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Walkthrough

Stranger's Wrath has you take down vicious outlaws to pay for an operation.

Blisterz Booty

Alive \$200

Dead \$100

As you start your epic quest, your first enemy will be put on a silver platter for you. Follow the tutorial to get the controls down. Press and hold X near the body to suck him into your weapon, and follow the path. You will be instructed to jump, double jump, climb ropes, destroy fences, and more before a cut-scene ensues where an enemy comes out to slash you. You'll be shown how to shake off damage with the shoulder buttons immediately afterwards. You can defeat the enemy and suck him up for the bounty, as well. Interesting, eh? You will gain \$6 for the bounty on the head of the Outlaw Cutter. Carry on until you reach the area where you will be prompted to use a Chippunk.

Watch the cut-scene and fire a Chippunk onto the wooden platform where the pink arrow is pointing. Use the Right Trigger to shoot the Chippunk onto the platform, and watch the enemy go kerplunk down below. Just press the R Stick in to switch from first person (FP) to third person (TP), and vice versa. Jump down and bounty the villain in the bundle. Afterwards, break the barrels and such to collect cash. Go up the elevator platform to learn about the dreaded red aim, and walk out to hear a PA announcement regarding certain sexy bounty hunters that we know. Keep going and jump down. Quickly use the L2 to whap the two enemies, and suck them into your weaponry for the bounties. Go up the elevator platform to learn about Bolamites.

Move forward and use the Bolamite to spring a web of deception on the poor, defenseless criminal. Quickly pop out of FP mode and hop down on the left. Press X to bounty him up, and head up the elevator platform. Your first lesson in using a variety of weapon combinations is next, as you must use the Chippunk on the pink arrow first, and use a Bolamite to trap the enemy afterwards. Jump down and bounty him, and repeat the strategy to catch the second enemy. Go into the elevator and find out about the Stunkz, a new source of ammunition that allows you to disable multiple enemies in a single shot. Disable the enemies up ahead and capture them for the bounty while they're blowing chunks everywhere. Go up the elevator for a brief description of Fuzzles.

Shoot a Fuzzle at the enemy inside of the area straight ahead. The enemy will fall into the water and drown, as enemies cannot swim. Poor guys. Shoot two more to destroy the other two enemies, as they will also drown in the water. A new arrow will appear after the three enemies are dead, so head over to it and place some Fuzzles on the arrow. Move to a safe place and let the Fuzzles do the work. Clean up the mess and carry on. Move around the rooms and you will eventually gain the Zappfly as a new weapon. Equip the Zappfly and allow it to charge by leaving it alone without firing it. After it does, shoot it at the control panel to open the door. Go through the doorway and you will be prompted to gain ammunition on your own.

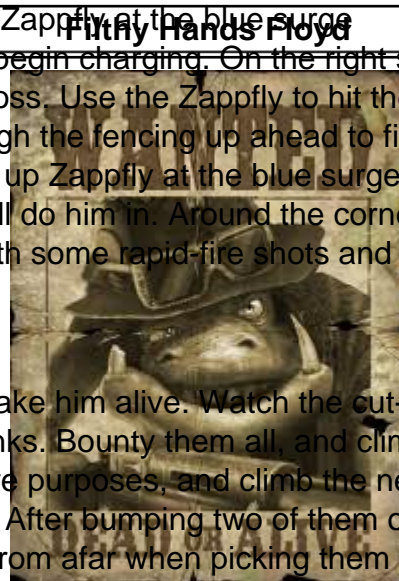
Use the Zappflies to capture ammunition, as you have an unlimited supply of them. Capture all of the creatures to max out your ammo, and a reminder than Stranger can swim will pop up. You will need to shoot the neon blue light with the charged Zappfly to access the bridge. Do so, and fight off the two enemies with Zappflies on the bridge. Bounty them, and stun the enemy on the right. From here on out, it's implied that you bounty each enemy after you've stunned them unless otherwise noted. Climb the rope and stun the enemy up here. Jump down and follow the path along the way to the town. Watch the cut-scene and exit the jail.

Go left out of the jail to reach the Bounty Store, just passed the General Store. You will receive around \$300 for your grand total, given you've bounty'd all of the enemies in the stage that you can bounty, that is. Afterwards, scroll down and accept the Bounty Mission to capture Filthy Hands Floyd—dead or alive. Exit the store and check out the General Store, which has nothing due to Floyd. Exit the north gate to start your mission.

Filthy Hands Floyd

Use the Zappflies to catch some Chippunks and shoot a powered-up Zappfly at the blue surge protector to blast the gate open. Go straight ahead in third person to begin charging. On the right side of the wall near the gap, you will find platforms that you can jump across. Use the Zappfly to hit the blue activator to crush the two enemies with the boulder. Crash through the fencing up ahead to find some Bolamites to use when wrapping up enemies. Shoot a charged up Zappfly at the blue surge to open the gate, and repeat the act on the enemy up ahead. One hit will do him in. Around the corner, you will find two scoundrels creeping around the area. Shoot them with some rapid-fire shots and bounty them.

There's another enemy around the next corner, so ambush him and take him alive. Watch the cut-scene up ahead and pick the team of bandits apart using the Chippunks. Bounty them all, and climb the rope on the right side to the very top. Take some Fuzzles for future purposes, and climb the next rope. Jump down on the other side and put a hurtin' on some critters. After bumping two of them off, carry onward and pick this group apart with some Chippunks. Stand from afar when picking them off with the Zappflies. If this fails, try using the rooftops to pick three guys off and bounty them from there. Climb the rope on the left and take care of the baddies below from up here on the awning. Jump down and clear out the rest on the ground level. Heal up and get prepared to square dance with Filthy Hands Floyd.



Alive	\$200
Dead	\$100

Start out by hiding behind the trailer and working your way around the right. Pick off one of the henchmen with the charged Zappfly and run over to bounty him. Head back to the trail and heal up. Go around to the left and attack the henchman that is up close and personal. With both of the henchmen captured, it's time to bag Filthy Hands Floyd, and we're gonna catch him alive. It's not too hard, just equip the Bolamites and ambush him. When he gets close, hit him with two Bolamites and quickly bounty him. You should get it in time. On the way back through the Mines, fall down below at the bridge and get ready to take some bad guys out on the outside!

Jump down and rush over along the platforms on the left. Snipe at two of the three enemies from up here. Jump down and by the time you hit the grass, your Zappfly will be charged. Zap the last enemy and bounty all three of them. Head back to town to collect your reward for capturing Filthy Hands Floyd. Accept the Bounty Mission to capture Looten Duke.

Looten Duke

Alive \$600

Dead \$200

Check out the General Store before leaving to find a nifty pair of Binoculars that you can (and should) purchase for \$600. Using these things, you can snoop around and listen in on important conversations. Your destination is the Water Tower at the west gate. Activate the surge protector up ahead with the Zappflies and collect whatever ammo you need along the way, including some Thudslugs. The Thudslugs are great for close encounters that you'd rather not deal with, as it sends enemies backwards while dealing damage. Climb the rope on the other side and side to the left, behind the mountain. Pop out to stun the enemy across the gap. Jump down and capture the critter dead for 5 dollars.</div>

Climb back up the rope and over to the next. After ascending it, jump off and get into first person mode. Strafe right around the corner and shoot high in the air at the guard in the distance. Break down the fencing and head straight. Break the platform on the left to reveal a ramp. Climb up the ramp and follow the path, busting up a fence along the way. You will notice a large fortress to the left as you descend the mountain, and trust us, it's chocked full of enemies. Go down in the grass and take care of the two guards in front. Destroy the front double doors and hide in the grass to lose the heat. Stun the guard straight ahead and get the guard on the left. Take out every enemy on the left side from here on out, and use the sides of the ramps for healing cover.

Walk up the ramp on the left side and shoot the enemy towards the right, in the distance. Walk around the platforms here and take out the enemy guarding the front of the fortress on top. There's another enemy near the center of the fortress, under one of the circular covered areas. The last enemy is inside of the building up north. Kill it and watch the cut-scene. Looten is on the run, and he's left you with two rocket launching buddies to play with. Hide directly behind you, where the roof is covered. Snipe away at the rocket launching fellows with your Thudslugs or fuzzles. Once Looten appears out of the cold, equip your Bolamites and zap him a few times with them, and bag him up as quickly as possible.

With Looten captured alive, head back to the town, but you will have to take a detour. At the back of the plant, inside of the building, you will find a series of ropes that you must climb. You can find a treasure chest containing moolah. There's tons more money in chests. Afterwards, go through the mines along the side of the canyon to find Boombats. These guys are the big guns weaponry, as they will explode, causing major damage to everything in the entire region. Awesometastic! Jump down into the water and carry on throughout the halls to the next lake. Climb up the rope and go through the halls to reach the outside, and go left. Jump to the ground and hide behind the big rock. Dart for the town once the shooting has ceased! Turn the baddie in for your moolah. Talk to Doc in town, and go to the Bounty Store.

Boilz Booty

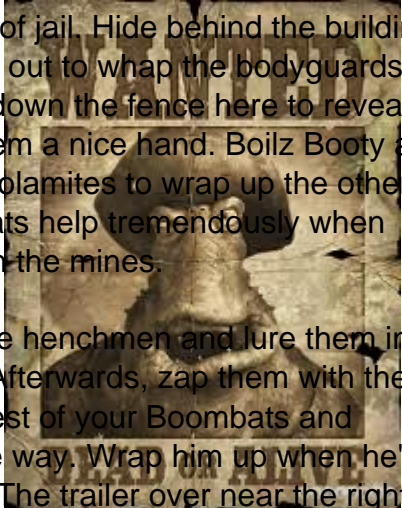
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As soon as you exit town, Boilz Booty arrives to break his brother out of jail. Hide behind the building to the left, and be sure to take cover while your Zappflies charge. Pop out to whap the bodyguards, but you will soon notice that they are coming for you! You can knock down the fence here to reveal an area covered with Thudslugs, so equip them and get ready to deal them a nice hand. Boilz Booty also runs in on the fun, so watch out for his shotgun blasts. You can use Bolamites to wrap up the other felons, but save a few for Boilz once you get done with them. Boombats help tremendously when you're cornered, too, and you should have plenty from your meeting in the mines.

If all else fails, travel through the alleys throughout the town to lose the henchmen and lure them into the open, away from the crowd, with some nicely placed Chippunks. Afterwards, zap them with the Zappfly and bounty them separately. As for Boilz, it's best using the rest of your Boombats and Fuzzles to weaken him a bit and hit him with Thudslugs the rest of the way. Wrap him up when he's near death with the Bolamites and quickly nab him up for the bounty. The trailer over near the right exit works well for cover, as well. Yeehaw!

Afterwards, you must head east to reach an Opple Farm. There are a few treasure chests hidden in the houses they are making so break the boards and collect the moolah. Keep rolling forward until you reach a seemingly dead end. Climb the rope on the left to get over the hump and watch the cut-scene. Those rocket launcher guards aren't really running from you—just away from you, as they need a better location to nail you with a missile. It's best to charge at them to knock them out. Climb up the slope and watch the cut-scene. Break into the house in the back and speak with the owner of the house. You can find Bolamites inside of the cobweb room. The moolah is on the very top of the place, take the rope in the center near the chandelier to reach the high level. Break the bag of money and collect it all. Head back west to the town and cash out your bounty. Take the bounty of Eugene lus.

Boilz Booty	
	
Alive	\$600
Dead	\$300

Eugene Ius

Alive \$1,000

Dead 0

You must capture Eugene Ius alive, as he is a hostage. Go to the General Store and talk to the Professor. Exit and go up the hill near the Temple Ruins exit, and cross the bridge to reach your exit. Go through the tunnel to trigger a cut-scene revealing the Stingbees. These little critters will work as fine as homing device ammunition. Afterwards, kill the three normal bad guys and the Claws-type enemy down below. Climb up the hill and jump over to the first white statue that is broken. Crawl inch by inch across the rope and drop down. Go to the left by the pillars to hide, and kill the bad guys on the far left in the background. Break the fence to the left and go into the tunnel to find Stunkz. Collect them and carry on through the tunnel.

Go left upon exiting the tunnel to find that the next area is filled with enemies. Blast the first one and climb the platforms along the right to find the unsuspecting second one. Blast and bounty him, and shoot the barrels on the rooftop when the sniper comes out, and pick off a few guards on ground-level. Blast the next two barrels for easy kills and less pestering. With everyone dead, jump over the large barricade to get over the hump here, and use Chippunks to lure the enemies away from the group. Use them all up and bounty them all, and once everyone is captured, go up the multiple ramps and take out the single enemies on each platform. After a while, enemies will attack from below, so take them out with some heavier firepower. Go up and head left to find some very valuable treasure.

Use Boombats to kill the Claws-type enemy, and use the Zappfly to knock the other enemies that are high up all the way down for the kill. Go over the bridge, and you will spot Eugene Ius. Stay put and charge your Zappflies until an enemy patrols your way. Shoot him and bounty his buns. Use Chippunks to lure enemies to you rather than going out in the open. Equip Thudslugs and blast the Claws-type enemy when he gets there, and use charged Zappflies on everyone else. Climb the slanted ramps and zap the rocket launcher guard patrolling to the right. Charge to the left and double jump to reach a new platform. Jump down and blast your way through the last wave, and go up the ramps in the main room. Kill the final guard to obtain Eugene Ius. You fall into a hole, and go to the end to fall into yet another. Jump across the rooftops, and climb up a rope to break into a window and get the Grub idol and go through the evil puppy farm, through the mines, and into town. Cash out your bounty and select the bounty for Jo'Mamma.

Jo'Momma

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Go outside of the Bounty Store and head to the General Store to check out the Brass Knuckles (boosts your melee attack power) and the Thudslug Loader (which will load Thudslugs faster), although both are completely optional for purchase. The Thudslug Loader is a wise purchase, though; as those few reload seconds could mean your life. Go to the front of the power system and talk to the quacker jack to open the doorway. Go down the rope to reach the tunnel, and go through it to watch a cut-scene at the end of the tunnel. Begin swimming until you reach a ramp. Make your way around and jump to the other side to find a treasure chest filled with booty that's worth 41 moolah. Jump back over and climb the rope.

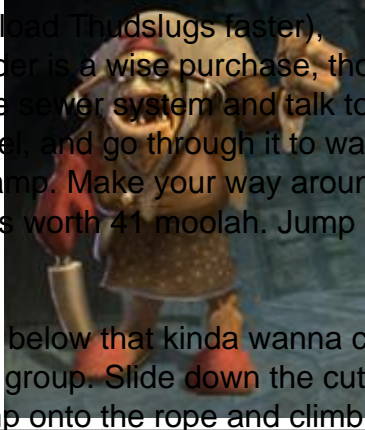
Look off to the right side to find that there are a lot of nasty puppy dogs below that kinda wanna chew your face off. Use a Boombat to shoot them and take care of the entire group. Slide down the cut pipe and double jump to reach the platform where the dogs are. Quickly jump onto the rope and climb up to avoid attacks from the remaining mutts. Jump off and shoot four mutts with the Stingbees. Go along the bridge, and slide down the next cut pipe and double jump to the following rope. Jump off to the right to reach the next autosave part. Get ready for an intense part of the game, as you must dart across the area to the left and lose the puppies as you make your way up a ramp and jump atop of the rope to escape the deadly wrath of the puppies of doom.

Jump off of the rope and quickly go into first person mode to shoot the four puppies with Stingbees and Zappflies. There are three more pups up ahead, so take care of them after reloading. Jump over the small divider platform to reach a new autosave. You will find Chippunks and Bolamites up ahead, as well as two enemies coming from below. Use the Chippunks to lure them away and bounty them. Go down and shoot the enemy up above on the bridge, and shoot the crates in the distance to take care of a patrolling guard. Swim over towards the center of the room and climb up the rope. Take care of the random guards up here with the Thudslugs and/or Zappflies. Go through the large doorway and collect some Fuzzles after climbing the rubble.

Climb up the rope at the end of this hall, and jump off to reach a small circular pipe that you can use as a walkway. Go through the left pipe to reach the next area, and you will find Stingbees and Fuzzles out here for the taking. There's a group of three enemies that you can pick off from afar. There's another group of baddies beyond the pillars, and one pesky shooter from above. Use a nice long distance weapon against him. Go through the tunnel on the right, and watch the cut-scene at the end to find Jo'Mamma and her gang of ghoulies. Use the broken ship as cover against the band of thieves, and pop out to shoot them with the Stingbees.

A Claws-type enemy will ambush you from the right side, so use a Thudslug to knock him back and a Zappfly to knock him out. Bounty him, and another soon follows. Watch the high sides of the battlefield to find a few random enemies with high powered guns. Go into hiding near the start on ground-level and use Chippunks to lure enemies away and blast them. Go up on the ship again and blast the lower left-hand barrel to reveal an excellent hiding place that is secured and covered from enemy fire. Go up the elevator platform after activating it, and jump off into the cubbyhole. Jump down

Jo' Momma



Alive	\$600
Dead	\$400

onto the slope and double jump onto the platform with the two enemies. Kill the two enemies here and shoot the enemy above to silence him.

Make your way back up to the elevator platform and go back up top. Take care of the remaining enemies up here, and shoot the blue activator across the gap to take the electricity away from the tightrope, and begin walking across it. Jo'Mamma is the only enemy remaining. Shoot some Fuzzles over to her to keep her occupied as you cross the gap, and melee attack her several times to knock her stamina down low. She'll be dingy for a while, so grab her at leisure—alive. Jump down and go through the tunnel down below to reach the town, and cash out your Bounty for the living Jo'Mamma. Meagly McGraw is next!

Meagly McGraw

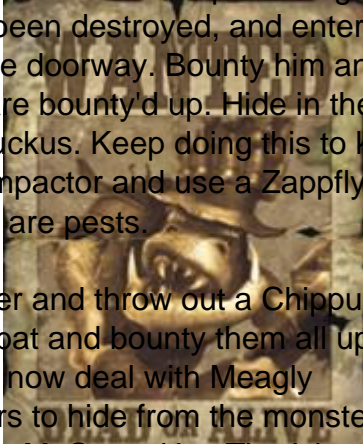
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You will have to go to the Opple Farm and square dance with tons of outlaws that are protecting Meagly McGraw in the house. Go to the Opple Farm to see that it has been destroyed, and enter the farm itself. Hide in the grass to the right and shoot the guard through the doorway. Bounty him and throw a Chippunk into the barn. Repeat this three times until all thugs are bounty'd up. Hide in the grass with those three out and throw Chippunks to the left to cause a ruckus. Keep doing this to kill off the nasty guards in the area. Afterwards, throw a Chippunk into the compactor and use a Zappfly to crush the enemies inside. This is a great way to easily kill enemies that are pests.

With the first wave of enemies defeated, you will want to go to the center and throw out a Chippunk to alert the guards inside. When they come out, defeat them with a Boombat and bounty them all up. The final enemy is on the second floor, in between the barrels. You will now deal with Meagly McGraw on his trusty... uh... valiant horse-monster-thing. Use the pillars to hide from the monster and heal, and use the Boombats to quickly waste the stamina of Meagly McGraw. Use Thudslugs to waste him the rest of the way, and you can fight him melee style but only in first person. He will whup you in third person, and whup you ferociously, at that. You can always fall to the floor below to catch your breath, too. Once the beast is downed, you deal with Meagly himself. Lay into him with Stingbees and Zappflies. Third person melee works great for stunning, so relentlessly pound him and take his body into the bounty contraption alive, but he must be weak for this to work. Go back to town from here.

Meagly McGraw



Alive

Dead

\$900

\$300

Packrat Palooka

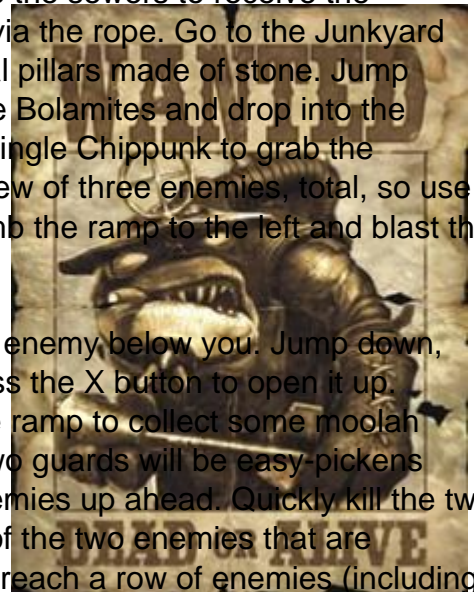
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Reload most of your vital ammo at the General Store, and drop into the sewers to receive the password through a cut-sequence, and climb back up out of them via the rope. Go to the Junkyard exit and make your way along the clear path until you reach several pillars made of stone. Jump across the gap in the bridge and watch the cut-scene. Collect some Bolamites and drop into the dropout area. There are Chippunks to the right, but for now use a single Chippunk to grab the attention of the enemy around the corner. This should put you in view of three enemies, total, so use a Boombat to knock them away quickly and collect the bodies. Climb the ramp to the left and blast the patrolling guard up here.

Shoot the two guards on the platforms straight ahead and drop the enemy below you. Jump down, capture him, and go up to the device to the left of the gate and press the X button to open it up. Quickly get back due to the explosive enemies, and go back up the ramp to collect some moolah inside of the barrels and such higher up. By the time you do this, two guards will be easy-pickens below. Blast down the fencing and use a Stunk on the group of enemies up ahead. Quickly kill the two suicide bombers and dodge the rocket launch. Try to capture one of the two enemies that are throwing up. Go under the bridge and up the platform on the left to reach a row of enemies (including rocket launchers that can't attack you due to the low ceiling of the mountainside) that you can use a Stunk on and bounty. There are two more stray enemies before you reach another breakable fence. Up ahead, grab the Fuzzles and use a charged Zappfly on the blue activator to lower the draw-bridge. They might try to pull it back up, so just hit it again if they do this.

Packrat Palooka



Alive	\$800
Dead	\$300

Zap the aggressive guard with the Zappfly, and bounty him up. Quickly turn to your right and hit the second guard, but make the rocket launcher guard your top priority for bountying. With this set of goons out of the way, go forward and quickly zap the first guard. Use a Boombat to kill all of the explosives guys once they get near the guard that you just knocked out. Shoot the guard on the ramp to the right in the next area, and go farther up to hit the second guy. Watch out for an exploder that heads up your way, and collect Thudslugs up here. Descend the ramp and, at the halfway point, shoot the thugs from above. There are three in total, so zap two from up here, jump down and bounty them while taking heat from the other, and deal with him immediately afterwards.

Go down and kill the last of the patrolling guards down here, and switch to third person to climb the rope near the campfire. Press the X button activator and jump down to the newly opened gate. Go through to reach an autosave point, and go forward to the ramp on the left. You will find four enemies scattered across it, so get ready for some heavy run-and-gun action. Shoot and stun two close enemies below, and jump down to nab'em up. Kill the rocket launcher enemy first in the next area, and shoot the bad guy to the left of him from here. There are three enemies behind you at this point, so swing around and give them some of the business. Go through the fenced area and get ready to take on a superhuman version of a normal enemy with an automatic weapon. Yikes. He wears a blue vest, and it's best to use Thudslugs against him. There are two other lackeys, as well. Eliminate them first and take the big guy out. Climb up the rope to the left.

Walk through the small catwalk and jump down. Collect as much ammunition as possible here, and carry on to witness a cut-scene. You must use the Zappflies to zap the four generators and get to Palooka before it's too late! Shoot the two rocket launchers to the sides of Patrack with Thudslugs. It's best to strafe and jump to avoid the missile contact from Patrack, and aim to knock the activators away. Stunkz don't have any effect on ol' Palooka, so it's best to hit him with Boombats or Fuzzles and he will be sent flying away. Sometimes, he will be knocked to the ground, make sure he doesn't go back up by placing fuzzles near the doors. You can also hide from the missiles in the wire gates. You will still get caught in the blast, but you can heal quickly without much interruption or worry. Use Thudslugs to knock him away from reactivating the shield. When he's down try a combo of Zappflies and Thudslugs to weaken his stamina or even do boombats if his health can afford it and eventually you can capture him. Get back to town and cash out that bounty.

Head to the General Store for some new items, some of which are very useful, like the bigger Ammo Bag. Afterwards, head to Mongo Valley. Speak with Eugene Ius to open the gate, and go through. Collect the rare treasure on the way down (it's glowing, so it's hard to miss). There are several more of these treasures along the way. When you reach the outside, there will be two normal enemies and one superhuman one near the campfire to the right. Go into the water cavern afterwards, and go up the set of ramps along the side. Use the rope to inch your way across to the other side, and ascend the next rope. Jump off at the next ledge and walk through to see a cut-scene.

Once you've reached the outside, a new chapter will start. There's a heavy-powered enemy in the tree straight ahead, so knock him off with the Zappfly. Aim high to take out the three guards that can see you through the grass, and they will all fall from their spots with a charged shot of the Zappflies. Head right and kill the next two snooping snipers, and head right at the next signpost. Head through the green mushroom cave, and grab some Stunkz along the way. Watch the cut-scene as you near the town of Mongo Valley, and jump down. Go into the General Store to buy a bigger Ammo Bag, and exit to stroll over to the Bounty Store.

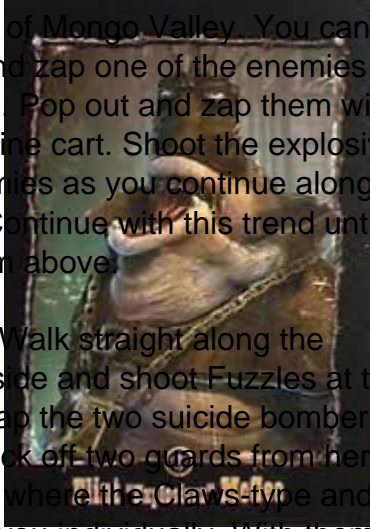
X'plosives McGee

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Alive \$1100
Dead \$400

This guy is a rootin', tootin' varmint. X'Plosives lies high in the canyons of Mongo Valley. You can reach this area by taking the elevator in town. Go through the tunnel and zap one of the enemies on the left once you're outside. Bounty them and hide from the other three. Pop out and zap them with the Zappflies to bounty'em up. Now, go to the gate and drop into the mine cart. Shoot the explosive barrel near the sniper straight and to the right. Shoot the next two enemies as you continue along the path, and shoot the explosive barrels throughout the upcoming cave. Continue with this trend until the mine cart stops. Get out and blast the two enemies that drop down from above.

Climb the rope and double jump onto the wooden platform to the side. Walk straight along the wooden platform to find all sorts of ammo crates. Backtrack to the left side and shoot Fuzzles at the blue plated guard and the Claws-type enemy. Backtrack to the left to zap the two suicide bombers near the blue plated guard to kill three birds with one stone. You can pick off two guards from here, and press the X activator switch to open some doorways. Backtrack to where the Claws-type and blue plate were at, and fire a Chippunk under the ramp to lure them to you individually. With them two out of the picture, go through the tunnel and blast the explosive crate to kill the two guards, but watch out for the flame throwing machinery. Pass by it and take out the flamethrower guard with the Zappfly, and bounty him.

X'Plosives McGee	
	
Alive	\$1100
Dead	\$400

McGee is up ahead, so press the X button near the activator to unlock a cut-scene. Equip the Fuzzles and blast the flamethrower guard with one to distract him as you use the Zappfly to finish him off for the bounty. Zap two more enemies near the mine cart, and hop in! Turn right and blast the enemy off of the cart before he causes much trouble. Blast the explosive crate on the right once the enemy pops out of foot. There will be a series of explosive barrels on wooden platform surrounding oncoming enemies, so just blast the explosives as the enemies surround you. Soon enough, two carts will creep up in back of you. Use Fuzzles on the enemies in case you need to heal urgently. You will be assaulted from every angle, so aim well and have perfect timing to hit the barrels when your foes are near them. Jump out of the cart at the end.

Use a Stunk on the group of enemies chatting straight ahead, but collect tons of ammo before continuing. If any enemies are left amongst the high platforms with explosive crates on them, shoot the crates to instantly end the lives of the guilty. Shoot through the large fence and kill the blue plate guard and the flamethrower type enemy. Shoot the explosive barrels atop of the building to kill a few guards, and bust down the fencing up ahead after you climb the two ropes to snipe at the enemies above. Kill the first guard you see. Remember to aim for explosive barrels, not the enemies themselves. Repeat this process nearly exactly as said last time in the next line, and for the line after that you will want to take out the two immediate snipers before eyeing the flamethrower with the Thudslugs.

Go to the left side after the long clear path (as well as after collecting more ammunition), and shoot the two explosive enemies to take out the single enemy standing there, and awake the attention of

the blue plate enemy. Use a Boombat to send the blue plate flying (you can collect another back with the ammo immediately afterwards). With this area clear, go through the tunnel and kill the two guards. Hit the X activator to avoid the flamethrower and kill the Claws-type enemy with the Stingbees/Zappflies combo. Drop in where the rope is at the very end of the path, and take out the two normal enemies right away. Use Thudslugs on the flamethrower enemy.

Hit the X activator and you will find that X'Plosives McGee is no slouch when it comes to dueling. He sends plenty of ultra-annoying flamethrower guards down to fight you and he has plenty of laser guards shooting at you all the while. Fight off the flamethrower guard with a Boombat and/or firing at an explosive barrel when he's near it. Shoot the blue activator with the Zappflies, and shoot the explosive barrels that the laser guards are hoarding to destroy them. The goal is to get the mine cart on lower and lower ground, eventually to your level. Follow the cart with your eyes and blast blue activator to lower him. When McGee blasts rockets, go under the wooden platform to get away from the enemy fire. Upon hitting the activator, a bunch of enemies pop out to shoot you, so hide quickly and shoot the next activator. Begin shooting the enemies with Boombats to clear the area, and shoot those activators until he's in the open. He's fairly easy once this is done; just blast him constantly with Boombats and Fuzzles. Use Stunkz on the turrets to calm them temporarily, if need be. It's best to fight him under the wooden platform to avoid the turrets altogether. Bag'em up alive with great timing, Boombat blasts, and Bolamite locks after shocking revelations from the Zappflies. This battle will likely last a long time, so don't rush it, especially if you want him alive!

Drop all of the extra bodyguards that are left over from the ruckus, and head through the hallway where the flame throwing machinery is. Collect the treasure as you make your way back to town. Go to the Bounty Store and cash out that hefty bounty. Go grab a river pass from the General Store. Note the new version of the Bolamites, the Bola Blasts. You can nab several enemies at once using them. Go to the Bounty Store and select a new bounty.

Lefty Lugnutz

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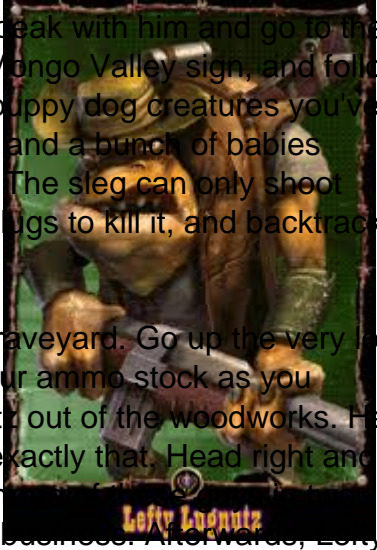
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Go around the back of the General Store and talk to the Sleghunter. Speak with him and go to the Port Authority to gain access to the Mongo Valley river. Go left at the Mongo Valley sign, and follow this path for a while until you come across a huge sleg, which are the puppy dog creatures you've been encountering throughout the game. This one has a gigantic body and a bunch of babies following him around, so equip the Thudslugs and jump into the water. The sleg can only shoot poison at you from the water, which does little damage. Use the Thudslugs to kill it, and backtrack to the Sleghunter.

Go right at the sign instead of left this time, as you want to reach the graveyard. Go up the very long ramp and bust down several fences along the way, and fuel up with your ammo stock as you proceed. Go near the tombstones and use the sleg call to bring Lugnutz out of the woodworks. He tells you that you must face his men before you can get to him, so do exactly that. Head right and use charged Zappflies on the standard enemies over here. There are four more waves of enemies, each in separate waves coming behind you, so turn around and give them the business. Afterwards, Lefty wants a piece, so give it to him!

Equip the Boombats and the Thudslugs to take care of him. Strafe very frequently and aim very carefully as you launch your array of ammunition at Lefty Lugnutz. Hide behind each headstone until it is completely blown away, and use Boombats on his sidekicks off to the sides of him. After a short while, Lefty will go back into hiding, and you must repeat the process with his goons on ground level. Watch out for the blue plated enemies, as well. They are near the stream. After a while, Lefty will come down to ground level. Thudslugs and Stingbees are good candidates, and if you're wearing brass knuckles, try to KO him to keep him alive. With him captured, head through the freshly opened doorway and follow the straight path back to town to cash out that bounty.

Lefty Lugnutz



Alive	\$800
Dead	\$300

Elboze Freely

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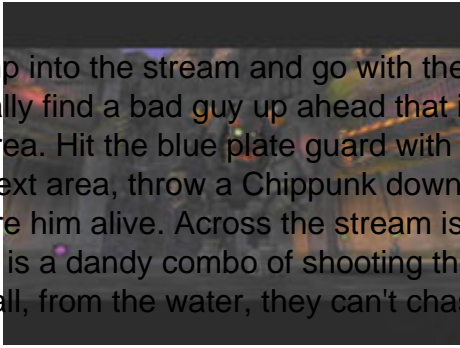
This one is a little crazy, so be careful when dealing with'em. Jump into the stream and go with the flow of the current to the left side. As it drifts you, you will eventually find a bad guy up ahead that is on the lookout. This usually signifies that you've found the right area. Hit the blue plate guard with a Fuzzle to daze him and use the Zappflies to destroy him. In the next area, throw a Chippunk down to attract the enemy and use the Stingbees/Zappfly combo to capture him alive. Across the stream is a large group of enemies, and the best thing to use to pick them off is a dandy combo of shooting the explosive barrels and hide behind a big rock while doing it. After all, from the water, they can't chase you.

Swim to the big rock on the left to get closer, and shoot all of the explosive barrels that you can find to take care of a more-than-decent number of the enemies in the area. Swim to the shore on the left, and whoever is left is completely dependant on when you shot the barrels, so we can't really help you with who will be there. Ambush the guard on the far left, who will explode upon hit, and shoot the Claws-type enemy as you ascend the slope. Climb the rope and shoot the explosives across the way to kill an enemy, and jump over there to grab some treasure. Backtrack and go up the second rope now. Jump off and shoot the explosive barrels to kill everything in the area.

The campfire of enemies should be destroyed, so collect the bodies and climb the rope. Jump off and charge your Zappfly to blast the explosive barrels to kill everything in sight in a single hit. Some explosive enemies will pop out to chase you, so hit them, as well. Kill the two blue plates with the Zappfly/Stingbee combo. Jump down and watch the cut-scene. Normal ammo seemingly has no effect on this guy, and he specializes in melee combat. He's also faster than you, so you're screwed when it comes to escaping his wrath. You will need to use the fans throughout the room to be launched onto a platform. In first person mode, equip the Thudslugs and Boombats and fall off of the platform the very second that you hit it. You must turn and shoot Elboze Freely in the back with this ammo as he runs for the X activator in the back of the platform. Try using Zappflies and Thudslugs together and wrap him up when he's down and out.

Go through the hole in the ground to reach a nice, green tunnel and you will eventually reach the lake. Backtrack to the town to cash out your bounty.

Elboze Freely



Alive	\$1000
Dead	\$500


Fatty McBoomBoom

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Alive: \$1000
Dead: \$500

Step outside and look for the quackin' quacker in the business suit with complementing top hat. Speak with him to knock his lights out and go to the sky cart in Mongo Valley. Step in the sky cart and go up the series of ramps in the building high above here. Go through the hall and the tunnel to reach the great outdoors. There are two guards up ahead along with a blue plate. Use Chippunks to stray them from the group, and shoot the explosive barrel to kill a hidden guard. Blast a regular guard with the charged Zappfly to nab him up, and go down the slope shoot. Go into the house and shoot the Zappfly at the normal enemy and wait for the explosive enemy to charge. When he does shoot him before he gets close.

Fatty McBoomboom	
	
Alive	\$1000
Dead	\$500

Carefully round the corner and plant a Boombat on one of the blue plates to KO both of them. If you're fast enough, you can bounty them both before they awaken. Grab some Boombats in the crate above and jump into the mine cart. Shoot the explosive barrel near the aggressive enemy, and shoot any enemies you see while in the cart, as you must jump out and face them soon enough. You should shoot the explosive shacks to take care of the bulk of them. There are two Claws-type enemies that will give you trouble, but just use Thudslugs to catch them alive. Afterwards, move forward to find another pair of Claws-type enemies, as well as a single normal one. Look up and shoot the explosive barrel to blow the enemies sky high.

Shoot the upcoming enemies with Fuzzles to occupy them while you zap them with charged Zappflies, and climb the rope. Jump to the other side and move forward to find Fatty McBoomboom. There are a crapload of guards protecting him, so get ready to deal a nasty hand of goodness to everyone before you nab Fatty. Start out by hiding behind the rock and use Fuzzles to distract enemies as they get near you. You will need to take care of the normal enemies first, as they get more up close and personal than the rest of them. Fatty comes down to play after a while, but ignore him for now, unless you want to take him dead. If you do, by all means, waste him with Boombats. After you've plowed through the extreme line of bad guys, use Thudslugs and charged Zappflies to knock Fatty out when he uses his super body slam to get close. Just lay into him, and be sure to use a Boombat on the laser guard up above. Take the new route to reach the stream, and go to town to cash out your bounty.

Turning Point

Now it is time to talk to the Doc about that information. Go to the barge past the Port Authority and talk to the barge instructor to jump onto the boat. Watch the cut-scene, and shoot the explosive barrel straight ahead once the Claws-type comes after you. Blast him with a charged Zappfly to kill him, and after a certain amount of time, a cut-scene will ensue. Afterwards, you will be instructed on how to use your newly found powers. Let these boys have it! To knock this boss off, just use your new strength to knock him and keep him inside of the flames. Easy as pie! You don't have your weapon, but you don't need it with how strong you are. Knock the guards around until the hole opens in the floor. Dash through, ignoring all enemies in the process, to the window at the end of the hall. Crash through to escape the burning building before it's too late!

Dash down the hill to escape the gunfire, which will not catch up to you, and crash through the window on the rooftop of the building. Follow the path and pass the bus to the left. They cuckoos will block the exit, making you turn to the right and crash through yet another rooftop window. Heal inside of here, if need be, and follow the path to activate a cut-scene, and start a new chapter. When you wake up, begin your new journey by running forward and going through the halls of the dilapidated town until you fall. Watch the finally touching cut-scene to obtain your armor, and now it's time to locate that boat. Check your weapon to see that you have upgraded versions of the previous ammo, like the Rabid Fuzzles, Howler Punks, and Bola Blasts. Your Zappflies are still the same, however.

Go around the town and speak to folks, if you'd like to. Collect ammo throughout the town, restocking on Stunkz and Thudslugs amongst other things. Go forward to watch another cut-scene and hit an autosave point. Go forward to learn about the new types of ammo, and when you come out you will want to listen for a message over the PA. You can shoot the blue activator switch across the water in hopes of killing an enemy or two without any detection. Cross the water via the large island platform to reach a ramp alongside the mountain. Hop onto the ships and turn right. Blow up the explosive barrel, and shoot a Fuzzle up to the enemy shooting you from above. Shoot the two blue activators to ambush the enemies.

Climb up the rope to the right to find two more activators. Shoot all four to take care of whatever enemies happen to cross the paths of the crates of doom. Jump down and go forward. Shoot the explosive barrels when enemies get near them, and collect their bodies for ammo food. Creepy. Use Stingbees to destroy the turret, and press the X activator. Turn around and use Fuzzles to distract the guards while you take them out. Backtrack to the rope and climb up, and use the blue activators to kill any enemy that gets near you. Go to ground level using Stingbees and Zappflies to take care of the enemies individually. Take cover when sucking up the enemies. Cross the bridge and go right. Hit the explosive barrels to destroy two enemies.

Go left from here and hit the blue activator as the three guards are patrolling underneath the crate. This instantly kills a big obstacle in your way. Go through and a line of tough enemies will charge after you. Take some out with the crate drop, and lure the rest to the explosive barrels. Run away quickly and shoot the barrel to take out the rest. Press the X activator and cross the bridge. Take out the two guards with the charged Zappflies and suck them up. Shoot the turret as your top priority and aim for the explosive barrels once the enemies get near it. Use those Stingbees on the remaining guards and press the X activator. Press the next X activator and go through the new doorway.

Head towards the right after collecting the ammunition in the back, and go through the doorway. Zap the three upcoming enemies and slurp them up into the bounty device, and bust down the door. Use melee skills to bust up all of the enemies in this entire region, as you can kill them quicker this way. Jump over the crate and take care of the enemy below with your Zappfly. Collect him while another shoots you and melee him to death. Bust down the next door and kill the single guard with more melee combat. It's nice to be strong, eh? Go through the hall and shoot the glass door with a charged Zappfly. Back up and charge after the three guards in first person. Use the Zappfly on two guards and the Stingbees/Zappflies combo on the final one. Suck them all up.

Go through the halls and blast down the bathroom stall doors to find a few enemies. Eliminate them, and blast down the doorway. This room is full of bad guys, so blast a Boombat in the direction of a group of enemies, or use Chippunks. It's best to stand before the entrance and wait for the enemies to come to you. Go through and at the end of the blue hall will be three enemies. Use a Boombat to destroy them. Jump over the crates in the hall and throw a Boombat at the end of the room to KO a group of enemies. Bag'em up and kill the slegs. Press the X activator and break the glass. Go down and jump over the crates, and go left at the fork in the road. Shoot one of the patrolling guards, and head right to find four more guards. Shoot them all and lap'em up.

Kill the two guards to the left, and blast the explosive barrels up ahead to destroy the next enemy. Up ahead are some nasty slegs and a couple of enemies. Use the barrels if they get close; otherwise use the Stingbees to lower their health and Zappflies to knock them out. There are two more basic guards further up, followed by an X activator. Go into the elevator and press the next X activator. Go out onto the wooden bridge, and kill the two guards. When you finally reach the outside, use a Chippunk to attract a few guards and destroy them from here. Scale down the side of the mountain after destroying all of the villains, and you will soon reach an autosave point. Climb the rope and jump off. Run into the water to reach the boat. You will receive Riotslugs from now on.

Under Siege

You must now help the townsfolk in capturing the enemies that wish to take over their village. Go through the tunnel area to the outside once again, and rush into town. Use melee tactics to start off, and use the Stingbees on the shielded guards to get their shield away and the Zappfly to stun them. After a short while, a ship will land, and dispense a crack team of fighters. Go straight ahead and up the ramp, and go to the left from here. Keep going to get a ways ahead of these guys, and equip the Thudslug upgrades. Get ready to rumble! Blow these guys away, one by one, as they come after you. That'll teach'em to mess with the best. After the line of bad guys is cleared out, go around searching for more men to kill, and do so. The plane will eventually land, supplying more troops to the hunt.

The key to defeating these large groups of enemies is to play it slow and smart. Instead of going in there with guns blazing, try using tactical strategy. Sneak around. Use Chippunks to pull them away from the group. Use Quick Save frequently in safe areas. Use Boombats from a distance to pluck away at groups. It's best to stay on one of the higher elevated areas to the left or right and strike from above, this way you can anticipate the attacks from one direction rather than multiple directions. After this wave of bad guys, the action will cease, and the enemy forces will retreat to come up with a better game plan of taking Stranger—dead or alive.

Backtrack to the boat, which has been fully repaired thanks to your little weird buddies. Watch the cut-scene and you will receive the Super Stingbees, as well as some sweet new armor to go with your rough style. Jump into the boat and steer it to the opened gateway to the far right. The gate opens at the end, so watch the cut-scene and go straight. Follow the path along the right until you reach the blockade with several enemies scattered around. Use the boat's turrets to attack all of the enemies on the shore line. Get out of the boat and go along the shore to the blocked bridge. Press the X activator to open it up, and return to your boat after killing the two guards across from the X activator.

Go through the fresh exit, and watch the cut-scene up ahead. Jump back in the boat and sail away. You will reach an autosave point soon enough, and use the turret to kill the guards on the far left, and jump out afterwards. Clean up the remaining guards and shoot the explosives barrels on the ship across from this hill. This will take care of more than a few enemies on that side. Hop back in your boat and sink both tankers by hitting the explosive barrels. Go to the far right to find a rope near the beginning on the mountainside. Climb up and cross over the bridge to find an X activator amidst all of the enemies. Press it and go back to the boat. Steer the boat through the newly opened bridge and watch the cut-scene.

Icy Tundra

You arrive just in the nick of time, as the village is being torn apart by villains and snowstorms. Move forward and park the boat on the shore. Head east and take out the few guards that you see from time to time, and plant Chippunks to attract guards without a huge cluster. Take your time here, as this place is deadly otherwise. It's best to hide behind something fairly large on the left side and kill the enemies one by one. Go through the doorway to the right and release a Boombat to destroy a lot of enemies in the hall, and carry on to the outside. Shoot the patrolling enemy in the window to provoke some shielded guards. Have them chase you and attack when they turn their backs.

Go back outside and get prepared for an attack to the right. Ambush them by strafing in and out to fire at them, and rush over to the wall so the laser guards cannot shoot you. Soon, the gate will open and shielded guards will flood inside. Use melee tactics for best results, and turn around to blast those laser guards up above. Follow the path and shoot the laser guard down as the cut-scene ensues. A loaded van pulls up to drop off a bunch of troops. Cut through them with time and patience or fierce melee combat, your choice. It's best to slowly pick them off, and we thoroughly suggest a Boombat to break that big clump of them apart.

Follow the path until you hit the autosave point. Up ahead is a really tricky area, as there are only a few guards out in the open and the rest ambush you from beyond. Try to bundle them all together and Boombat them, and then go around collecting the bodies afterwards. Just hide around the corner and be calm while blasting, like Clint Eastwood in the Unforgiven. Go to the depression in the wall to the left and fire a Chippunk to attract some enemies to you, and blow them to hell and back with a Boombat. With all of the enemies dead, an electrical tank will zoom throughout the courtyard. Now this means war!

The tank itself is fairly slow, but once it gets near you, get prepared for the shock of a lifetime! You can easily outrun the machine, thank goodness, so allow it to follow you away from the henchmen, and then lose the tank in order to gun down the bad guys. After grabbing them up, equip the Thudslug upgrades and pump four to five of them into the tank to get it to explode, revealing a lone villain that can be slain in a single charged Zappfly shot. Do so. Open up the large gate and go through for a cut-scene. You'll receive some sweet armor in the process, as well as some new Boombats and Stunkz. Carry on to the dam. Hurray!

As you walk forward, two ladders will stand at attention, and a few guards will pop up over the wall. Tons of shielded guards will attack at any moment afterwards, so get prepared for some resistance. Use those new Boombats to teach them a lesson. If you continue to fail to destroy the shielded guards, use melee combat to take care of the problem. Go through the fairly long stretch of land without any enemies. Up ahead, however, is packed. Take your time, as usual, and don't be afraid to backtrack after attracting them, so you can split them apart and pick them off easier. Once all of the enemies have been defeated, move forward into the next area, and kill the guards and follow the path throughout the building.

Once you reach the outside, go forward and take care of the two basic enemies. Two shielded enemies show up, so melee them and turn them into ammo food. With all of the enemies defeated, move straight ahead to watch a cut-scene of the dam exploding. Jump into the boat and steer straight ahead.

Infiltration

Go through the cavern to the left, and take in the beautiful scenery while you still can. When you come out of the cavern, watch the cut-scene. It looks like you're in for a tough challenge ahead. Paddle ahead and go to the left. Park the boat and jump out. Double jump onto the platform to the right and destroy the guard here. Stay clear of being sighted by the mega missile launchers, as well, since they will destroy you in about three hits. Use Chippunks to lure all of the guards to you instead.

When you finally clear most of the enemies out of the way, run up near the mega missile launchers and hit the X activator. Quickly jump on the rope and inch your way across to the other side, and quickly jump off to hit the next X activator. Afterwards, find a nice hiding spot near the water and dart for the very back of the area. Slowly pick off the enemies as they get close to you. Return to your boat and go to the opening in the center of the stage. Watch out when you go inside of the facility, as there are heavy powered guards swarming all over. Shoot one explosive barrel on each side of the room to kill practically everything in sight. Yeehaw, cowboy.

The water begins flowing to the top of the building once you reach the final room, allowing you to access the top levels of the palace. Go forward and jump out of the boat near the shoreline. Kill the first guard and use those Super Stingbees on the turret attached to the wall. Sneak around the room counter-clockwise to sneak up on some enemies. Shoot all of the explosive barrels above you from the ground level, and kill the shielded enemies before ascending the ramps leading to higher ground. Kill the guard atop of the ramps, and more will seep in. Shoot the explosive barrel to get at them before they get at you. Use Stingbees to destroy the three guards across the way on a catwalk. Walk over to where they were and kill the two enemies through the glass. When they're dead, go charge over to where the enemies were that you just killed.

There should be one more enemy inside of this area. Take him out and go up another floor. Hit the X activator to open a new doorway. Backtrack to the boat and take it to the bank. The water will rise once again, taking you even higher. Go through the next doorway and watch the cut-scene. Go forward and park the boat and go to the rope on the left side. Climb up and jump over to the other side. Quickly take out the sleg shooter straight ahead and kill the sniper to the right. Go to the right side and kill the four guards protecting the blue lock. Using the Stingbees is a good idea in this situation. Shoot the lock with the Zappfly.

Go over to the left now, and be ready to take out a set of guards. Again, using the Stingbees is the best option. Shoot this lock with your charged Zappfly, and you will now be able to use the X activator up by the doorway. This will bring Sekto to the forefront. He uses a nasty attack called the Gloktogi Webbing. You must hit both trigger buttons and twirl the left thumb stick to break free if you're caught. This attack is very, very annoying. To defeat him, you will need to use a combination of fleeing and Boombats/Thudslugs. Just hit the first person button and kick his ass with this combo relentlessly. He has no real devastating moves, just that annoying webbing attack, so lay into it with force.

The Final Showdown

Collect some ammo and head outside. Swim across the lake of gunfire and jump out on the other end. Follow the path until you find a couple of shielded guards and several slegs. Kill the sleg master with the Stingbees and jump across to the left. Kill the guard here and take care of the sniper with the Stingbees way up in the sky. Get back into the water and go left. Take care of the guard that jumps down, and use the Stingbees up close on the shield guard before the tank arrives. Use Thudslugs on the tank and kill the guard inside of it. A second tank approaches soon after. Destroy them both and head in the direction that the tanks were coming from. Grab some ammunition before continuing.

Climb up the rope and kill the guard that protects the X activator. Hit the activator and repeat the same process on the exact opposite side. Once both X activators have been activated, you will need to go through the newly opened doorway. Collect as much ammo as possible and run up the ramp. Melee kill the two regular guards here, and go through to the gigantic room. In here, you will hear screaming from our poor little lizard friends in the background, and get ready to take on a hoard of enemies inside of the room beyond the ramp. Use Fuzzles to scatter them and melee fight them. Go into the cubbyhole to the right and use the Fuzzle/Zappfly strategy until all of the guards are dead. Watch out for the soldiers on the ramp to the side. Once they are dead, go up that ramp.

After walking up the ramp, you will encounter another string of enemies. The best strategy to use in this area of the game is to go up the ramp and kill one guard, bounty them, and jump off of the ramp to the lower floor to heal. Quick save here, as well. Repeat until the area is cleansed. Use the two ropes to reach the other side of the facility, and lure the enemies to the little outer platform. Hide on the left side of the doorway and melee attack anyone that comes out, knocking them off of the stage entirely. Go down a few floors, killing enemies along the way. Exit the building down the ramp and jump over the crates. Another Sekto minion appears, so use those Thudslugs and Boombats once again to defeat it... seemingly. It appears as a green apparition after a few hits, and floats away.

Jump into the next room and get ready to fight a large number of regular enemies. Use Chippunks in order to survive, because you will bite the digital dust if you think you can take all of them on at once. Press the X activator and walk up the ramp to the immediate left. Hit the next X activator and get prepared to fight with the Sekto minion once again. Repeat the Thudslug/Boombat combination until it falls to the ground. It will float off a few times, but nowhere that far away. It will float to somewhere in the area, at least. Hit the two consecutive X activators and turn left immediately to round the corner. Mow all of the enemies here down with the Stingbee/Zappfly combo.

With everyone either dead or captured for food, go to the end of the room and press the X activator. Climb up the ramp and shoot the explosive barrel behind you, near the fan in the center. Hide behind these boxes and eliminate the soldiers up here. This is fairly easy, considering they're scattered and scarce compared to previous trends. Hit the X activator and go through the doorway. Walk to the very end of the hall and a blue doorway opens up with a red light over it. Go inside to reveal that it is an elevator, and you're going to an even higher level of the palace. Go up the ramp to watch a cut-scene, and you will have 3 minutes and 30 seconds to escape from this place before it explodes.

Hurry up and walk along the path, and go down on the ramps. When you reach the wide open area, sway to the left a tad bit to avoid getting hit by the giant falling pillar. Go to the next building and turn right once inside to go up the series of ramps all the way to the top. Follow the flashing red arrows

down the rubble to the right, and avoid the tank in the large room with the several explosive barrels. Go through the building and dart through the doorway before it closes. Take time to heal and go up the spiral. Go up the spiral and climb the crates. Sprint up the ramp to the right, and take time to heal. You will need enough health to get past the upcoming tank without dying. Afterwards, you will be safe from the explosion.

Go through the nice hallway and up the ramps. Collect all of the ammo in the ammo crates up ahead. Follow the path until a cut-scene appears. Fighting the two Sekto minions at once is about as easy as fighting one of them. They only have the one spinning attacking, making them easy defensive targets, and just use the Boombats/Thudslugs to kill them both. You've done it plenty of times prior, so this should be relatively easy. If you'd prefer to save your Boombats, try using Stingbees. It works just as well, and there's some Stingbee ammo scattered here, anyway.

Sekto is up next, and he uses some serious firepower. We're talking constant laser fire, and that boulder in front of you will not hold up for very long. Watch out for his instant death laser beam, as well—it's a killer. The key to defeating Sekto is to destroy the smaller parts of the two orange devices by his sides. The tiny piston-like objects must be destroyed in order to shut him down. Using ammo such as Boombats and Stingbees is the ideal plan. Collect the ammo at the back of the stage if you need to restock, and hide behind the rocks to heal. Remember, that boulder regenerates, so just run around the room if you're in clear view. Quick save is your friend, folks!

Congratulations, partner. You've completed Oddworld: Stranger's Wrath! Oddworld is only big enough one person, and that person is you, pilgrim.

Stranger



The Stranger is the mysterious protagonist of the game. He's an experienced bounty hunter who has been known to capture lots of outlaws. Nobody knows where he really came from or who he really is.

The Stranger is trying to get 20,000 moolah in order to have a necessary operation.

Spoiler - Click to see/hide

Sekto



Sekto is the main antagonist of Oddworld: Stranger's Wrath. He dammed the river to make new property, but also starved the Grubbs in the process who needed the river's fish to survive. He has a cruel love for hunting Steef and is responsible for their near extinction. He has an army of Wolvarks to maintain security.

Spoiler - Click to see/hide

Doc

Doc is a Vykker surgeon who travels between towns. He had found a surgical solution for the Stranger's condition but he wanted 20,000 moolah in exchange.

Spoiler - Click to see/hide

D. Caste Raider



D. Caste Raider is an outlaw who was hired by Sekto to figure out how Stranger managed to capture a Steef. Raider manages to ambush Stranger and exposes his secret to everybody. Stranger manages to kill him when his building was burning down.

Ammo

All of the ammo in the game are live animals that have very different effects on outlaws.

Chippunks



Chippunks are fast talking rodents that annoy outlaws. They usually come over and stomp on them so use them if you want to lure outlaws out for a trap. They can be upgraded later in the game so one Chippunk can attract 3 enemies at once.

Bolamites



Bolamites are spiders that can spin webs incredibly fast and trap outlaws making them easy to capture. They are great for minions, but they don't usually work on bosses.

They can be upgraded to trap 3 enemies at once.

Zappflies



Zappflies are the Stranger's default ammo and are limitless. They can be charged up for powerful stun attacks and to activate many devices. They are great for capturing enemies alive.

Stunkz



Stunkz can paralyze enemies temporarily with their putrid stench which makes it easier to bag them.

Their upgrade replaces the function by instead sucking in all nearby enemies into one location.

Thudslugs



Thudslugs are heavy hitters that can knock enemies unconscious and to the ground.
Their upgrades do a lot more damage.

Fuzzles



— Fuzzles are little vicious critters that can be used as traps or as direct attacks against enemies.

Boombats



Boombats carry huge explosive power and can kill most enemies with their heavy damage. Their upgrade increases the number that can fire at once.

Stingbees



Stingbees are rapid fire ammo that causes moderate damage to enemies. They are found around beehives and honey combs.

Species

The Mongo river valley is home to a host of unique species.

Grubbs



Grubbs are meek and unassuming creatures. They rely on the Mongo river to stay alive, but the dam built by Sekto and the Clackers moving in have severely famished them. The Grubbs were protected by the Steef but the Steef are nearly extinct and their last Steef guardian suddenly disappeared.

Clakkerz



Clakkerz are a chicken race that are selfish and ignorant of the problems others face. They usually only care about themselves and call upon bounty hunters to get rid of Outlaws. They moved into the mongo river valley when the dam was built and ran out the Grubbs who used to live there.

Steef



Steef are majestic creatures that are on the brink of extinction thanks to Sekto hunting them for trophies. A typical steef has the upper body of a gorilla, a lions's head with horns, and a horse's legs. They protect the Grubbs and keep them safe, but the Grubbs lost their last steef guardian who mysteriously disappeared.

Spoiler - Click to see/hide

Wolvarks



Wolvarks act as the security forces for Sekto. They are vicious and are willing to kill anything that they come across. They crucify any Grubbs they've killed to use as a warning for others to stay out of the facilities.

Outlaws



Outlaws are criminals that cause all sorts of problems for the Mongo Valley residents. They usually act underneath a gang leader and are usually stupid without one leading them.

Trophies

{{{points}}}G
Bag Blisterz Booty
Bounty Blisterz Booty.