





## X-Men Origins: Wolverine Guide

It can be tough to see our favorite licenses mangled in video game form, especially with iconic characters we love so much. Luckily, the days of Superman 64 are over, and Raven shows just how good a superhero movie game can be with X-Men Origins: Wolverine. This is no Adamantium Rage. Origins: Wolverine is a brutal, bloody ride packed with smart design, puzzles, and a treatment of the character sure to please comic book geeks. To celebrate this rare licensed game that really is worth playing, we bring you a guide packed with tips and solutions.

***In this X-Men Origins: Wolverine - Uncaged Edition strategy guide, you'll find:***

- **BASICS** // Getting the hang of your mutant powers
- **ENEMIES** // All the jerks who just don't understand, and how to show them the error of their ways.
- **WALKTHROUGH** // Step-by-step Wolverine walkthrough through each room, including every puzzle, Dog Tag, and exploration-based achievement.

**Guide by:** Travis Fahs



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# X-Men Origins: Wolverine Basics

## Basic Combat

**COMBOS** // Performing combinations doesn't require a great deal of timing like it would in a fighting game, but simply pressing buttons in the correct sequence in rapid succession. You can refer to the in-game list of moves from the pause menu screen. These different combos are not just chains of the basic attacks, but actually create different moves entirely, which you should play with and get a feel for. Some of the stronger finishing moves can also break an enemy's guard.

**GRAPPLING** // Grabbing enemies is extremely effective. While a few enemies are impervious to this, most aren't. Performing a strong attack allows you to initiate a Quick Kill, which can one-hit many basic enemies, and do a lot of damage to others. Enemies can also be tossed off ledges for an insta-kill in many situations, and various spikes and traps can be used to deal major damage as well. Effective players will get a great deal of use.

**LUNGING** // You learn this move very early on and it will serve you well in many situations. While some enemies, like ghosts and Goliaths, have strong defenses against lunging, and others (like Leviathans and Prototypes) are only susceptible from behind, most enemies are utterly defenseless.

**COUNTERING** // If you block shortly before an enemy attack, you'll get a moment of slow motion during which you can initiate a counterattack. It is also sometimes possible to counter an enemy's counter. The timing of this can be a bit a bit tricky, as it requires you to press the button after the enemy initiates an attack, but not at the last second either. After time, this becomes more intuitive. Countering projectiles works as a deflection mechanism.

## Mutagens

Throughout the game, there are different mutagens littered about. Collecting multiples will power them up to level 3, but not all mutagens have multiple levels. Depending on your level, you can equip 1 to 3 of these to gain enhanced abilities. Consult the walkthrough for specific locations.

## Fury Moves

Every time you kill an enemy, you gather a bit of Rage, up to your maximum allowed. This can be spent on four different "Fury Moves," which each have their own distinct advantages.

**CLAW SPIN** // Wolverine spins around like a top, slashing in a circular motion. This move is great for damaging a small, clustered group of enemies, and once powered up can be extended for much longer. You can control the direction of your movement while in mid-spin.

**BERSERK** // Berserk is effectively a temporary strength boost. This makes it the most versatile Fury move and it's great for crowd control when dealing with a lot of enemies. You'll be using it a lot.

**CLAW DRILL** // A directed, frontal attack. More powerful than the Claw Spin, but not effective for groups of enemies. It's very effective against certain bosses, but its use is more limited.

**CLAW CYCLONE** // Probably the least interesting of the fury moves, this is like a Claw Spin on its side and functionally a medium between the Claw Drill and the Claw Spin. Use it if you like, but it's seldom the best choice.

**FERAL VISION** // Wolverine's heightened sense play a big part in this title. When switched on enemies, hazards, and key items of interest will be highlighted. Enemies are orange, hazards are red, and items of interest are green. Some green items may be bad leads and not actually important, but in general Feral Vision is useful if you don't know where to go. It's also helpful when looking for Dog Tags, as bodies bearing them will appear green. Cloaked ghosts and enemies hiding in fog will appear plainly visible in orange. Although Feral Vision switches off after a while, its use is unlimited and it can be turned immediately back on.

## Dog Tags

These are Wolverine's useless collectible. Certain bodies lying around will have a Dog Tag to collect. These bodies glow yellow, and appear green when using Feral Vision. There are 95 of them in all, and their specific locations are noted in the walkthrough. Unless you care about achievement hunting, they're largely unimportant.

## X-Men Origins: Wolverine Enemies

There's quite an assortment of basic baddies throughout the game, each with their own specific moves and patterns. While most can be fought a few ways, and there's no substitute for learning the timing of their patterns from experience, there are some basic tactics that apply to each.

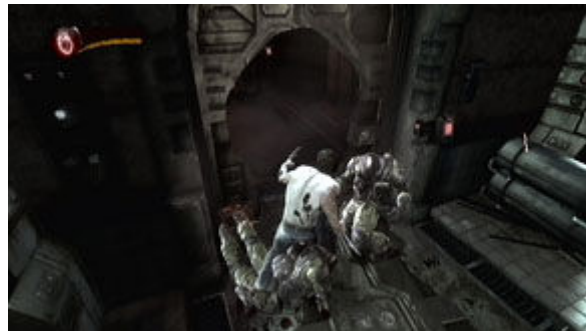
### Machete Soldier

These are the most basic enemies in the game, and as such, they're vulnerable to pretty much everything, but especially Quick Kills and lunges, since their basic health is so low.



### Machine Gun Soldier

Like their machete-wielding brethren, these guys are very vulnerable, and their guns have very little stopping power. Having ranged attacks does give them an advantage however, especially in numbers, and the fact that they can hit you when you can't hit them back means they should be a priority in many battles. You can execute them any way you want, just do it quickly.



### Machete Champion

These flaming warriors look pretty intimidating, and they have a leaping, overhead attack that is unblockable and needs to be dodged. Basic moves can be countered, and they're pretty susceptible to grabs and throw, but they can't be Quick Killed until they've taken some damage.



### Machete Master

They use the same attack patterns as the elite commando and machete champion, but they split into three enemies, so you shouldn't leave them unattended unless you want to be overwhelmed. Kill them quickly with Fury moves like the Claw Spin.

### Leviathan

Giant lava monsters. The Leviathan is introduced as a boss, but later becomes fairly common. The only way to effectively damage it is to get behind it and lunge. This means dodging is pretty important as a survival skill. This basic pattern is recycled for several other large enemies in the game.



### W.E.N.D.I.G.O. Prototype

Same as the Leviathans, but a bit smaller and faster. These guys are also susceptible to Fury moves, but it proves a less effective strategy.



### Elite Commando

In non-jungle stages, these guys take the place of the machete champion. The main difference is that they have no fire and their overhead attack can easily be countered, which ends up being the best way to kill them.



### Ghost

Shotgun wielding soldiers with cloaking powers. The shotgun has good stopping power, which makes lunging very difficult. Feral Vision will eliminate visibility problems, and the best way to fight them is to get in close. Quick Kills work, but they require a button-mashing QTE.



### Grenadier

Powerful long range attackers, the grenadiers should always be priority kills. Deflecting their shots is usually the quickest way to kill them (deflecting works just like countering). Sometimes the angle makes this ineffective and you might have to get closer. If you get into close range, they're dead meat.



### Goliath

Armored melee fighters with heavy shields. Goliaths aren't necessarily priority kills because they have a limited range, but they're quite dangerous. You'll need to either lunge from behind (difficult) or hit them with a charged strong attack to temporarily bring down their guard and follow up with a combo. They're also vulnerable while attacking.



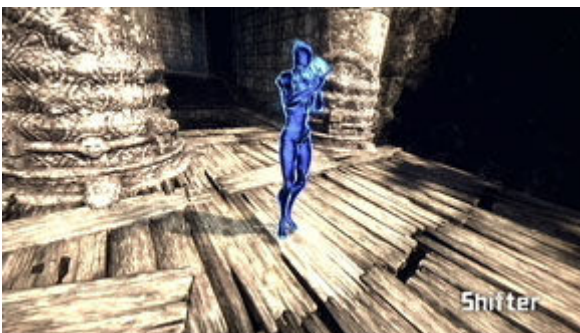
### Hunter

Multi-armed statues come to life. The Hunter is an effective melee fighter and has a strong blocking ability, so counters are the most effective way to handle them. Luckily, the timing is pretty easy.



### Shifter

The only effective way to combat these blue teleporters is with Fury moves and counters. They set up barriers around Wolverine and jump around at will. They use hand-to-hand attacks, and counters are the best surefire way to get some blows in. If there are a lot of them, Fury moves can help a great deal, but Shifters have plenty of health.



### Enforcer

Shotgun wielding guards dressed like Robocop (they're not listed by name in the game, so we're guessing as to what they're called). These guys have shotguns with incredible stopping power, and they use them much more effectively than ghosts. If you rush them, you'll get torn up most of the time. However, unlike their invisible brethren, they don't know how to counter lunge attacks, and this becomes the only way to really effectively combat them with any consistency.



### Enforcer Droid

Usually accompany the Enforcer. They're melee attackers and they're really not much more powerful than your basic grunts. Have fun with them.



### Predator Unit

More powerful non-humanoid robots with beam attacks. Combo damage and Fury attacks are the best way to go, as counters and lunges don't seem to work. The Claw Drill is particularly effective. At longer range, they may fire missiles, which, of course, need to be deflected.



## Assassin

Multi-armed ninjas, very similar to the Hunter. Interestingly, the assassins don't play nicely with other enemies, which may give you cause to stay back for a bit. Counters are effective, but lunges are better, because of the nasty stab move that triggers a QTE. This isn't so bad on its own, but if a few assassins surround you, they can get you caught in a loop of stabs, at which point you may have to take a hit to break out of it.



## X-Men Origins: Wolverine Walkthrough

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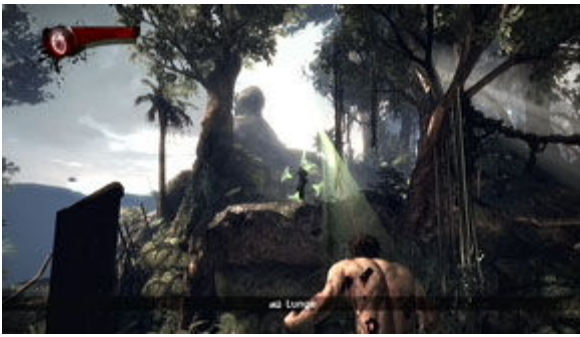
## Unstoppable

There's no proper tutorial. You'll be dropped (quite literally) into the action. Take some time in this first room to get a feel for your basic combos and practice throwing enemies into each other. If you take a beating, just run and keep your distance. As you finish them, a door will open up revealing two gunmen. Get in close and finish them off.



Follow the path to the waterfall and collect the **Dog Tag** behind the waterfall until you get your new ability, the lunge. Try it out on the enemy across the gap to leap across and take him out. A bit further down you'll come to a cliff and get your next objective.





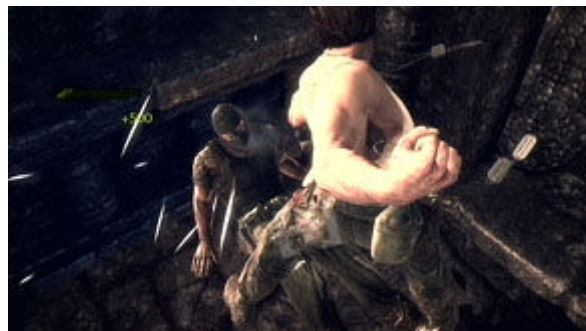
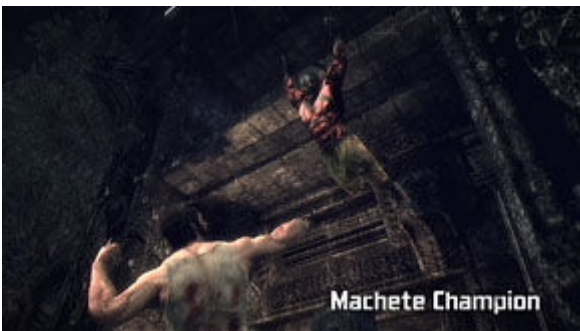
Target an enemy and lunge down the cliff. Take out the gunmen first and throw enemies around if you get overwhelmed. When the way is clear, hop up on the ledge and shimmy over to the left. Pull yourself up and climb up the rope. Hop off on the upper level



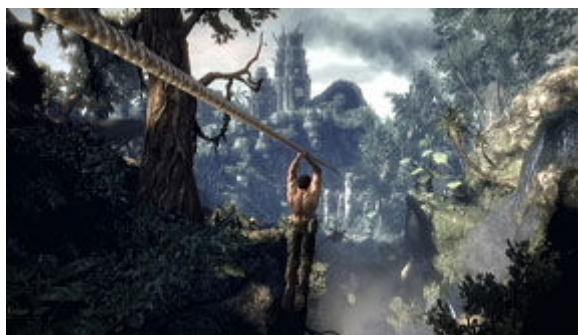
The path leads forward a bit to three gunmen. Chuck them left off the cliff. The helicopter will show up. Lunge at it. Punch your way through the windshield to toss the pilot.



You'll hop to the next path automatically. Go inside the ruins and hop down. The machete champion will ambush you. In the small alcove where he appears, there's a **Dog Tag**. Try your best to juggle the champ with throws and subsequent combos. Use the environment attacks (spikes) to your advantage. When he's gone, a few regular machete guys will pop out. Nail them to the spikes, and then go out on the opposite side of where you came in.



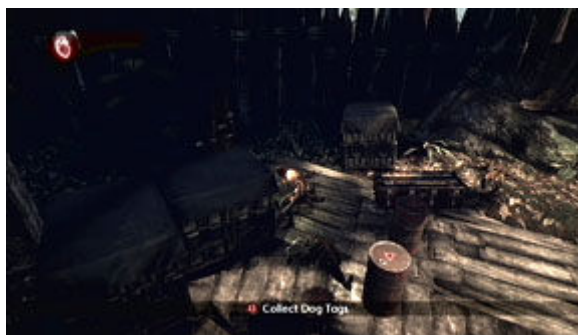
Head onto the bridge. Throw the enemies off the side, and then lunge across to the other side. When the bridge snaps climb up and use throws to clear the way. Keep on climbing and then head down the path (there's only one enemy) until you get to the zip line.



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### Unstoppable (cont.)

Jump onto the zip line and then head up the hill, where you'll have a few enemies to fend off with a conveniently narrow approach to keep things simple. When you reach the clearing at the top of the hill, try to toss the enemies toward the gunners in the back. There are some exploding barrels in the real left and near them is a **Dog Tag**



When the coast is clear, get behind the jeep and push it down the hill. You'll land in the middle of another fight. Some of the gunners are perched on ledges, so kill them first. After a while another machete champion will show up, but he's all alone, so don't worry. Try out your new Rage move. When everyone is dead, the gate will open up and you'll have a couple more gunners to take care of.

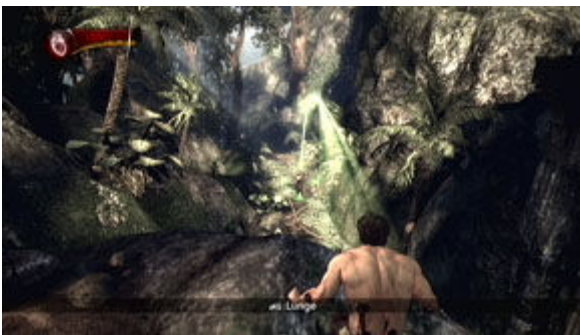


The path stays linear and there are a couple of pesky machete guys. There's a wall of vines you can climb up and then drop down. On the structure you drop down from, there's a boarded up door. Break through for a "Found!" achievement/trophy and look inside for a **Dog Tag**. Outside you'll have a few more machete guys, and some harder to

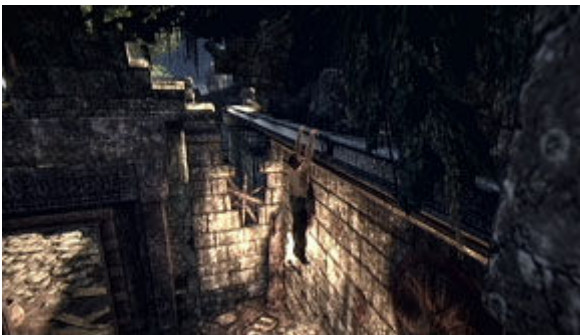
reach gunners.



Hop up on the cliff ledge to kill them, and then hop down the other side. Near where you jump down, but the wooden wall, there's another **Dog Tag**. The path leads to another ruin. The entrance is boarded up. Smash your way in and collect the **Classic Wolverine Action Figure**. Go back out and follow the path around the building.



When you come to another way in, break through and then climb up to the ledge and shimmy across. Pull yourself up, ambush the guard, and then push the wall over on the guards below. Objective complete.



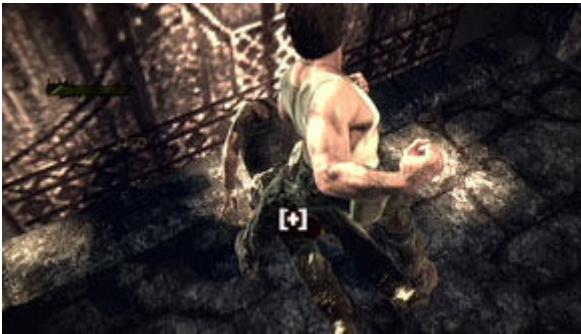
Move on to the next area and hop down. There's a crank that will open a door, but only briefly, so you'll have to use your dodge move to get past it quickly. In the next room, there are some gunners up on the stairs that you should take out quickly. Once you clear the machete guys a champion will come out. When the coast is clear, use your feral sense and look for the rope. Climb up, and rotate the camera until you can see the body on the ledge in the corner. Jump over there for a **Dog Tag** and then proceed the other way from the rope to move on.



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### Unstoppable (cont.)

Head into the next area and drop down. There are a few machete guys, but nothing special. Off to one side by the gate there's another body with a **Dog Tag**. Fight your way ahead inside and then climb the rope. Go around the walkway and then lunge across to the next enemy.



Now you can head forward a bit and drop down to where you'll have to contend with another champ. Move on, and when you come to the flight of stairs leading down, look to small path left of the stairs for a body with a **Dog Tag**. Now drop down from the bottom of the stairs.



Look around with Feral Vision on, and you'll notice a small stone base that needs a crank. Across the little bridge you can find the crank and bring it back to the base. A few enemies spawn, and with them cleared you can open the door and once again dodge through.



You're confronted with a massive boss. If you're working on your collection, go left from where you came in and push the stone sculpture inward to reveal a small path with a body and a **Dog Tag**. Now, let's fight. Leviathan is a big, nasty beastie. Dodge around him and strafe him. When you're too his side or back, lunge at him to land on top and get some blows in. Jump off before he strikes you. Rinse and repeat as needed.



Opposite from the sculpture you pushed in to get the last tag, there's another one you can pull outward. Jump on top of it to get to the vines. Use the vines to climb up to the ledge above on the left. There's a damaged stone door here. Smash it and go inside to claim the last **Dog Tag** for this stage. Back out on the ledge you can lunge across and then take the zip line down to the rapids.



At the river bank, you'll have to fight a machete champ, and then you can lunge over to the boat with the three men on it. This will initiate a river chase sequence.



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### Unstoppable (cont.)

Lunge from boat to boat, slicing up baddies as needed. The small size of the boats makes this pretty self contained. Eventually you'll take over a mounted gun and get a short rail shooter sequence that is pure reflex.



### The Tale of Wolverine

This is a short level with one good all-out brawl. Learn to block and use counters and follow the rhythm of Sabretooth's attacks. Bust out the Claw Spin when you have enough Rage, and play it cool the rest of the time. Don't mash buttons or you'll take a beating. After the fight moves outside, things get a bit more flexible. The environmental hazards like the spikes and the generator are major assets. Grabs in general are effective, as is the Claw Spin, of course.



### Weapon X Facility

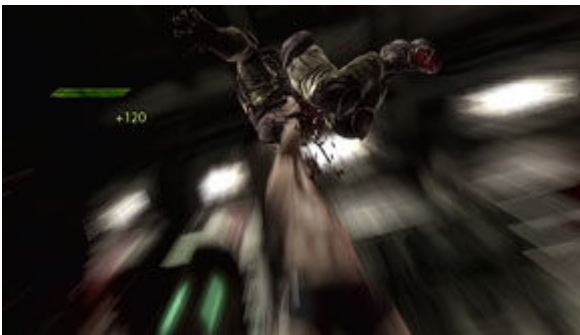
Lots of action to start with. You have a new move, Berserk, so try it out. This makes crowd work nice and easy. This fight lasts a while, but it's uncomplicated. In the little morgue area off to the side, there's a body with a **Dog Tag**. Proceed upstairs when they stop coming.



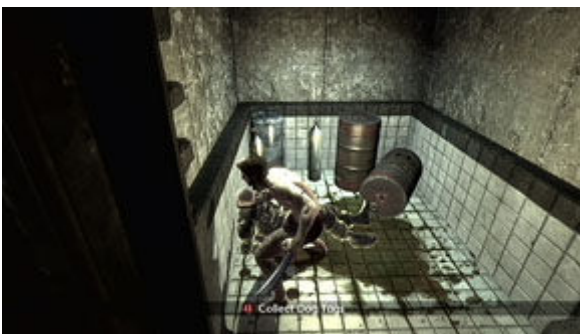
Fight your way through the long hallway. Juggle them around and mind the exploding barrels. Pry open the door at the end of the hall. You'll have to fight three Elite Commandos. They're very vulnerable to countering with a very obvious overhead melee attack. Take the lift up.



In the next hallway, go through the first door on the left. There's a body in here with a **Dog Tag**. Grab it and go back into the hallway. Head to the end, pry open the door, and get ready to fight. They'll smoke up the room, and the commandos will pour in. This is a good excuse to let Berserk rip. Use your Feral Vision to see through the smoke. When they're all dead, just head out into the hall.



The hall is more action-packed than usual. Keep to the sides so you have a bit of cover and try to isolate the gunners. The hall turns to the right and there's another door into a larger area. This one's a bit more complex. There's a laptop with a worklog near where you come in and a door you can pry open (it'll be green if you use Feral Vision) to get to a **Dog Tag**. Go into the next room for another worklog and then take the stairs down to the next floor.



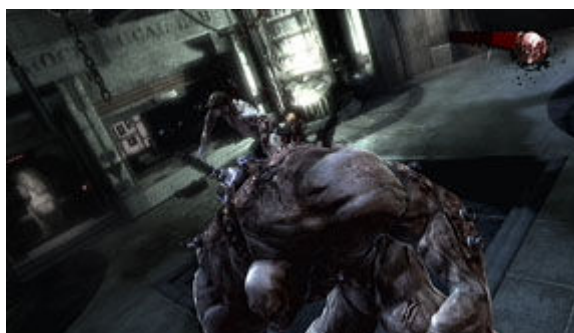
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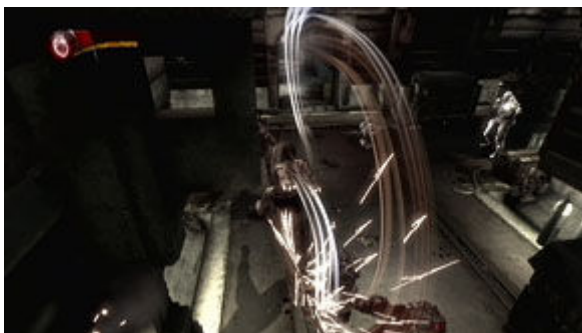
You'll come to a room with a big monster under glass and a couple of commandos. There's a door that needs a power cell to open. After you kill the enemies a door on the other side of the room opens. Go in to fight the ghosts. These enemies are invisible, but throw on your Feral Vision and they're a cakewalk. Go upstairs. There's one more ghost and then you have a clean crack at the power cell. Grab it and take it back into the room.



Throw the power cell in the socket by the door quickly before slicing up the newly spawned enemies. Down the hall and through a door, you'll enter another big room with a monster in a tube. This one's not so sleepy. Fighting the WENDIGO is a lot like fighting the Leviathan, but he's much faster. Strafe him with your dodge move and lunge from the side or back.



The doors open, and you can follow the halls with the usual enemies until you reach a room with a cut scene informing you that you just lost your mutant powers! Push the crate over to the door so you can jump up to the vent and crawl across.



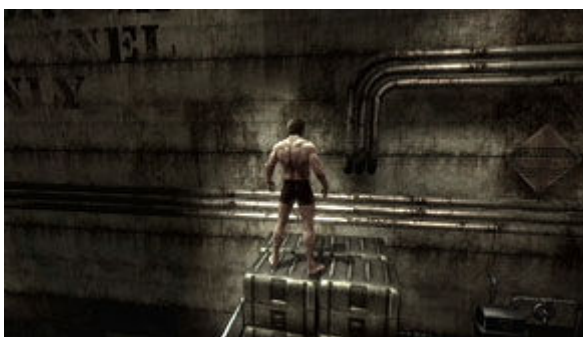
When you come out of the vent, there will be another console that needs a power cell. Go down the ramp, and move the crate over so you can jump up to the higher platform where the cell is. Plop the cell in the base and the door opens.



Take the crate and move it into the doorway so it will block the doors if they try to close. Go get the power cell and then go through the gap in the door. Put the cell in the console by the lift and go up.



There's a skid of eight boxes on the metal platform to the left by the wall. Jump on it, and use it to jump up to the ledge. Shimmy left, drop down, and claim the **Dog Tag**. Now this time go up the lift and through the door. There's a long hall that eventually leads to the good doctor.



Head out of the room on the right side. In the hallway, you'll encounter an automatic sentry gun. Go right down the hall and inside the room. Stealth kill the enemy, and then come out the other side behind the gun. Break it (or don't) and then go down the hall down the small set of stairs. The way ahead is on the left side, but go a little further and to the right to get a health boost and **Dog Tag** before going out the other way.



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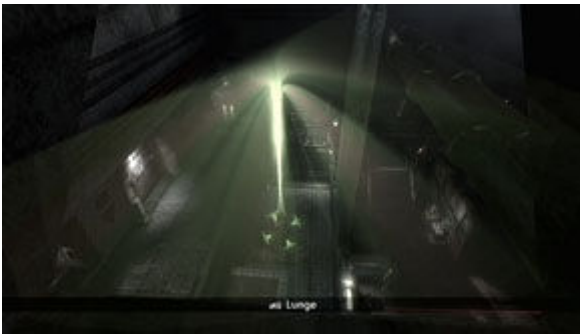
**Unstoppable (cont.)**

You'll have to move between a couple pieces of cover being scanned by sentry guns. Just use your dodge move with a little timing. You'll come out in a little two floor room. Use the terminal on the bottom floor to open the way to the power cell and then bring it up to the base on the second floor. Use the shield controls near the door and move the shield all the way toward where you are. Run out and use a dodge to get behind the shield and then follow it to the other side and

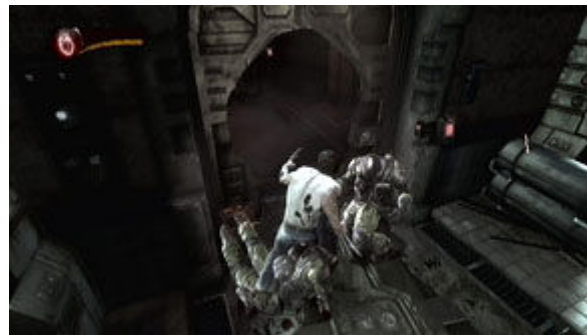
go through the vent.



Proceed with caution in the vent until the firing stops. On the other side, lunge down. Go downstairs to the shield controls, and hold the controls all the way left. The front one will move first, so stay behind it and then switch off to the second one. From here you can run around and blindside the sentry gun. Now, go get the power cell and take it through the door where the gun was and put it in the base.



Follow the hallway, and stop off in the one small room with the Vitality boost before heading into the room with the doctor. Once you get your healing abilities back, you'll be swarmed. Perfect excuse for Berserk. Off in the raised area on one side of this room you can find a **Dog Tag** and you can smash your way out through the door.



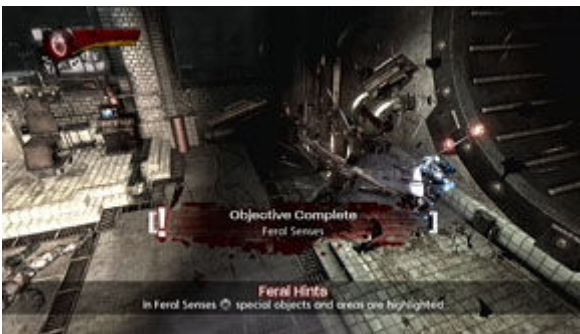
Follow the trail of enemies in the hall back to the room where you first met the doctor. They'll fog up the joint and you'll have to fight a bunch Commandos. Once again, Berserk is the easy out, especially since you don't have Feral Vision to see through the smoke. Take the door out, and follow the hall around the corner. The door straight ahead leads to a **Dog Tag** and the one on the right is the way ahead.



There's a fight with a bunch of ghosts. Without your Feral Vision, you're once again forced to swipe pretty blindly, so Berserk is a good choice. Pry open the door for a health boost. Go back out and to the left and this time notice the new door open. Follow the hall, and right before the door, go through the door on the right to grab a **Dog Tag**.



In the next area, you'll get your feral senses back, which makes fighting the incoming ghosts easier. Ghosts are pretty vulnerable to Quick Kills. Once you've killed all the guys in range, look across the way for the guys on the other side. Lunge over and take them out, and then look for the open cell with the **Dog Tag**, before going through the door.



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### Unstoppable (cont.)

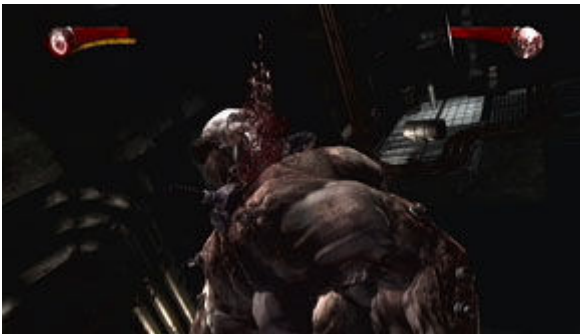
Reflecting grenades works pretty much like a counter; just block a second before the projectile hits. Go to the cell, and after the scene, go mess some guys up. Concentrate on the grenadier first, and then get the Ghosts out of the way. Go back to the cell and use the controls when the coast is clear.



The Goliath isn't too tough. Lunge at him and knock him down and then keep pounding at him with the strong attacks. Off to one side of this room there's a passage with a body and a **Dog Tag**. The Goliaths are tough as a group. Use charged strong attacks to knock down their guard, but save them for last.



Down the hall, there's another prototype fight, which works the same as the last. Once it's dead, take the next hall down. Mind the two grenadiers. With them clear, go into the big room. Find the truck and pull it out and then use it to jump up to the higher platform. Walk across the beams and make your way to the exit.



In the next room, stay on the top level and pry open the doors for a **Dog Tag**, and then lunge down where the enemies are. Go through the door. Notice the Health Boost in the next area. When you get near it, ghosts will swarm. It's tight space, so Claw Spins can work.



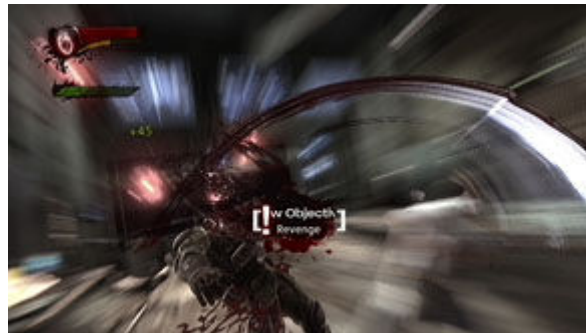
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### Unstoppable (cont.)

Go upstairs, and mind the three grenadiers. Bounce them back and when they die, there's some more enemies that spawn. Lunge over. Clear out the enemies, and then go through the door. Right near where the path turns left, there's a body with a **Dog Tag**.



Up the stairs, things get a little hectic. Keep to the sides and stay covered and take on enemies one at a time. In the next room, kill the two enemies and take the lift to pursue your prey. Head down the halls until you see him running.



Enemies will spawn, including Goliaths, which you need to use charged strong attacks on. When they're dead, go to the end of the hall and pry the door open. In the halls, keep a look out for the Samurai mutagen and then pry open another door move on. There are a couple more Goliaths, which you'll want to lure away from the grenadiers. You're back in the room where you moved the truck. Go through the small door on the bottom floor to find Anna.



It's time to escape through the spillway. Things are pretty easy until they start mixing elites and grenadiers, at which point you'll need to do some trickier countering. After that, the floodgates open and it's time to book. Run until you're in range of the trucks, and then lunge. Hack your way from truck to truck. On the last one you'll have to reflect a grenade and kill your enemy from afar to trigger the level end.



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**Team X**

Down the path a bit, there are a handful of enemies to warm up on. Just use them to build Rage. Leviathan will follow. Fight him exactly as before. Before you go through the gate, turn around toward where you came from and take the left for to go collect a **Dog Tag**.



Go in the temple. Directly opposite the entrance is another **Dog Tag**. Hang a left and go downstairs. You'll fall through the floor. Turn on your feral senses to avoid the spikes, and pull the statue so you can jump on it and get the Unstoppable 1 mutagen. Then, pull the statue out further so you can jump to the road ahead.



Go downstairs and into a room with a crank and lowering spikes. Turn the crank as fast as you can until it's all the way open and then dodge toward the body to get the **Dog Tag** and then dash out the door.



Go down the hall and out into the courtyard. You'll be ambushed. Switch the Feral Vision on, and enter Berserk mode to mow these guys down. When they're clear, grab the movable statue from the corner. The Hunter will come to life. Fight him with counterattacks and specials. Now move the statue over the pressure pad to lower the gate.



Mind the spikes down the hall. The timing is tricky so watch for a bit first. Climb the rope, and you'll emerge in a large courtyard on a wooden platform. There's a crank here. All the way in the back right corner of the courtyard on the ground floor, you can find a **Dog Tag**. Near here, there's a statue you can kick down. Drag this toward the middle of the area and then off to one side so you can jump up on the ledge and smash the wood scaffolding around the statue. Go smash the scaffolding by the feet of the other statue and then go back to the crank. Now when you turn it all the way, all three statues will emerge and you can go all the way across. If you go right from the wood platform there's also a Health Boost.



Feral Vision will once again help you avoid traps in the hallway. In the courtyard, there's another big fight with a Leviathan and assorted other baddies. When the gate opens go toward the bridge. A big fight breaks out. Quick Kills or Claw Spins are most effective in these tight spaces.



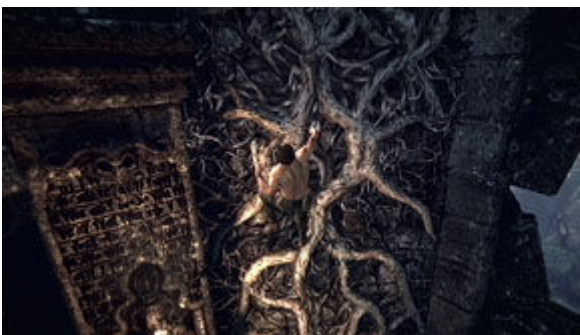
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### Team X (cont.)

Enter the tower and climb the rope. You'll have to stop to fight a few baddies but nothing complicated. Jump off on this level and then go outside. Take the walkway around to the vines, and climb up the exterior. Keep going up the ropes until you get to more enemies and you can go back in. You'll fight a Hunter among the others.



Go out the other side and up the rope and keep climbing vines. At one point you'll jump to a ledge and shimmy across. Now when you go back in to fight the next wave, you'll notice vines inside. Climb all the way to the top of the tower. When you get there, turn right to find another **Dog Tag**, the last for this stage.



Now go the other way, across the beams and then climb up to the transmitter on the tippy top. Rip open the panel and then fend off the ambush. Throwing them off the sides works nicely in this elevated area. When they're dead, rip off the remaining two panels.





## Alkali Lake

Right as you start out there's a Shredder 1 mutagen off to the left. Go forward and you'll encounter 3 enemies, which you can impale on the trees. A bit ahead, there's a frozen areas with a few more. Go up the rocks and around, across the log bridge to reach the next checkpoint.



There are a whole mess of enemies ahead, so if you use Berserk you might even be able to make it back. Up ahead, you can jump up to a ledge, shimmy right, and then pull yourself up to get the Art of War 1 mutagen. From there you can keep heading up and then climb the wall of ice.



Go along the cliff a bit to trigger a cut scene with a helicopter, Right after, without moving, turn on your Feral Vision to spot a body with a **Dog Tag**. Fight the WENDIGO, and it'll run off. Just up ahead where it ran to, there's another **Dog Tag**.



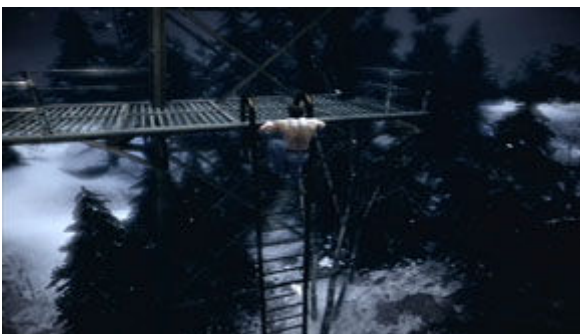
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### Team X (cont.)

Now you'll have to bolt from the helicopter. It'll drop bombs, and you'll want to run wide way around them. Jumping over them isn't enough. At the end of the path there's another **Dog Tag**. Climb the ice wall and proceed across the log bridge. There's a big crowd of machete and machine gun guys. You're going to want to bust out the Berserk right away and then clear any remaining gunners out with Quick Kills.



When the coast is clear, climb the ladder to the tower, and then jump up to the wire and climb across. Hop down to the health boost and off to the left. You'll encounter the WENDIGO Prototype again. Once it's dead, go down the hill. Mind the QTE down below. Keep going downhill until you get to the next checkpoint, in an area with some waterfalls.



Go up the rocks and across the log, and you should be able to spot a **Classic Wolverine Action Figure**, which will unlock the challenge. Up ahead, there's a huge ambush with too many enemies to count. Go Berserk, and make sure to take out the gunners that are standing on the higher ground early. From here it's counters, Quick Kills, and Claw Spins. Once they're clear, lunge across the gap on the high ground to reach the next path.



You'll fight a few more enemies before dropping down and getting a checkpoint notice. There are a bunch of gunners around some abandoned snowmobiles, but they're not much trouble. When you kill them all, you'll trigger an event. Afterwards, climb the ice wall by the waterfall and then jump across. You'll come to a few more enemies a bit further down and a metal fixture you can cut down to form a bridge. As soon as you cross turn right and look back a bit to spot a body with a **Dog Tag**.



You'll come to a compound with a guard on the opposite side of a fence. Kill him and then go through. Go straight ahead and left. You'll drop down a foot or two and there's a **Dog Tag**. Go 'round the corner. Goliaths show up, but you have plenty of room. Another prototype is dropped off, and after you kill it a ladder drops and you can go up.



Move across the rooftop and hit your Feral Vision to take on the ghosts. Go across the wire to the other roof, and then take the other wire back across and go up the ladder. Hack the tower down and take it inside the building.



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**Team X (cont.)**

Once inside, there's a pack of C4 you can pick up. There's also a soldier with some **Dog Tags** in this room. Take the C4 and drop back down outside. Go to the truck by the gate and go to the sparking electrical box. Plant the explosive and use the box to blow it up. Dodge back and forth between cover when you get to the bridge. On the far side, you'll be ambushed, but you can just throw them into the water. Off to either side on the far end of the bridge you can find a Rampage 1 mutagen and a **Dog Tag**. Climb up the ladder to go on.



There are a couple enemies up above and a Healing Factor 1. Out the other side, you'll see a brief event, and just ahead of this, you'll pass another body with a **Dog Tag**. Throw enemies off the sides, and hop across the gaps until you get to the ladder. Just bolt when the copter starts chasing you.



There are some ghosts on the way to the next ladder, but fighting them is simple. Before going up to the next level, get the Health Boost. When you get to the copter, just dodge the Vulcan fire and deflect the missiles with timed blocks.

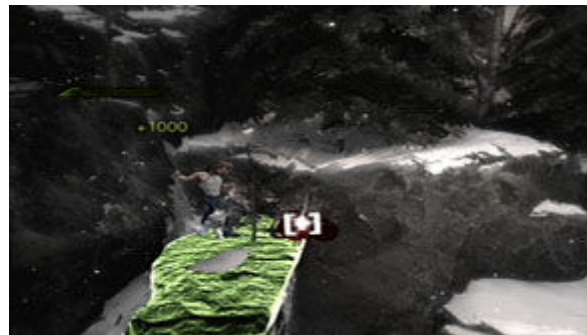


Hop across and go up the stairs to go inside. In the second room, hit the control panel to rotate the pad, and then move the truck onto it. Off to one side in this room, kick in the one door to get to a **Dog Tag** and the other door to get to the winch controls. Lower the winch, and then rotate the platform again and push the truck over to the side so you can hop

up to the crate suspended by the winch and climb up the rope. Hop over to the next rope, and climb the pipe over to the side. Drop down into the room with the Health Boost, and then climb the other pipe over. The next **Dog Tag** is obvious, as is the enemy you need to kill through the window.



A major fight breaks out. Take out the little guys before you get to the WENDIGOs. Once they smash the doors you can just move on, even if you don't kill them. On the road, there are a couple Grenadiers that are tough to kill with deflected shots because of the Goliaths, so go in close and kill them first. Turn on Feral Vision and notice a ledge with a body on it that has a **Dog Tag**. From here you should be able to see the route ahead.



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**Team X (cont.)**

Follow the path. Off to the right you'll find an area with a Vitality 2 mutagen, and get the "WoW" achievement. Further down the road, a sniper will show up. Climb up the tower and slide down the zip line. In the next area there are absolutely tons of environmental kills, so use this as a chance to rack them up. When they're all dead, turn on your Feral Vision to look for the ledge to jump to. When you climb up to the level above, look to the right to grab a **Dog Tag**.



Follow the path and turn on your Feral Vision to spot the next ledge. Go right past the waterfall. Slash the pipes and avoid the water. When you finally land, go left and get another **Dog Tag** and then go right to climb the ladder. Up above,

smash the crates and pull out the truck to climb up above. From here you can lunge to the gunner, and from there you can lunge chain over to the grenadier and grab one more **Dog Tag**. From here you can drop back down and fling the gunners and Goliaths into the ocean.



Go in the garage doors to go inside. There are a few enemies, and then a sniper sequence. You can dodge back and forth, but if things get rough, hide in one of the safe areas off to the left. All the way down and to the left, there's an Experienced 2 mutagen, which is very useful. Nearby, there are stairs up to the next level. Go up to the catwalk to pursue the sniper. Toss the baddies off the side and make haste.



The next check point is up above. After the cut scene, the WENDIGO Prototype spawns. There are 3 more of these in the area if you move close enough, so try your best to make them spawn one by one. Once they're dead, lunge to the copter, kill the pilots, and land on the tail of the next one. On the third and final copter, you'll need to attack the blades by rapidly tapping the weak attack button.



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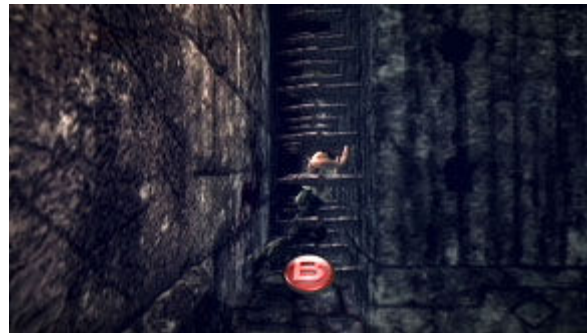
### Jungle Rendezvous

Head away from the tower and through the gate. The floor gives out and you'll have to fight a series of hunters. Throwing them into the gaps is the quickest way to dispose of them. When the way ahead opens up, go up the steps

and turn on Feral Vision to avoid the traps.



You're back in the room with the three big statues. You'll face a new enemy here: Shifters. These gals can teleport around and are hard to hit. Countering them is really the only strategy that works. Climb the rope and continue on. Just past the first wall trap, there's a **Dog Tag**. Just a bit down the hall is the end of this short level.



### Project Wideawake

Go through the vent and when you drop down get the Inner Rage 1 mutagen just behind you and the **Dog Tag** in the room off to the right. As you round the corner, there's another room off to the left with a second **Dog Tag**. Keep following the hall. Right when you get to the checkpoint but **before** you trigger the cut scene, go right through two sets of doors and grab the Health Boost.



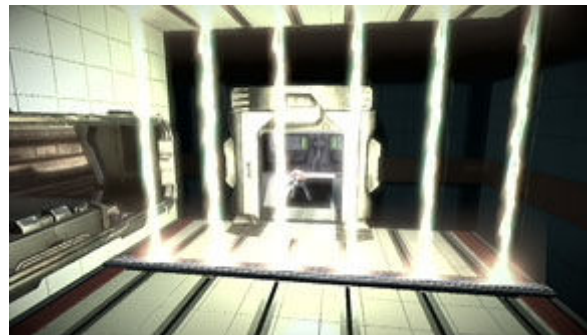
Now you have to fight a man dressed like Robocop and few droids. They're no big deal, but use Claw Spins or your new Claw Cyclone move if you're in a pinch. When they're done, go out the door and take the teleporter.



There are a couple more Robocops in the next area. Their shotguns make it a little hard to get close to them, so use a lunge. There's an adjacent room with a power cell in it. As you grab the cell, you'll be ambushed by a few Predator units. Try to attack them from the sides. When they're dead, take the cell into the next room and put it in the base to open the door.



There are two doors ahead of you. Take the left one. Fight off the droids and get the **Dog Tag** off the body on the ground. When the coast is clear, use the control panel to move the lasers in the next room, and then quickly run over and run across to pry open the door before the lasers catch up.



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### Jungle Rendezvous (cont.)

Use the teleporter controls to move the unit to the far end of the gap and then go through. On the far end, off to the left, there is a **Dog Tag**. Go inside. Near the door, you'll trigger a big battle. Keep your distance from the Robocops and their shotguns until the coast is clearer and then use your lunge. After the action dies down, you'll have a long elevator ride down and the level ends.





## Betrayal

There's a **Dog Tag** on the left and a Samurai 2 mutagen on a platform up to the right that you can jump to. There's a rope you can cut to drop down onto a pressure switch that raises two blocks in the middle of the room. There's a medium-sized fight and when it dies down, hop back on the switch and then up to the taller block. Lunge across from there. There will be an **Action Figure** right in front of you. Go along the walkway on the top floor and kick the torch/statue down and then drag it over to the torch on the left of the gate to light the extinguished eye. Now move it over to the pressure switch to open the door up.



Go inside now, and in the room with the Shifters get the **Dog Tag**. Down the hall you'll come to a big room with three statues and a base missing a crank off to the left. Drop down to the lower level and get the Unstoppable 2 mutagen, kill the two bad guys, smash the wood scaffolding at the statue's feet, and get the crank. When you bring it up to the base, you'll be jumped by a bunch of punks. Turn the crank to bring the statues out. Jump across and lunge to the far end. Grab the **Dog Tag** by the stone face. The level's end is just beyond.



## Raven's Explanation

Go right to get Shredder 2 mutagen. Off to the other side there are bunch of platforms going down. Hop on and look for the body down below and jump over to it. Don't stay on the platform for too long or it'll drop. Fight the enemies below and go over to the teleporter. Move it all the way left and then go through. You'll have to go forward across the big, moving crates, and make your way toward the three gunners.



There are a couple of moving platforms that you'll have to hop across. On the other end there's a high level and a low level you can jump to. Jump to the lower one to get the **Dog Tag** by the control panel. There's another **Dog Tag** all the way at the opposite end of this spot too, but it's tucked away in a little nook. Get back on the platform to get to the higher level.



You'll come to a teleporter puzzle much like the others, except this time you have to be quick because the teleporter moves back to its original position. One the other end, knock out the droids and go inside. Off to the right you'll find a **Dog Tag** by a worklog. There are also a few machine gunners. The next hallway had a few predators and droids, nothing too hard.

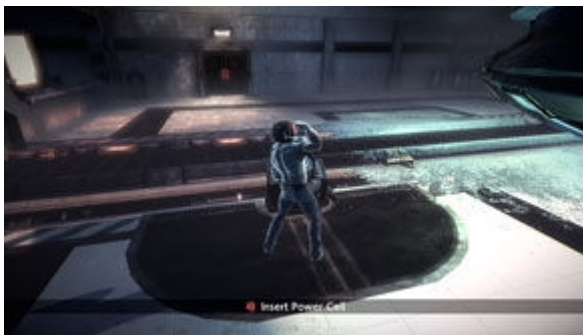


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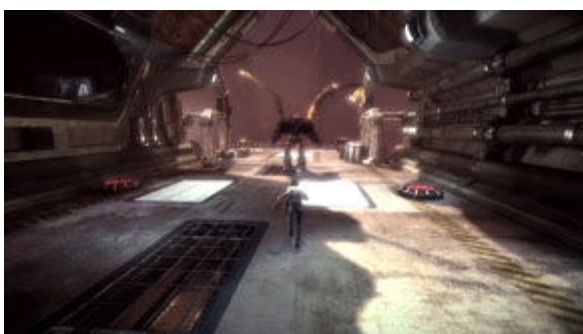
**Jungle Rendezvous (cont.)**

You'll come to the next checkpoint in a larger room. This is a longish puzzle. Move around the catwalk to the control room. Keep the teleporter in the middle of the room. Go through and pick up the Art of War 2 on the platform, jump up to the ledge and shimmy right to get the **X-Force Wolverine Action Figure**, and then go back. This time move the teleporter all the way right to get the "Cake" achievement/trophy and a Blood Rage mutagen. Go back *again*, and move the teleporter all the way left over the belt and go through. There's a **Dog Tag** in this area as well as a power cell, which you should bring to the base in the middle of the main floor and place in the console to activate the conveyor belt. Now move the teleporter to the middle and activate the cryo and quickly go through. Run into the freeze beam and icy

Wolverine will slide right on down to the next area.



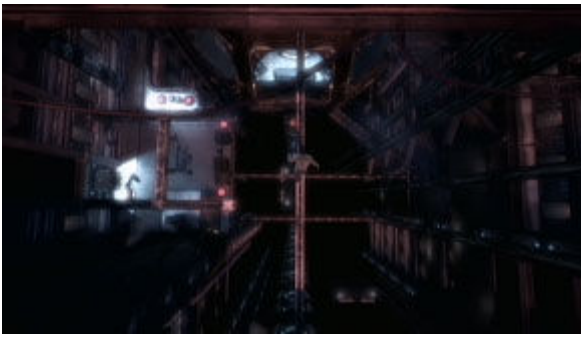
Boss time. The Prototype is an annoying fight. If you get long range, deflecting the missile barrages will do some good damage, but the timing is difficult. If you can deflect the first one correctly you can mash through the rest of them. Other than that lunging at its back and special moves are the only way to hurt it, and it's tough.



Go through the door and down the narrow hallway. Fight the enemies and you'll wind up back in the cryo room. From here retrace your steps back out the way you came into the cryo room for the first time. In the next area, four gunners spawn, and through the closet door on the right there's a **Dog Tag**. When you come out into the big area and fight a lot of gunners and a predator. When they're dead, find the elevator and take it up.



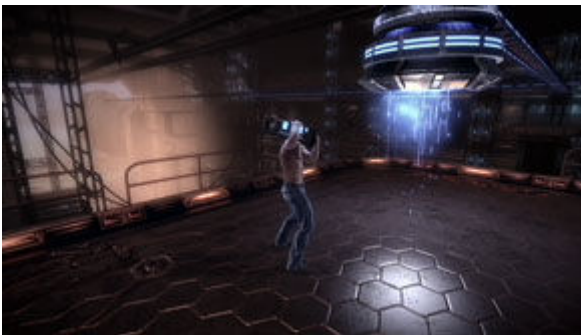
When you get to the top, the next **Dog Tag** is smack in front of you. Kill the ghost and then take the beam across to the next elevator. There's a very obvious **Dog Tag** left of this elevator. Down below, go down the one path to get a Savage mutagen, and use the controls to extend the bridge. Run across it as fast as you can and when it starts to retract, lunge at the enemy on the other side.



Hang a right to get the next **Dog Tag** and then go the opposite way to confront your fan club. Once you reach the far side of the walkway go far right to get a **Legendary Wolverine Action Figure**. Go the opposite way to get to a lift that will take you down below where you'll get a peek at the Sentinel.



Follow the path around to the control panel by the teleporter and grab the **Dog Tag** before going through the teleporter (don't move it just yet). Claim the power cell and the Health Boost and go back. This time move the teleporter all the way left to get to a Healing Factor mutagen. Now take the power cell and plunk it in the console nearer to the Sentinel. Move the teleporter most of the way left but outside the wall this time, and then go down to the control panel. Use it to move the sentinel, and now the bridge will work. Hop over the laptop with the worklog to get to a **Dog Tag**, and then go across the new bridge to exit.



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### Jungle Rendezvous (cont.)

You're going to have to fight another prototype. It's just like the last one, really. Go down the hall after the fight. When everyone's dead, a door to an elevator will open up. You'll arrive in a large cylindrical room with an incomplete Sentinel. There are some large sliding platforms. Ride two over and when the second one stops, climb the ladder and get the Vitality mutagen (the last one) and a **Dog Tag**. From up here you can get on the next level of sliding platforms. They'll bring you to another ladder in much the same way and there's once again a **Dog Tag** at the top. Use the controls to extend the bridges and go across.



## Finding Agent Zero

Back to the Jungle. There are a couple hunters up ahead. Just beyond right at the edge of the cliff, there's a **Dog Tag**. Lunge down to the walkway and fight to the far end. Jump to the ledge and shimmy left, hop the waterfall and pull yourself up. Off to the left there's another **Dog Tag** and you can start climbing the vines on tower.



You'll climb up to the next tier and then take a rope up to where you can go inside. There's a **Dog Tag** in here. Take the beams around and keep scaling the outside. You'll go back in, back out, shimmy across the outer wall. The vines will finally bring you to the top. There's a few shifters and a lot of machete guys up there. Claw Spins will serve you very well. When they're done, pry off the panels just like last time.



## The Sentinel

Hang a left and turn on your feral vision and you should be able to spot a body with a **Dog Tag** against the wall. Keep heading this way and through the door. You'll get a glimpse at the hand. Off to the right and forward a bit, there's an Inner Rage mutagen. Go left now and forward. In the path off to the left there's another **Dog Tag** by some crates. Keep following the path and you'll come to a lift leading down.



As soon as the lift arrives, turn around and look for the **Dog Tag** by the body. Climb the ladder and use the track controls. You'll have a few seconds to go down and move the car on the track past the piece of track in question. Wander around a bit and you'll find another ladder leading up to a Health Boost. There's a panel up here for the next piece of track, so same deal. You should be able to guide the hand to its destination and it will lower down. A bit to the left of the last ladder there's a Rampage mutagen and another ladder leading to a **Dog Tag**. Go to the panel by the hand, and use it to rotate 90 degrees left and shoot the door out.



Once you take care of the shotgun enforcers, go through the newly opened door and down the hall to take the lift. The final Samurai mutagen and a very obvious **Dog Tag** are in the control room. This teleporter puzzle has a bit of a twist. You can control two units. Look for where the two tracks cross. Move the purple one just past the intersection and the blue one right behind it to stop it from springing back. Take the transporter, and then take the blue one over to its source, and go grab the power cell. Take it back to the control room, and head back to the lift and return with the cell to the room with the hand.



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**Jungle Rendezvous (cont.)**

You might recall the console that needed a power cell by the hand. Put the battery in the slot and get ready to do some shooting. This is a pretty simple sequence. After you pop enough enemies, the gun will lift up and you can shoot the Sentinel in the head. Go back out into the big room where you just blew up the head, and look for the door you can pry

open. Look for the two **Dog Tags** and get them before going to the far side of the room and triggering the cut scene.



After the cut scene, turn around and you'll spot the last Art of War mutagen, and the final **Dog Tag** of this stage. Go back out into the Sentinel room and go across the newly opened bridge. Go through the door and through the room where you fought the first Prototype. Keep going until you get to the room with the complete Sentinel. Run in front of it and watch the fun. This fight is a bit long and difficult. You'll want to stand on the sparking grates to bait it into stomping or punching them. You can then let loose with your best moves. You'll eventually be able to destroy its hands and feet. This is when the fight ends. You can also damage its hands by letting it pick you up and fighting your way out. You run a big risk of taking damage this way, but it might be worth it since the hands are harder to hit otherwise.



There's still more work to be done. Hold the right stick up and try to dodge the debris as best you can. This is just a chase. After the first round, you'll need to rely more on hitting debris with the attack button, so work on your timing. It's tough at first. On the third landing, you'll have a QTE that you'll need to be very fast on, so be ready.



### Put Up Your Dukes

Let the Blob trample as much of the aisles away as you can so you have a bit of room to work. After that, you'll want to hit and run with strong attacks, Fury moves, and combos. You can't lunge at him, so just chip away. After a while he'll start doing a belly flop move. After this you can lunge or jump on his back. Ride him around in circles for as long as you can. Every time you "steer" him, you do damage. Keep this up and he'll be dead in no time.



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### 52 Pickup

Things start with a bang when Gambit gets pissed. In close combat, counters are the best, safest way to hit him. When he gets up on a perch, you need to deflect a card at him and then lunge while he's stunned. After you do this three times, the battle will end.



Grab the Health Boost just to your right and go up the stairs. After the cut scene, there's a **Dog Tag** just to your left, and then start slashing. The only tricky thing here is dealing with the Goliaths, but you should be used to that by now. After they're all dead, move the big crate over to the platform so you can reach the rope.



Climb the rope, jump across the gap, and then go hand over hand on the rope line. When you land again, go right to get another **Dog Tag**. Go the other way and kick down the one door and smash the second with your claws. Turn right and look for another **Dog Tag**. Go down the hall, past the three ghosts, and into the bigger room. There's another **Dog Tag** by the fountain.





Upstairs a bit, you'll fight the assassin. This takes some good countering, and air combos work too. Kick down the big double doors. Turn on your Feral Vision and turn right and you can spot a **Dog Tag**. Fight through the assassins and assorted others and then move the crate over to the platform so you can jump up.



On this upper level, you can make your way around as far as you can and find an **X-Force Wolverine Action Figure** and then swing across the rope line and grab a **Dog Tag**. Now go stand on the little tray held by the two statues and lunge to the guy by the elevator. When you reach the next level, go left and use the rope to get to the **Dog Tag** and then go back. This time go across the beam, and then hang a right until you get to the stairs.



Go up the stairs and a helicopter attacks. Off to the left, there's a **Dog Tag**. Climb the obvious series of platforms by the window, and then run to escape the crumbling path (jumping a lot helps). You'll take a spill and land in a room with a lot of roulette tables.



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### 52 Pickup (cont.)

In the next room you'll fight three assassins. They're pretty fearsome together if they surround you and use their stab moves, since they can more or less juggle you. Hitting hard and fast and taking at least one of them out with Fury moves is a good idea. Afterwards a window busts open and some more enemies show up. Throw them off the side, and then follow the ledge outside to the ladder up to the roof. Go left and follow the roof all the way around to the other side to get a **Dog Tag** and go back the other way.



Climb up the wall with the grid pattern and then hop left to the ledge and keep going that direction. When the assassins pop out, go inside to grab the Savage mutagen. Keep going and then drop off to the right to fight Gambit. The pattern is much the same as before, but the space is tighter and you'll have to deflect very rapid barrages of cards. You don't have to knock off much life before the fight ends.



Go forward over the narrow beam and then head right. Keep going and then climb up the wood scaffolding and get to the rope. It's a long climb. When you get to the top, climb the wall to get the **Legendary Wolverine Action Figure**. Go back down the wall and grab the zip line down, and then take the other zip line back. There's a **Dog Tag** here.



Hop up the boxes and climb the next wall to get inside. Kill the two grenadiers with deflections and then hop down into

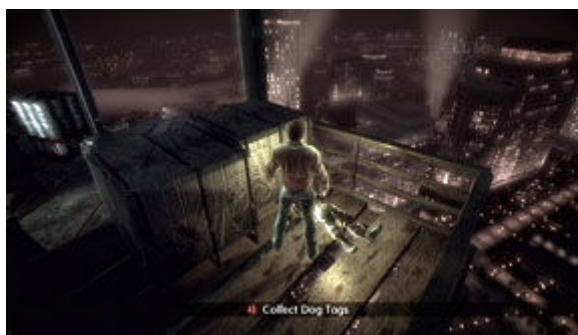
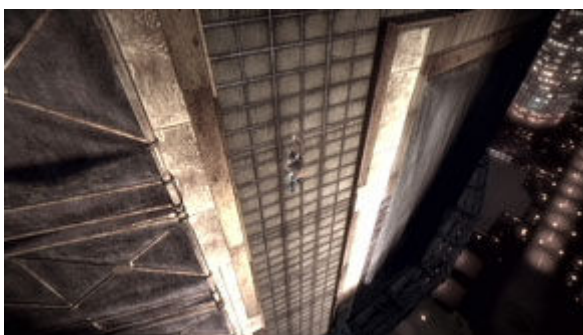
the lower area for a **Dog Tag**. Cut the rope and jump across. Shortly past this, in the area below the hanging crate, there's another **Dog Tag**. Jump across to the crate and then over to the room with the Health Boost. The chopper shows up again. Lunge at it and mash your way through until it's dead.



When you resume control in the burning room, look for the **Dog Tag**. Go across the bridge and deflect the grenades. Off to the right on the far side of the bridge, get the **Dog Tag**. On the opposite side, there's a Health Boost. Push the big crate on the bridge up to the elevator so you can get in.



There's a big group of assassins to tangle with. Go all out, because assassins are dangerous in high numbers. Also stay on the outside and don't get surrounded. There's an **Action Figure** tucked away by some crates, too. Go out on the ledge and find the wall to climb up. You'll see a quick scene of Gambit sliding down a zip line. On the left side of this room, you can get up to a ledge (use Feral Vision if you're having trouble). Climb the wall with the half ladder. On this level, there's a body with a **Dog Tag** up a wood ramp, behind a crate. It's hard to see, but just go opposite of where you see the rope leading down.



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**52 Pickup (cont.)**

Take the rope down, and go to the adjacent platform and down the hall to the ladder. On the next level up, make your

way to the crates on the left, and smash them so you can jump to the rope with the crate attached. Climb up and hop to the wood platform. Follow the path through the door and up the crates and junk to the next level. Hop across the little gap and then go up onto the platform on the left so you can lunge across at the enemy inside.



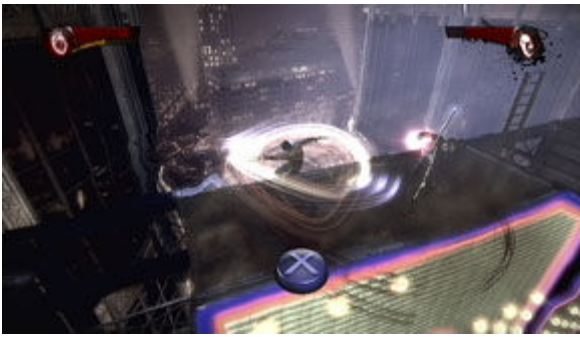
Fight your way to the far end and climb the ladder. Just past here there's an area with a beam held in place by two ropes. Go down below and hack the ropes so it rotates and you can cross it. From here go straight all the way to the end, and look left for a **Dog Tag**. Along the wall here, there are crates and platforms you can climb up. Jump to the rope, and from here you have treacherous series of rope jumps. As you reach the last one, you'll see Gambit climbing a ladder. Hop off on the wood platform from the top of this rope.



Make your way to the crane and take the zip line down and then climb up the crane ladder (the same one Gambit was on). At the top you'll want to chase him at the end. Jump the cards instead of deflecting them. When you get close enough, jump on the helicopter.



The fight continues on a big sign. The patterns remain roughly the same. Claw Spins in close range help, and deflecting cards opens up for a lunge (though this isn't as powerful as in previous fights). At a couple points, he'll bait you into a lunge at the last letter on the left, and you'll have to do it, but it'll result in a QTE that you have to make or restart the fight. Immediately after these QTEs, you'll have to lunge, so be ready. There are other points where he'll similarly stand in place at one point and throw cards slower than normal, and you'll have to knock down a letter.



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### The Village

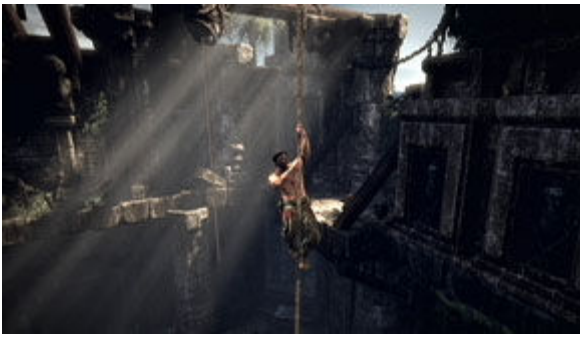
The stage starts off with a battle against a lot of machete guys. They're insects at this point. When you're done, move the statue over the pressure pad and go through the door. In the hallway, there's a pressure pad that opens a gate. Stand on it and lunge at the enemy on the other side.



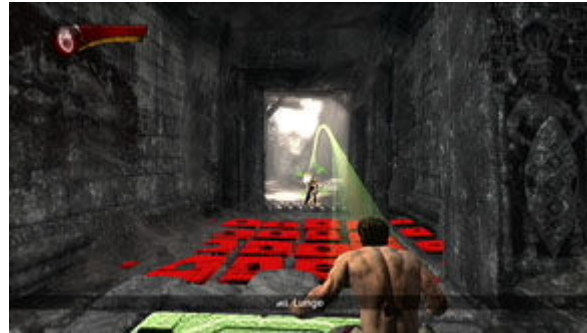
There's a rope to cross the pit, but fist drop down in there and get the **Dog Tag** and then cross. There are some spikes in the hall, no biggie, and then you'll come to an open area with a cage in the middle. When they're all dead, turn the crank to lower the gate. The Leviathan interrupts. That brings back memories, doesn't it? When it's dead you can finish opening the gate.



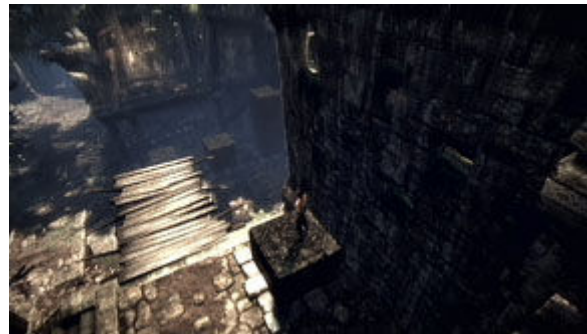
Follow the path around and up and you'll come back out in the courtyard with some ropes in front of you. There's a ledge in this area that can take you to a **Dog Tag**. Jump to the third rope and look right for an **Action Figure** and then jump on top of the cage and slice the rope. Push the cage onto the little "sled" in the next room. Go up the hill to the crank, turn it, and then hop on the crate to get to the door on the top level.



Go down the hall, and you'll pass more spike traps and come to a lever that you need to throw. Jump down below and fight the machete champ and his lackeys. When you're done, move the statue to the position opposite where it is, and go through the newly opened door. There's another pressure switch/lunge puzzle. It's completely linear.



After you fight the shifters, go up the stairs and stand on the block-switch. It raises a block down below, which you can hop on to jump to another block switch. This raises a bigger block, but you'll need to quickly run back and raise the first block again so you can jump to the second and then up to the ledge and out of the room



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### The Village (cont.)

When you get to the next machete champion, smash the door to reach the last Unstoppable mutagen. Cut the statue down and kick it down below. When you go down after it, a Leviathan pops up with a few helpers. The multiple enemies makes it a bit harder to target the Leviathan with a lunge. There are lots more enemies to fight even after it's gone, but you're probably buffed enough by now that it's nothing. When the fight is over, move the two statues onto the pressure switches on either side of the gate.



### The Dead Pool

Big fight to kick off. The ghosts are a little harder to lunge at, so just get in close. When everyone is dead, go through the door and notice the **Dog Tag** at the corner. In this same hall, in a caged area on the left there's one more **Dog Tag**, and then across the bridge in a room with windows, there's the **very last Dog Tag** in the game. That's 95 in all, for those keeping track.



Now it's time for a rematch with ol' Sabretooth. Just like before, counterattacks are really powerful. He goes down shockingly fast with a few strong counters. Next up, Deadpool. The first phase of the fight with him is also ridiculously easy. If you can get him on the ground (counters + strong), you can keep lunging on him with strong attacks indefinitely.



After this you move up to a large ring-shaped area. The fight is complicated by the addition of teleportation and a beam attack. Lunges are helpful, still. At certain points, he'll knock out a segment of the ground, and you'll have to run in slow motion. Lunge toward him after this. He's still not too hard, luckily.



And that's all she wrote. It's a little anticlimactic, but we hope you had fun.