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[X2: Wolverine's Revenge Cheats and Hints \(PC\)](#)

Different codes and enemy tips

X2: Wolverine's Revenge is a video game based around the movie X2: X-Men United. Released in 2003 to coincide with the release date of [the film](#), Revenge was the first title to feature Wolverine in a starring role since 1994. The player helps Wolverine claw his way past the heavily guarded areas of Department H to piece together fragmented clues to Wolverine's murky past and, more importantly, to save his life. The game was released as a promotional tie-in to X2 but featured an original story by famed comic book writer Larry Hama, and can't be considered a bridge between the first X-Men film and second. Wolverine has 48 hours to find an antidote to a deadly Shiva virus circulating in his bloodstream and the clues point to Department H's Weapon X facility, the Canadian fortress where he was created. (Wikipedia)

CHEATS Please note: This code must be entered with the default keyboard key settings or it will not work. Press *Punch Senses Punch Senses Punch Punch Crouch Senses* at the main menu. The sound of a click will confirm correct code entry. Then, press the following *Punch Senses Punch Senses Punch Punch Senses Crouch*. You will hear two clicks. After the second click, the "Level Select" options should now appear instead of the "Continue" option at the main menu. Also, a cheat menu that includes an "Invincibility" option will appear when game play is paused. This unlocks everything except the Strikes. Please note: There are two side effects after using the level select cheat. First, stealth attacks no longer give you dog tags, which means you cannot advance to a higher strike level. Get all the tags you need before using the cheat. Secondly, when you save a game in which the level select code is used, the file is now marked with an "X" just before the time and date.

Master code Note: This code must be entered with the default keyboard key settings or it will not work. Press *Punch Senses Punch Senses Punch Punch Crouch Senses Punch Senses Punch Senses Punch Punch Senses Punch Punch Crouch* at the main menu.

GAMEPLAY HINTS

Defeating Juggernaut: In the first part, lure him into the actual poles of the fence. When he flies away and lands dazed, attack him from side and watch for the "Strike" message to appear. Later when he starts jumping, jump to avoid the shockwave and try to get him to jump into the electric beams. He is weak after he jumps. He will stand and send a series of shockwaves. Also jump over these. If he is on one side of the "ring", run to the other side to avoid them. Watch out for the gas. When his health is gone, you must finish him with a strike. Note: Beware of gas and watch your bar for your sickness level.

Defeating Lady Deathstrike: Start by fighting as if in a normal battle. Then, climb up the ladder when she cannot move. Next, blow up the four generators. You do not fight her here. Then, rip open the gate and jump down. It gets difficult at this point. Run around until you find the key. Then, go up to her, but not too close. Kick her; do not stab or punch her or you will get hit. Then, only hit the pole in front of her when she shoots electric waves. In between the waves, kick her, but do not get too close. While she is on the ground, a pole will have electricity on it. Stab it and the electricity will transfer to another pole, and so on. Do this until the door opens. Go up the stairs, then Lady Deathstrike will jump up. Kick her until she falls off the left side. She will die.

Defeating Magneto: In Act V: Part I, you will not always be able to destroy the generators. However, after he is done, he will create a magnetic vortex of death. Go to where the fuse box was that would not work on the roof and hit it. A trap door will fall down and a possible "Strike: attack message will appear. Go through the first door and to your left to find a switch (Animal Senses may help). Another door will open. Go through it. When people appear, go neat the vortex. Debris will fly, but try not to get hit. Have them die near the vortex. That is the only way to stop the vortex. Here is a gameplay video: