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## [X-Men: The Official Game Codes and Unlockables \(GameCube\)](#)

### *Unlock Danger Room missions*

**X-Men:** The Official Game is Activision's tie-in video game to the 2006 film X-Men: The Last Stand. The game covers the events of the films X2: X-Men United and X-Men: The Last Stand, specifically following the characters of Wolverine, Iceman, and Nightcrawler. It also bridges the gap between the two films, explaining why Nightcrawler is not present for The Last Stand, and also introduces new foes to the X-Men film canon, such as Hydra. The game was released on the PlayStation 2, Xbox, Xbox 360 (developed by Z-Axis), Nintendo GameCube (ported by Hypnos), Microsoft Windows (ported by Beenox), Game Boy Advance (developed by WayForward Technologies), Nintendo DS (developed by Amaze Entertainment). Zak Penn and Chris Claremont co-wrote the story for the game. Penn is the co-writer of X-Men: The Last Stand, and Claremont was a longtime writer of the [X-Men](#) comic books, establishing the personas for many of the "new" X-Men team, which featured then new members Storm, Nightcrawler, Colossus, Banshee, and Wolverine. Claremont is perhaps best known for the Dark Phoenix Saga. Together, the two have woven a tale that fits in between X2: X-Men United and X-Men: The Last Stand continuity. ([Wikipedia](#)) **Codes** Enter the codes in the Cerebro Files menu. The code can be entered using either the control pad or control stick. Right, Right, Left, Left, Down, Up, Down, Up, Start - Training mission for Iceman. Up, Up, Down, Down, Left, Right, Left, Right, Start - Training mission for Nightcrawler. Down, Down, Up, Up, Right, Left, Right, Left, Start - Training mission for Wolverine. **Unlockables**  
**Unlock Danger Room Missions** There are eight danger room missions. You unlock the first three as you play through the game. To unlock the other six danger room missions, you must collect all Sentinel files and Weapon X files with each character. The trailer of a pretty good-looking game: