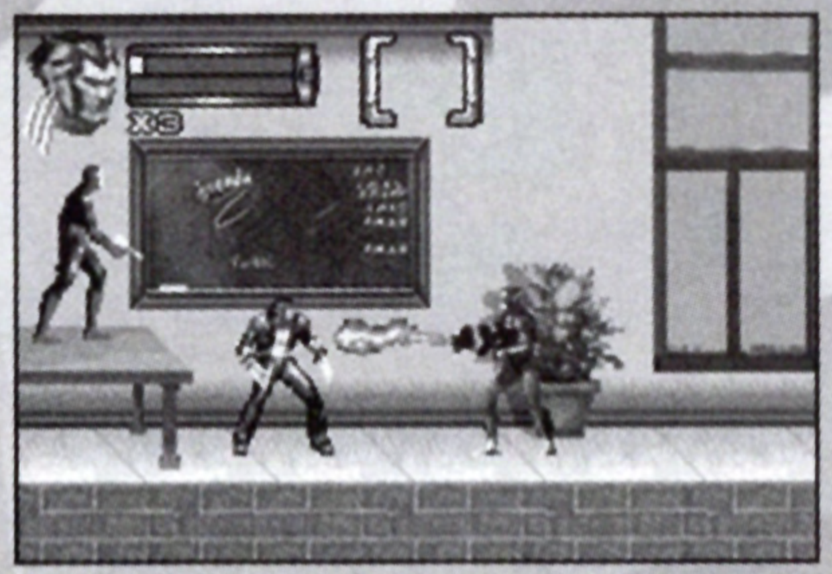


## Underground Base

There's more than meets the eye at this installation built right into the mountains themselves. Retrieve the stolen Weapon X discs and escape!

## Xavier Institute

Someone has to be pretty confident in their power to launch an attack on the Xavier Institute, home to some of the world's most renowned mutants. Help Wolverine ward off the intruders and rescue any students needing your help. Find out who's behind the attack and take the fight to them!



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# CUSTOMER SUPPORT

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

**Internet/E-mail: 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 solutions. If you cannot find an answer to your issue you can email us using the support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

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

**Phone: (310) 255-2050**

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

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