

XBOX



ODDWORLD STRANGER'S WRATH



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About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

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The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

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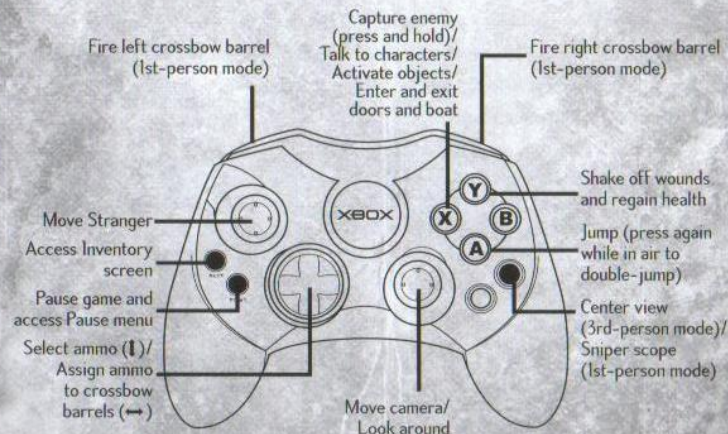


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BASIC CONTROLS



HOWDY, STRANGER

Nobody knows where you came from, and nobody cares. You're not here on Oddworld to make friends. You're here to bag scumbag outlaws and bring 'em in for bounties. That's how you make your moolah. The hours bite, but the pay's not bad.

Not that moolah's ever mattered much to you. The pleasure of bagging the likes of Filthy Hands Floyd, Pack Rat Palooka, and The Looten Duke is reward enough. It's just that you're saving up for an operation—one that your life depends on. And your life does matter to you. It's just about all you got. So when that corporate slime Sekto puts up the biggest bounty you've ever heard of, you swallow any reservations you might have and take the job.

Unfortunately for you, you have to start your journey in town amidst the Clakkerz. These bird-brained townsfolk aren't happy unless they're gossiping, putting each other down, or making strangers feel unwelcome. Still, some of them have good information, so they're a nuisance you'll have to put up with to some extent.

Of course, the Clakkerz are downright homey compared to the Wolvarks. These blue-collared grunts are just corporate lackeys at the beck and call of whoever is floating their paychecks. They'll protect whatever industrial wasteland they're assigned to like they own it themselves.

Nah, it's only in nature that you're really in your element. Though nature's getting harder to find on Oddworld these days. Just ask the native Grubbs. These gentle, honest creatures might be a bit backwards and naive for your liking, but something in you is drawn to them. Maybe you just admire the way they've persevered as Sekto drains the Mongo River and sucks the life out of their serene mountain valley. Whatever it is, you can't help but get the feeling that they'll have some part to play in your quest for the ultimate bounty.



COMPLETE CONTROLS

Oddworld's no place for greenhorns. You'd best learn how to get around and handle your crossbow if you don't want to end up stuffed and mounted.

General Gameplay

Action	Control
Move Stranger	L
Look around	R
Switch between 1st- and 3rd-person	R (click)
Shake off/Heal	Y
Jump	A (twice for double jump)
Highlight ammo	⊕ I
Assign ammo to crossbow barrels	⊕ →
Exit ammo menu	L, R
Access Inventory screen	◀
Pause game and access Pause menu	⏸

1st Person

Action	Control
Fire left/right crossbow barrel	L / R
Punch	L / R (if no ammo is assigned to barrel) or L (click)
Access scope/Zoom (requires sniper rifle/binoculars)	⦿

3rd Person

Action	Control
Capture enemy (press and hold)/Talk to characters/Activate objects/Enter and exit boat	X
Melee attack	L
Head-butt	R
Center view	⦿

Menu Controls

Highlight menu items	⊕ I
Cycle choices/Move sliders	⊕ →
Select/Go to next screen	A
Return to previous screen	B

PLAYING THE GAME

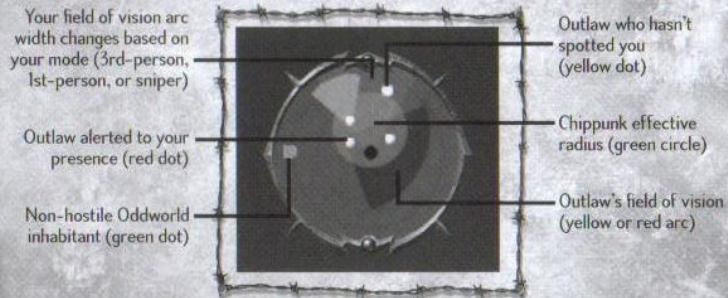
What're you doing just sitting around when there's bounties to be nabbed? Grab that fancy double-barreled crossbow of yours and go after 'em! From the dusty streets of Buzzarton to the wilds of Mongo Valley, don't let nothin' stand between you and your moolah.

Game Screen



Radar

The radar screen appears when outlaws are nearby. Yellow dots represent outlaws who have not spotted you, red dots are outlaws who are agitated or who have spotted you, and green dots are friendlies. White dots are points of interest or mission items.



Health and Stamina Meters

Keep tabs on your physical condition with the health and stamina meters. The top meter is your current health while the bottom meter is your stamina.

Current health reflects the amount of damage you can take before dying, and decreases when outlaws shoot you or when you otherwise suffer injury.

Stamina reflects the amount of energy you have, and decreases when you perform a

melee attack, take a nasty spill off a cliff, ram headfirst into a boulder—you get the picture. Stamina also decreases when you refill your current health by shaking off an injury (press **V**).

NOTE: Unlike your health, stamina slowly refills over time, so long as you're not in the middle of a butt-whopping session or smacking into things like a Clakker with its head cut off. Fortunately, there are some items for purchase in the General Store (see p. 8) that can increase your stamina.

Collecting Bounties

Some bounty hunters like to use strategy when hunting prey—hide in the tall grass, use a chippunk to lure over a bounty, then bag 'em with a bolamite. Others go in for the fists-flying melee attack followed by the quick collection of the unconscious—or even lifeless—body. You just gotta find the style that's right for you. Remember though—live bounties earn you more moolah than dead ones.

- To bag a bounty, stand close to and face the outlaw then press and hold **X**. The bounty bar appears underneath the stamina bar—when it's full, the bounty's yours.
- Note that dead enemies bounty faster than live ones who can still resist getting sucked up into your bounty can.

When you accept an assignment at the Bounty Store, the clerk Clakker behind the desk tells you who your main target is. (Some Clakkerz in town might also have useful info about the boss, so it's a good idea to talk to them, too.) That big boss outlaw has a bunch of henchmen that you can also collect for bounties. When you return to the Bounty Store to collect, the clerk tallies them all up for you and pays out the moolah.

Pause Menu

Not as tough as you thought? Or are them big, bad outlaws giving you more trouble than you can handle? Just access the Pause menu and you can lick your wounds, dry your tears, and get a hug from mama—but then you better go back and whip some outlaw hide!

Options

The Options menu lets you set up the game how you like. Change your control options such as vibration and configuration, music, and effects. This is not just music over gameplay, this is a dynamic sound engine that scores to your gameplay in real time. You can also view unlocked movies and credits through the main Options menu.

Inventory

Got knocked in the noggin too hard and forgot what your mission is? Visit the Inventory screen to get your bearings. Here you can view info on your current bounty, your next task, how many outlaws you've bagged and how much they're worth, and how much moolah you've got in your pockets.

- Access the Inventory screen by pressing **O** during gameplay.
- Move **←** to see what items and live ammo you're carrying.

LIVE AMMO

You never did like guns. That's why you came up with your customized double-barrel crossbow. The theory behind this weapon is that ammo is where you find it. It can take a wide variety of nature's creatures and fire them off at nasty outlaws. Fortunately you have a way with nature, and the ammo critters leave you alone.

- Besides collecting live ammo, you can also buy some at the General Store.
- To change your live ammo, press **Ⓜ** to bring up the ammo menu and highlight an ammo type, then press **←** to assign that ammo to the left or right barrel of your crossbow.

Basic Ammo



Stunkz

Peee-yeww. Float one of these bombs off into a crowd of outlaws and watch a big stink cloud send them into convulsions. As they're retching and ralphing, move in for the kill or capture 'em where they stand.



Bolamites

The abdomen of the bolamite is like a juicy berry about to burst with the makings of a sticky web. Fire a bolamite at an outlaw and it will wrap him up in a nice, neat package for you. It's like Christmas has come to Oddworld!



Chippunks

These loud-mouthed varmints hurl insults until they make folks want to come over and stomp 'em. That makes them perfect for laying a trap or drawing a single outlaw off from the group for easier bagging.



Zappflies

The workhorse of your arsenal—and in endless supply! Zappflies are great for collecting other ammo, plus, after they charge up you can use 'em to jump-start electrical equipment or to jolt outlaws.



Fuzzles

Boy howdy are these critters cranky. Shoot them off onto the ground or a wall or whatever and they'll jump on the first outlaw that wanders by. That poor sap is then in for an awful gnawing, and that don't feel good.



Thudslugs

Don't worry—shooting a thudslug into the fat belly of an outlaw doesn't hurt it a bit, thanks to its armor-like shell. The outlaw, on the other hand, won't know what hit him. And even if he did, it'd still hurt like heck.



Boombats

I don't know what these critters have been eating, but once you shoot them onto an outlaw or a nearby wall, they're like a ticking time bomb. When they go off, the explosion knocks any nearby outlaws flat on their fat butts.



Stingbees

What they lack in punch they make up for in quantity. You can fire off stingbees in rapid succession, turning your crossbow into a machinegun. Zing an outlaw with 'em and watch him get angrier than a nest of hornets!



Wasps

For the discerning bounty hunter, use wasps in concert with your newly acquired binocs and you'll have super sniper abilities to commit a clean, quiet, and effective punishment.

Ammo Upgrades



Spark Stunkz

These stinkers don't blow, they suck. Their potent stench eats up Oddworld's sweet air and creates a vacuum that draws in nearby outlaws like a putrid filth magnet. Very smelly, very effective.



Bola Blasts

Wrap up multiple enemies in sticky web goo. One bola blast can put a whole group of outlaws under wraps. What you do with them after that is up to you.



Howler Punks

Hoo boy are these little brats obnoxious. Yes, even more so than chippunks. While chippunks are only annoying enough to draw the attention of one outlaw, howler punks are foul-mouthed enough to lure three of them into your trap.



Rabid Fuzzles

These fuzzles are so angry you'd think somebody smacked their ma. They jump farther and bite harder than regular fuzzles. It gets especially gruesome when a pack teams up on an outlaw. Best not watch if you've got a weak constitution.



Riot Slugs

Riot slugs self-destruct in mid-air, fragmenting their shells and spraying shrapnel over a wide area. Since they only live 24 hours in nature anyway, the riot slug happily makes this sacrifice to help you take out more outlaws with one blast.



Boombat Seekers

These crazy critters pack an even bigger pop than regular boombats. Fire them towards some outlaws and watch them mercilessly hone in on their target. There won't be much left of 'em after the big boom.



Super Stingbees

That old adage of "if you ignore a bee, it will ignore you" won't work on these suckers. Rapid-fire them at an outlaw and they'll chase him down like he called their mama ugly.

GENERAL STORE

Visit the General Store in town to purchase live ammo and other goods that can make your bounty huntin' a whole lot easier. Pick up binoculars to see farther, brass knuckles to hit harder, stamina boosters to live longer, and who knows what else.

- Talk to the clerk to access the General Store screen and see what items he has for sale.
- To find out what an item does, press **X** to select its category on the General Store screen then move **○**1 to highlight the item.

General Store Icons

Icon/Description



Mongo River Pass

You'll need this to get to the river where you can hunt more bounties and travel on the barge.



Binoculars

Spy and listen in on your unsuspecting, dim-witted prey.



Steel Knuckles

Guaranteed to break some teeth!



Brass Knuckles

Add some spunk to your punches with these Brass Knuckles.



Ammo Bag Small/Medium/Large

Adds ability to hold some more ammo. The large bag lets you hold a ton!



Attractors

These potions attract their respective live ammo in the area, making them easier to hunt. Attractors are available for bolamites, chippunks, fuzzles, thudslugs, and stunkz.



Spring Reloaders

Spring reloaders speed up crossbow reloads for their respective live ammo. Loaders are available for fuzzles, boombats, and thudslugs.



Clip Extenders

Clip extenders let you fire more of their respective live ammo before you have to reload. Clip extenders are available for chippunks, stunkz, stingbees, boombats, and bolamites.



Stamina Booster Small/Medium/Large

Increase your overall stamina a little bit with the Small to a huge amount with the Large.



Stamina Regenerator Small/Large

Get your stamina back faster with these baaad boosts.

Other Items

Not everything on your wish list is available for purchase at the General Store. Keep a sharp eye out for other items such as Eugene lus's laptop, a surgery bid, a breeder bag, and armor upgrades as you make your way through Oddworld.

HINTS AND TIPS

- Practice different strategies using combinations of 1st- and 3rd-person attacks, especially when you're heavily outnumbered.
- I don't want to condone violence on innocent folk, but I've heard that a good head-butt can shake a couple bags of moolah out of Clakkerz.
- Look for rickety structures, precariously balanced boulders, and other creative ways to take down outlaws.
- Always visit the General Store after you finish a bounty, as that's usually when the shipment of new goods like crossbow attachments and upgrades comes in.
- Make sure you stock up on ammo before tracking down a bounty, otherwise you'll have to use whatever critters you can scrounge up on the way.
- Outlaws are strange folk and trust no one; they often hide moolah in crates and barrels, so crack 'em open whenever you can.
- Dead Outlaws tend to disintegrate quickly out in the desert. If you just took one out and you want to collect the bounty on their dead body, you better bag 'em quick.
- Your 3rd person camera can really help you peek around corners to spy on enemies while not being spotted!
- Whenever you're in town, chat with the locals. They may say some dumb things, but some of them might also have valuable information. Same goes for the native Grubbs.
- If you're ever not sure what to do, just press **X** and Stranger will let you know what you should be thinking about.
- You can use your high-speed running lope to ram guys unconscious!
- Outlaws won't try to stomp a chippunk that they can't reach (for example, if the enemy is behind a door or up on a cliff). Also, if enemies aren't attracting to the chippunk, check to make sure they are within range.
- And don't forget: you can bring bounty in dead or alive, but you get more moolah for the live ones.



SAVING AND LOADING

The game automatically saves for you at key moments. You can also save your game or load another game at any point via the Pause menu.

To save a game:

1. Press **O** during gameplay to access the Pause menu and select **SAVE GAME**.
2. Select your save destination.
3. Select your save slot.

To load a game:

1. From the Pause menu or the Main menu, select **LOAD GAME**.
 2. Select your load source.
 3. Select the game you wish to load.
- You can also delete a saved game from either the Save menu or the Load menu.

Quick Saving

You can quickly save a game at any point by selecting **QUICK SAVE** from the Pause menu. This creates a new save slot dedicated to Quick Saves which can be loaded normally by selecting **LOAD GAME** from the Pause menu.

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