

X-Men Origins: Wolverine FAQ/Walkthrough

by rata1

Updated to v1.20 on Jan 2, 2011

```
-----
--X-MEN ORIGINS--
--WOLVERINE--
\-----By Alek Kettenburg-----/
\-----Start Date:6/14/10-----/
\-----end Date:06/29/10-----/
\-----Type: General Walkthrough/ Faq-----/
\-----Version 1.00-----/
\-----As of 00/00/00-----/
-----
```

```
-----
\-----Table Of Contents-----/
-----
```

To use the table of contents find the part of the guide that you want to see and press CTRL F then copy and paste the code next to the name and press next.

1.Table of Contents---	[You are looking at it]
2.Introduction-----	[IOD1]
3.Tips and Advice-----	[TAA2]
4.Controls-----	[COS3]
5.Mission 1 "The Koga Offensive"-----	[TKO4]
6.Mission 2 "Dojo Siege"-----	[TKO5]
7.Mission 3 "Mine Recon"-----	[MRN6]
8.Mission 4 "Mine Assault"-----	[MAA7]
9.Mission 5 "Mine Collapse -----	[MEC8]
10.Mission 6 "Bar Brawl"-----	[BBL9]
11.Mission 7 "Escape from Alkali Lake"-----	[ES10]
12.Mission 8 "Desert Strike"-----	[DS11]
13.Mission 9 "Weapons Factory"-----	[WF12]
14.Misison 10 "The Foundry"-----	[TF13]
15.Mission 11 "On the Run"-----	[OR14]

16.Mission 12 "Cornered"-----	[CD15]
17.Mission 13 "Three Mile Island"-----	[TI16]
18.Mission 14 "Level 5"-----	[L517]
19.Mission 15 "Shock Chamber"-----	[SC18]
20.Mission 16 "End game"-----	[EG19]
21.Move Set-----	[MS20]
22.My Other guides-----	[MG21]
23.Legal Crap-----	[LG22]
24.Strategies\ Info Needed-----	[SN23]
25.Credits-----	[CS24]

---Introduction--- [IOD1]-----

Hello and welcome to my Third guide (as of 6/14/10). I am not very good at spelling so there are bound to be some spelling errors. So if you find any spelling errors or something about the game that I missed contact me at Ratlips24@aol.com. Seriously tell me if I did something wrong. I enjoy the feedback and I will not get mad at all. Thank you for reading.

---Tips and Advice--- [TAA2]-----

1.Roll. Rolling will allow you to avoid most attacks and this will allow you to regenerate your health while still avoiding attacks.

2.pounce. Always pounce whenever you can. pouncing lets you hit guards from far away and do quick damage and it also lets you get close to the enemy.

3.Wait to complete some objectives. Most secondary objectives are very hard to complete on your first time through the game. So about 80% of secondary objectives you should wait till you beat the game and get max health, regeneration, and damage, then come back to beat the objectives (Note they don't give anything related to game play so your not missing much (recorcing, movie scenes, and stuff like that)).

4.Rage. Always use your rage bar when it fills, because in most situations it won't fill all of the way and it will become depleted if you try to fill it all of the way.

---Controls--- [COS3]-----

\ _____ /
Here are the game controls. As far as I can tell you cannot change the controls. Of course I can be wrong.

X--jump/interact

Square--light attack

Triangle--heavy attack

Circle--Pounce (you can only pounce when a circle appears over the head of an enemy)

L--Grab (if you grab them successfully you can through them)

R--Roll

Analog Stick--Move

D-Pad-- down on the D-pad Activates rage mode. This option is only available after a certain mission in the game and the rage bar (the bar in the upper left corner) must be at least half full. The other arrows don't do anything at least as far as I know.

/ _____ \
-----\
---Walkthrough--- [WHH3]-----\
-----\
\ _____ /

This is probably what you are reading guide for so here we go. Also I will say "continue along the path" a whole lot. If I say this it is probably a linear path that is obvious to follow. One last thing, I will not say how to kill every enemy you face. Just assume if I say "there are 3 guards in this room" that you should kill all of them.

/ _____ \
-----\
---Mission 1 "The Koga Offensive" [TKO4]-----\
-----\
\ _____ /

(Note: this guide is meant for normal difficulty)

Primary Objective

Assault: Reach the Dojo and bring the Hand down.

Secondary Objectives

Relentless: Defeat 25 enemies.

Untouchable: Complete the level without taking a hit.

Once the mission starts ninja will start spawning and the game will start explaining some of the controls to you. The ninjas are very easy to defeat and after you kill about 5 or 6 of you will be able to smash down the door. To do the first secondary objective all you need to do is stay in the same area you started in and keep killing ninjas (they never stop spawning). For the second secondary objective keep rolling around and jumping to avoid there attacks since there not very fast.

Anyways, break through the door with arrow next to it. In this next area more

ninjas will spawn. After you kill 2 or 3 of them you will encounter the first boss of the game.

---Boss fight---

(I am not really sure what to call this guy). So if you know please email me. This guy is really easy to beat. He will either block or slash. If he blocks press L to throw him and then press circle to jump on him and then press square three times and triangle three times to inflict massive damage on him. The rest of the time all you need to do is roll to avoid his attacks and hit him with light and heavy attacks.

After you kill him break through the door with arrow next to it and go up the hill and activate your feral sense next to the blue circle. Jump onto the ledge and follow the wooden path to end the mission.

Game stats

Primary objectives

Assault: Health Increase

Feral: Ferocity Increase

Secondary objectives

Relentless: Concept Art Unlocked

Untouchable: Audio Log Unlocked

/-----\

---Mission 2 "Dojo Siege"--- [TK05]-----

\-----/

Primary objectives

Recover: Obtain the intelligence from the Hand's Dojo.

Secondary objectives

Shinobi: Pounce kill 5 enemies.

To get this one just get there health down to half then press circle to instantly kill them.

Once the mission starts walk forward towards the building and kill a couple of ninjas and crossbow men. After you kill them all the door to the dojo will open and some 3 ninjas will spawn. Kill them all then enter the dojo and activate your feral sense in the blue circle.

This next area is a bit tricky to do. On the ledge in the top of the room crossbow men will spawn and start shooting at you. If you hit one of the poles with a candle on it, it will cause a small fire on the ground. If you touch a fire your health will stop regenerating for a short period of time. To start kill the guys with the crossbows then kill the ninjas while trying to knock down as few of the candles as you can. After you kill about 10 more ninjas you will trigger a boss fight.

---Boss fight---

This guy is exactly the same as the guy you faced on the first level of the game. Hit him with a short combo to hit him on the ground and then jump on him. The only thing that is different is that you have to avoid the fires all around the room. Kill him to end the mission.

Game stats

Recover: Regeneration Increased

Secondary Objectives

Shinobi: Concept Art Unlocked

/-----\
-----\
---Mission 3 "Mine Recon"--- [MRN6]-----\
-----\
\-----/

Primary Objectives

Recon: Infiltrate the Mine.

Secondary Objectives

No Witnesses: Defeat 35 enemies during the Mission.

First strike: Prevent the guards from raising the alarm. (this one is done a later in the level).

Once the mission starts kill the 6 guards that will attack you. Take out the guys with guns first then the guys with knives because the guys with guns can be very annoying since they interrupt your combos. Once they are all dead go down into the mine and brake through the wooden boards and kill 2 more guards that will show up. continue down the mine and you will have a choice of two paths. They both lead to the same place so I will explain how to go through both paths.

Right path: Has slightly more enemies so you should go down this path if you want to get the first secondary objective.

Both paths are very easy to go through so I am not going to write about how to go through them. Either way you go you will end up on a platform were you will have to fight 10 guards. Again kill the guys with guns then the ones with knives. After they are all dead jump off of the side of the platform and kill the 4 guards down there and brake the box with the red light. Jump back onto the platform and go across the bridge and go down the path.

After a short Cutscene walk forward and press circle to instantly kill the guard going for the alarm then kill all three of the guards in the room. In the next room you will have to face 2 heavily armored guards with machine guns. They really aren't that hard its just that they take forever to kill them. Just keep pounding on them and you should be able to beat them since there guns don't do to much damage. Continue down the path to end the misison.

Game stats

Primary Objectives

Recon: damage increase

Secondary Objectives

No Witnesses: Movie Unlocked

Fast Strike: Audio Log Unlocked

/-----\
-----\
---Mission 4 "Mine Assault"--- [MAA7]-----\
-----\
\-----/

Primary Objectives

Theif: Retrieve the Adamantium Ore

Secondary Objectives

None for now

Once the mission starts walk forward down the path to trigger a boss fight.

--Boss fight---

Burning Man

This guy is very annoying if you don't fight him the right way. This guy will do one of three things.

- 1.Punch and kick combo. This will take about half of your health out.
- 2.Shoot a fireball out. This will take out half of your health but is easy to dodge.
- 3.Set himself on fire.

While the burning man is on fire, every time you hit him you will take some damage and be set on fire. Needless to say if you attack him while he is on fire you will wind up killing yourself. So to get around this wait for him to shoot a fireball at you then it will be safe for you to hit him as much as you want till he sets himself on fire again. So just dodge his close range combo and wait till he is no longer on fire then pound on him with everything you have got.

Once he is down to half his health some of the fires will go out. Go up the newly revealed path. kill any enemies you see along the way and eventually you will encounter the burning man again. He will have 3 fourths of his health left. Do the same thing you did last time. The only difference this time is that a couple of soldiers will spawn. After you get him down to about 1/3 of his health he will teleport away again. Jump up the steps and cross the bridge for a final showdown with the burning man. This is the same thing as the other two times you faced him. The only difference is that if he walks into the water he will no longer be on fire.

After you have killed him go down the path right next to you. In this next room you will have to destroy all 6 fuse boxes on the pillars. Sounds simple enough right? Well the only thing is destroying a fuse box will take out half of your health. But on the up side whenever you destroy a box all of the enemies in the room will be killed. Wait till you have half of your health then destroy a box. Keep doing this till all of the boxes are destroyed thus opening the door. Go down the path to trigger another boss fight.

New Secondary objective:

Kill the Crystal Bruiser without the generators

---Boss Fight---

Crystal Bruiser

I have faced this boss about 10 times and I have not figured out how to kill him using the generators. So if you know how please send me a E-mail. So to get the secondary objective all you need to do is keep hitting his back and when he turns around to try to punch you, you just need to roll in between his legs. Repeat this till he is dead. (Note: you will have to face this guy again many more times but just with less health so you should remember this strategy on how to beat him). Once he is dead the mission will end.

On a unrelated note I got a 157 hit combo using this strategy.

Game stats

Primary Objectives

Theif: Health increase.

Secondary Objectives

Stubborn: Concept Art unlocked

```
 / _____ \
 |-----|
 |---Mission 5 "Mine Collapse"--- [MEC8]-----|
 |-----|
 \ _____ /
```

Primary Objectives

Survivor: Escape the collapsing mine.

Secondary Objective

Sprint: Finish the level in under 10 minutes without dying or reloading.

Enraged: Defeat the elevator without dropping a zero ferocity.

Before I start talking about how to beat this level I would like to say something about the secondary Objectives. The secondary objective Sprint is possible to complete your first time through but its kind of hard to do. I recommend waiting till you beat the game before you try to get this objective.

Anyways when the mission starts go forward onto the elevator and "Activate" the elevator. Now you will have to face a couple waves of soldiers. Getting the second secondary objective "Enraged" should be very easy. All you need to do is keep hitting them. You will have to fight about 6-7 soldiers and a Crystal Bruiser. Don't worry he only has like one tenth of health of the one you just faced. Just use the same strategy you used before (Hit him with a small combo then roll through his legs).

After you defeat the crystal bruiser your little elevator ride will end. After you get off of the elevator kill two more guards then continue down the path. Farther down the path kill 3 more guards then break down the door and continue down the path. Once you come to a dead end turn left onto the bridge and start walking towards the guard across the gap and press circle to jump over the gap. Kill the guard then start going down the path to the left. Once you reach the door destroy the box near the door and go through the door.

In the next room there will be some more guards in the room. Take out the guys with rocket launchers first then the other guy because those rocket launchers will take out about half of your health. Once they are all dead go down the path on the left side of the room. Don't even worry about the fallen rocks if you just walk in a straight line and don't stop running you shouldn't get hit by more than one rock. At the end of the tunnel jump off of the balcony and kill the 9 or 10 guards on the ground then destroy the tower with the arrow by it. Next go down the path and turn right and you will have yet another face off with the burning man.

New Secondary Objective

Decimate: Defeat the Burning Man without dropping below 50% health.

Just do the same thing you did last time. Just wait for him to shoot a fireball then start beating the crap out of him.

Once he is dead go down the newly revealed path to end the mission.

Game stats

Primary objectives

Survivor: Regeneration Increase

Secondary objectives

Sprint: Movie unlocked

Enraged: Audio log unlocked

Decimate: Concept art unlocked

```
_____  
/ _____ \  
-----  
---Mission 6 "Bar Brawl"--- [BBL9]-----  
-----  
\ _____ /
```

Man I hate this mission so much.

Primary Objectives

Brotherhood: Take down Creed

Secondary Objective

Brawler: Defeat Creed within 2 minutes

Let me just say right now that it is pretty much impossible to do the secondary objective on your first time through the game.

Skip this part if it your first time through the game

```
-----  
If you do come back to get the objective after you have gotten rage mode all you need to do get rage mode hit him onto the ground then jump on him. You should be able to take out half in about 10 seconds. If you need your rage bar to fill let him do a short combo on you while you have full health.  
-----
```

---Boss Fight---

Creed

Here are creeds moves

1. Block (when he crosses his arms in front of him).
2. Dash (he will quickly move towards you and move his arm up 4-5 times)
3. Roar (If you are in a 2 foot radius of him he will nock you back)
4. 5 hit combo

Not only does all of his attacks take away half to three quarters of your health he also regenerates his health. When he blocks just throw him then press circle to jump on him while he is still on the ground and start hitting him. To avoid the dash attack all you need to do is just jump around. Right after he uses his dash attack he will just stand there allowing you to come and to a combo on him. Make sure not to do a super big combo or else you will get hit by his roar attack or his 5 hit combo. The battle really isn't that hard it just requires patience and you just need to stay calm and don't get reckless. Also if you hit him while he is blocking he will hit you and it will take away

half of your health.

After you take away all of his health your health bar will disappear and the screen will slow down while Creed kicks your butt.

Game stats

Primary Objectives

Brotherhood: Rage Mode unlocked

Secondary Objectives

Brawler: Costume unlocked

```
-----\
-----\
---Mission 7 "Escape from Alkali Lake"--- [ES10]-----\
-----\
-----\
```

Primary Objectives

Unleashed: Escape the Dam

Secondary Objective

Escapist: Escape in under 6 minutes without dying or reloading

As you probably noticed you unlocked Rage mode during the last mission So I would like to take a moment to talk about it. Rage mode is activated by pressing down on the D pad. You can only activate rage mode if the bar directly below your health bar is at least half way full. There are two ways to fill your Rage bar. The first way is to hit your enemy. This way is kind of slow while fighting bosses. The second way is taking damage. This way is much faster but it is kind of risky since you will be taking lots of damage. While rage mode is active three things will happen. 1. time slows down while you still move normally. 2. Your damage is tripled 3. Your rage bar rapidly depletes itself.

Once the mission start activate rage mode and destroy the 3 drones that are around you. (Note: if a drone shoots you, you will not be able to regenerate your health for a couple of seconds). Once the drones are gone soldiers will start spawning in groups of 2 and 3. There are about 10 in all and you will have your first encounter with a soldier with a flame thrower. Once they are all dead the door will open.

New Secondary Objective

Clear Air: Escape without triggering the poison gas.

(Note: to get this objective all you need to do is avoid hitting the red laser).

If at any point you touch one of the red lasers the hallway will fill with gas and you will no longer regenerate and you will start to slowly lose health.

In order to get the secondary objective Escapist you must get the secondary objective Clear Air. I will tell you why later.

For the first set of laser you must get by wait for the laser to blink by twice before going throw because the first time it turns off it will only be a second so you won't make it threw. Once past the laser kill the 2 soldiers in the hallway and "activate" the panel. (don't you just love how Wolverine works a computer). The next set of lasers will blink by 4 times very quickly so go

by threw the fifth time. Continue down the hallway and kill two more guards and activate the panel on the wall at the end of the hallway. For the final set of lasers only the top 2 lasers will diaper. Just wait for the laser to turn off then jump over and activate the panel on the wall and go threw the door.

Read this next paragraph only if you triggered the gas. If you didn't, skip this paragraph.

If you triggered the gas the door will not instantly open. You will half to wait a whole minute while about 20 drones (that come in groups of 3) wiltry to kill you. If you triggered the gas then it is very unlikely you will get the first secondary objective.

New Secondary Objective

Berserker: Defeat 15 enemies using rage mode.

Note: This is very hard to get with the First secondary objective. You will have to go threw this mission again to get it.

If you want the first secondary objective you will need to have at least 1 minute and 45 seconds left. In the next room kill 3 more guards then the force field will drop allowing you to get to the other 3 guards behind it. Once you are done stabbing them to death active the panel with the arrow next to it. The stupid computer will tell you that it will take a minute for the door to START opening. While you are waiting guards will continually spawn. After a minute the door will start to open but it will take another 15 seconds before you are able to leave. (Note: you can jump over the door While it is only partially open if you are short on time). Once you go threw the door the mission will end.

Game stats

Primary objectives

Unleashed: health increase

Secondary Objectives

Escapist: Concept Art Unlocked

Clear Air: Movie Unlocked

Berserker: Audio Log Unlocked

/-----\

---Mission 8 "Desert Strike"--- [DS11]-----

\-----/

Primary Objective

Combat: Reach the factory to stop the hand.

Secondary Objective

Stealth: Sneak through the base without setting off any alarms. (the lasers under the drones)

Blackout: Find and destroy the 3 generators.

Speed: Defeat the first 3 ninjas before they call for backup.

Once the mission starts quickly start pounding on the ninjas and you should be able to take them out in about 30 seconds if you use rage mode. After you kill the ninjas walk to the right of where you started the mission to get the first generator. after they are all dead you will have two choices of paths. Both lead to the same place and you can get the second secondary objective going both way.

----Left Path----

Destroy the panel on the wall then use your feral sense. Go down the path and avoid the lasers and then jump onto the crate and then jump onto the ledge that you just looked at. Go across the ledge and jump back to the ground. continue down the path. Once you reach the round area with the large laser in the middle guards will attack you. Kill them and the laser will activate. You now have to destroy the 4 boxes all around the room. Some more guards will spawn but they should be really easy since the laser will knock them down and kill them. All you need to do is jump over the laser as it come. DO NOT LET IT HIT YOU. It will take away most of your health away.

Once all of the boxes have been destroyed go to the console with the arrow next to it and then go threw the newly revealed path and open the door at the end.

----Right Path----

Just go down the path and try to avoid the lasers and eventually you will come to a room. In this room there are 2 more generators for you to destroy. This part is kind of hard to do because a bunch of soldiers with rocket launchers will spawn. All you need to do is kill all of the guards and you will have short 5 second window of opportunity to start hitting the generators before more spawn. Once you destroy the generators the door will open. Destroy the wall of crates and continue down the path.

Both paths will lead here.

In this next room there are a bunch of alarms and 2 more generators. Try your best to avoid the alarms then go to the upper right hand corner of the room to exit. Go down the path and avoid the lasers. There is nothing special about the laser they just go on and off. When you past the second set of lasers jump onto the crate and jump directly up and you should grab onto a ledge. On the ledge destroy the last generator then jump off and continue down the hall to the last room.

I really hate this part. You now have to destroy 2 generators while missiles being shot at you that will take about one forth of your health away. Make sure to keep moving. Kill the guard with the rocket launcher first and he should be replaced by a guy with a regular gun. Make sure not to kill him or another guy with a rocket launcher may come back. Once both generators are gone a giant ugly creature will appear.

---Boss Fight---

Don't really know what to call this beauty

this guy is exactly the same as crystal guy but this guy can heal himself. You can easily stop him from healing him by just simply attacking him when he puts his arms up. The battle is not really hard just very time consuming.

Game stats

Primary Objectives

Combat: Damage Increase

Secondary Objectives

Stealth: Costume Unlocked

Blackout: Concept Art Unlocked

Speed: Audio Log Unlocked

```
_____  
/                                     \  
-----  
---Mission 9 "Weapons Factory"--- [WF12]-----  
-----  
\_____
```

Primary Objectives

Chase: Catch up with Creed

Secondary Objectives

Devastate: Find 3 Fork lifts and destroy them.

Haste: Get through the warehouse in 2 minutes or less.

All throughout the first part of this level all you need to do is pass the enemies. You do not need to fight them its just a waist of time.

---Update--- 10\2\10 I somehow missed one of the forklifts. Once the mission starts turn quickly to your right and destroy the forklift.

Once the mission starts skip the 2 guards and break through wall of boxes then another. After you break through the fifth wall of boxes turn left to find the second forklift. Just keep ignoring the guards and continue down the path and you will eventually encounter 3 guards with flame throwers that you have to kill. Just use rage mode 1 time to kill them all instantly (Note: when you kill the guards the timer for the second secondary objective will stop).

Once they are dead go down the path and kill 3 more guards then the elevator doors will open where you will see 3 more guards. Try your best to fill up your rage bar. Once the guards are dead the door will open and you will have to kill yet another Crystal Bruiser. If you were able to fill up your rage bar from the guards you can finish the battle in about 4 seconds if you didn't, just use the usual strategy (do a combo then roll threw his legs). Once he is dead go threw the door in the top of the room.

Once you enter the room 6 drones will start attacking. They should be really easy since there attacks don't do to much damage. Once all of the drones are gone a boss fight will start.

---Boss Fight---

Mk1 Prototype.

The giant robot with the big gun isn't as hard as you might think. He has 2 attacks

1. Punch
2. Shoot energy ball

You just need to do the same strategy you used on the lizard thing and the crystal bruiser. There is another faster way of doing it to but it is kind of risky. All you need to do is get ether punched or shot by the robot. This should fill up your rage bar up one forth of the way. the rest you can fill up

by simply hitting him a couple of times with your heavy attack or get shot again if you have enough health. Once you kill the robot go down the path and destroy the last forklift right before going onto the bridge. (not really sure where the second fork lift is. If you know please e-mail me). Go onto the bridge.

New secondary Objective

Unstoppable: Defeat the enemies on the bridge without taking a hit.

(I really don't know how to get this objective. If you have any strategy email me I will give you full credit).

On the bridge you will have to fight 6 small version of the robot that you just faced. You just need to use the same strategy. Roll threwhere legs, do a short combo then when it turns around again repeat the process.

```
_____  
/_____\  
-----  
---Mission 10 "The Foundry"--- [TF13]-----  
-----  
\_____/  
_____
```

Primary Objectives

Hitman: Defeat the Hand leader once and for all.

Secondary Objectives

Ruthless: Kill 15 ninjas

This entire level is just a boss fight. Once the mission starts walk down the hallway till you come to a large room.

---Boss Fight---

Shielded mk1

All through the fight ninjas and Burning men (the guys you faced in the mine) will spawn. While on the bridge just jump to your right off of the bridge and you will find a console with a arrow next to it. If you activate the console the robot will lose its shields for 30 seconds giving you a chance to attack it as much as possible. Again use the same strategy as you used on the other robot. After 30 seconds its shields will come back and all you will have to do is go back to the console and activate it again. Keep doing this and he will die eventually. That's all for this mission.

To get the secondary objective just stay next to the console and (the robot can't attack you while you are down there) and just kill the ninjas as they spawn.

```
_____  
/_____\br/>-----  
---Mission 11 "On The Run"--- [OR14]-----  
-----  
\_____/  
_____
```

Primary Objectives

Fugitive: Escape into the wild and find a safe place to hide.

Secondary Objectives

Hunting the Hunters: Defeat 40 enemies during the mission.

Once the mission starts walk down the tunnel and dispatch of 2 guards and another lizard thing. Once they're dead jump off of the balcony onto the ground. Kill 3 more guards with flamethrowers and 6 drones will spawn. Once you destroy all of the drones another drone will spawn and countdown will start. If you don't destroy the drone with the legs before the timer reaches zero, more drones will spawn. (Note: If you want to get the secondary objective it may be a good idea to not destroy the drone for a little while and get some extra kills.

Once the drones are dead go over to the blue circle by the trees and use your feral sense. After a helicopter blasts you continue along the path and some troops will start spawn. As usual go for the rocket launchers and flamethrowers first. After you kill about 10 guards you will have 2 choices of path.

Left path

GO down the path and kill the 2 guards then you will have to face a Crystal Bruiser, Burning Man, AND a Lizard thing. All at once. Take out the Burning man first since he's the fastest then the crystal guy and last but not least the lizard thing. Also the burning MAN is a good way to fill your rage bar. all you need to do is hit him while he is on fire to fill your rage bar. Once they are dead go to where the blue circle is to end the mission.

Right Path

Go down the path and you will see the drones with the laser alarms along with 2 or 3 more guards patrolling the area. If you trigger the alarm 3 or 4 guards will drop down from the sky. Also If you still need kills to get the secondary Objective all you need to do is keep triggering the alarm. Continue along the path and you will encounter 2 more Mk1 robots. you know the drill.

Game stats

Primary Objectives

Fugitive: Damage Increase

Secondary Objectives

Hunting the hunters: Costume unlocked

```
_____  
/ _____ \  
-----  
---Mission 12 "Cornered"--- [CD15]-----  
-----  
\ _____ /
```

Primary Objectives

Assassin: Defeat Agent Zero

Secondary Objectives

Cornered: Do not get hit by sniper fire

Fighting Blind: Defeat agent zero in combat without using your feral senses.

---Boss Fight---

Agent Zero

Once the mission starts you will be getting shot at by sniper fire. When the screen is outlined in blue and a snipers crosshairs appear instantly roll or else you will take massive damage. After about 8 or 9 shots a short cutscene will be triggered. After the cutscene Agent zero will cloak himself and stop using his sniper rifle. In order to get the secondary objective you will have

to try to look for his shadow. This very annoying to go since you can't use your lung attack on him.

---Update 10\2\10---: here are some strategies I have received from 2 people. Credit goes to WC662 for the first one and LordHokage2 for the second one. They are basically the same but I will list them both anyway.

Beating Agent Zero without feral senses is relatively easy once you get the hang of it. Get near the shadow of him and just use powerful combos, Wolverine will somewhat "lock on" and allow you to dish out some damage. The long part can be when the backup comes in.

I was able to see a faint, almost invisible, outline of him and I would just look for that and hack away til he moved and just find him all over again

Once you get him down to half health some guards will come making things all the more difficult. Agent zero has a very annoying tendency to rapidly fire missiles at you while you are on the ground. This is a very tricky battle and It took me a long time to beat the secondary objective. After you kill him jump onto the roof of the building to end the mission.

Game Stats

Assassin

Cornered

Fighting blind: green plaid shirt costume

Once you get him down to half health some guards will come making things all the more difficult. Agent zero has a very annoying tendency to rapidly fire missiles at you while you are on the ground. This is a very tricky battle and I haven't gotten the secondary Objective. After you kill him jump onto the roof of the building to end the mission.

/-----\
-----\
---Mission 13 "Three Mile Island"--- [TI16]-----\
-----\
\-----/

Primary Objectives

Storm: Break into stryker's secret base.

Secondary Objectives

Black Ops: Get into the base without setting off any alarms.

Smash: Find 5 weoponized plutonium containers and destroy them.

Once the mission starts walk forward and jump up into the large pipe. GO down the pipe an you will see a drone with lasers patrolling back and forth. Wait for it to go the far right side then quickly destroy the container and jump onto the ledge. Continue forward some more and you will see two guards just stands there on the ground below you. Jump down and kill them then go outside. Once outside again turn left and destroy another container. For the third container walk over to right most pole and there will be another container by the crates.

Now for the hard part. There are three panels you must now destroy. The only thing is each one is heavily guarded. The one by the building you just left

has 3 burning men, the one across from it has 2 lizards and a crystal bruise, and one by the electric fence has 3 robots. I have no real strategy for this. For the lizards just roll through their legs as usual. For the burning men just wait for them to shoot a fireball. Those guys aren't really that hard. The real challenge is the robots. The 2 smaller robots will punch and shoot out bombs. The large robot will punch and shoot lasers out. The robots will not pass a certain boundary line. The only safe way I have to kill the robots is to just jump and press square and repeat. Another faster way to do is to just start jumping around the robots and hope they only do enough damage to increase your rage bar and not kill you. Once there is only one of them you can just do the usual roll through their legs.

Once you have "Activated" all of the panels go to the fence where fought the robots break it down. Go up the stairs. Up the stairs you will have to face 2 burning men and shielded robot. Try to fill up your rage bar by hitting the burning men while he is on fire then activate rage mode and beat the crap out of the robot. Once they are all dead go across the bridge and take a left and hug the railing. Now do a small jump, just enough to go over the railing. You should land on a small platform with the fourth container on it. If you missed the platform when you jumped just go back up the stairs. Go back up the stairs and next to the giant hole in the roof of the building there should be another container. Jump down the hole.

While on the elevator 4 cloaked soldiers will spawn. After a couple seconds a blue circle will appear. Use your feral sense and kill those freaks. After they're dead 3 burning men will spawn. Try to build up your rage bar during this fight you are going to need it. What else could possibly show up you may ask. Well 2 giant robots. If you have a filled rage bar the battle will last 10 seconds. If you didn't fill your bar, you're screwed and I can't help you. Once you kill them the mission will end.

Game stats

Storm: Regeneration Increased

Black Ops: Audio Log Unlocked

Smash: Costume Unlocked

```

/-----\
-----
---Mission 14 "Level 5"--- [L517]-----
-----
\-----/
```

Primary Objectives

Alert: Destroy the holographic generators

Secondary Objectives

Monster: Defeat 100 or more enemies

The entire mission is just waves and waves of enemies.

first wave: 1 ninja

second wave: 3 soldiers

Try to build your rage while fighting these.

third wave: Mk1 robot, shielded robot, Orange robot.

Start with the orange robot then go for the blue robot then finish with the red one. again roll threw there legs. Once you destroy the robots you will be transfered to another area.

forth wave: ninjas and crossbow men

If you want to get the secondary objective just stay here and keep killing the ninjas since they are the weakest enemeis here. Once you are done use your feral senses and destroy the generator.

fifth wave: Soldiers with knives, guns, machine guns, flamethrowers, and rocket launchers

sixth wave: Lizards, Crystal bruisers, and burning men

seventh wave: Blue, orange, and red robots, drones, and invisible soldiers.

Game stats

Primary Objectives

Alert: Damage Increase

Secondary Objective

Monster: Costume Unlocked

```
_____  
/                                     \  
-----  
---Mission 15 "Shock Chamber"--- [SC18]-----  
-----  
\_____
```

Primary Objectives

Vengeance: Defeat Creed

Secondary Objectives

Invulnerable: Do not fall below 75% health

Once the mission starts hack the door down and enter the hallway. Go down the hallway and activate rage mode and hit the robot as much as you can. Once the guards are dead the robot will wake up along with a couple of cloaked guards. Once there dead go to the end of the hallway and turn left.

---Boss Fight---

Creed

Here we go again. He really doesn't have any new treeks up his sleeve. The only from when you fought him the first time is that he regenerates faster. Luckily you have some tricks up your sleeve. You have rage mode. Just press square then triangle. This will nock him up in the air then you press circle to grab onto him then press square a bunch of times then triangle again. He should be on the ground now. SO press circle to jump on him then press square, square, square, triangle, triangle, and triangle. Once you get him down to one forth of his health you will move to another area.

His health will refill to 100%. Now his healing is realy going to start picking up. You are going to have to hit him with Rage mode, so you may have to get hit a couple times. Once his health is down to one forth, you will change area.

His health will refill to 100% yet again. Just do the same thing that you have been doing. Once his health is down to one forth your rage bar will max out

allowing you to finish him off once and for all. That should end the mission

Game Stats

Primary Objectives

Vengeance: Challenge Room unlocked.

Secondary Objectives

Not sure Please email me if you know.

```
_____  
/-----\  
-----\  
---Mission 16 "End Game"--- [EG19]-----\  
-----\  
\-----/
```

Primary Objectives

Vengeance: Find stryker and make him pay

Secondary Objectives: none

Once the mission starts walk forward and two robots will spawn. Do the usual thing then 2 more will spawn. After them 2 more. After they are dead walk up to the platform and prepare for the final boss fight.

---Boss fight---

Deadpool

New secondary Objective

Anger Managment: Defeat Deadpool without using Rage mode

Phase 1

In a lot of ways Deadpool is very similair to fighting Creed. Make sure just to attack him from the back. Dadge his dash attack then him with a combo. When you take him down to about half of his health he will hump onto the roof and some guards will spawn. Once you get him down to half his health again you will start

Phase 2

New Primary Objective

Meltdwon:Destroy reactor controls to start a meltdown.

For this phase you must destroy all 4 control panels. the only thing is you have to do this whil troops are shooting at you and Deadpool is try to cut you up. Do a short combo on Deadpool and take his health down a little making him go back onto the roof giving you a short window of oppurtunity to destroy the consoles. Once you destroy all of the controls both you and Deadpool will stop regenerating. I recomend that you use rage mode. If you want the secondary objective you just need throw him then jumping on him or just hitting him on the back while he does a combo. Once you take him down to about 1/8 of his health just follow him around the room To trigure stage 3

Phase 3

Once the mission starts instantly roll when the screen flashes blue this also applies for the rest of the battle to. This is the same as the other phases the only difference is you can no longer throw him since he always dodges. So just keep using square triangle. Once you get him down to 1/8 of his health you will wnter stage 4

Phase 4

That guy just doesn't know when to quit.

Just do what you have been doing. Once you get him down to about a fourth of his health you will get a new objective. Destroy the pipes with the arrows next to it. This should be easy since Deadpool really doesn't do much to you. After you destroy all of the pipes destroy the large green thing on the left wall of the room the mission and the game will end.

Game stats

Weapon X: victory is your only reward

Meltdown: victory is your only reward

Endgame: victory is your only reward

Secondary Objectives

Anger Management: Movie unlocked

Congratulations you have beaten X-men Origins Wolverine enjoy the very interesting end cutscenes. You can try the game again on hard mode or try the bonus levels that I might make a guide on how to do.

```
_____  
/ _____ \  
-----  
---Move Set--- [MS20]-----  
-----  
\ _____ /
```

```
Square----- Right slash  
Square, Square-----Left slash  
Square, Square, Square-----Cleave (Stun)  
Square, Square, square, Square-----Whirlwind (Knockdown)  
Triangle,-----Burst (Block Breaker)  
Triangle, Triangle-----Downslash  
Triangle, Triangle, Triangle-----Windup (KnockBack)  
Square, Triangle-----Uppercut (Popup)  
Square, square, Triangle-----Rake (Wound)  
Triangle-----Execute (When Reeling)  
Square, Square, Square, Triangle-----Skewer (Grab)  
Square----- Rabbit Punch [When Grabbed] (Reel)  
Triangle-----Kickoff [When grabbed] (Knockback)  
X-----Toss [When Grabbed] (pop Up)  
Circle-----Pounce  
X-----Jump
```

X, Square-----Air Dive
X, Triangle-----Overhead Smash (Knockdown)
L-----Quick Throw
R-----Dodge Roll

/ \

---My other Guides--- [MS21]---

\ /

As of 6/28/10 I have 2 other guides. They are both here on gamefaqs.com.

Syphon Filter: Dark mirror (PSP/PS2)

God of War Chains of Olympus (PSP)

I am bound to have more guides on the internet by the time summer ends.

/ \

---Legal Crap--- [Lc22]---

\ /

This guide may not be reproduced or changed in any way whatsoever except for personal or private usage. It should not be placed on any website without my written permission

Copyright 2010 Alek Kettenburg

/ \

---Strategies\Info needed--- [SN23]---

\ /

As you probably noticed there are a couple of places where I could not find something or need strategies so if you know any of the following please e-mail me at Ratlips24@aol.com

1. How to beat the Crystal Bruiser in the mines using the generators.
2. How to beat the bonus levels.

Please E-mail me you will get full credit.

/ \

-----Credits [CS24]-----

\
1.Gamefaqs.com for making such a great site.

2. My brother for always for being my battle buddy.

3. the makers of This game, keep making these great games

4. My Mom for buying this game for me.

5. WC662 and LordHokage2 for the strategy on how to defeat agent zero wihtout your feral senses.

6. WC662 for also helping me find the second fork lift in the weapon factory level.

-----THANKS FOR READING-----

This document is copyright rata1 and hosted by VGM with permission.