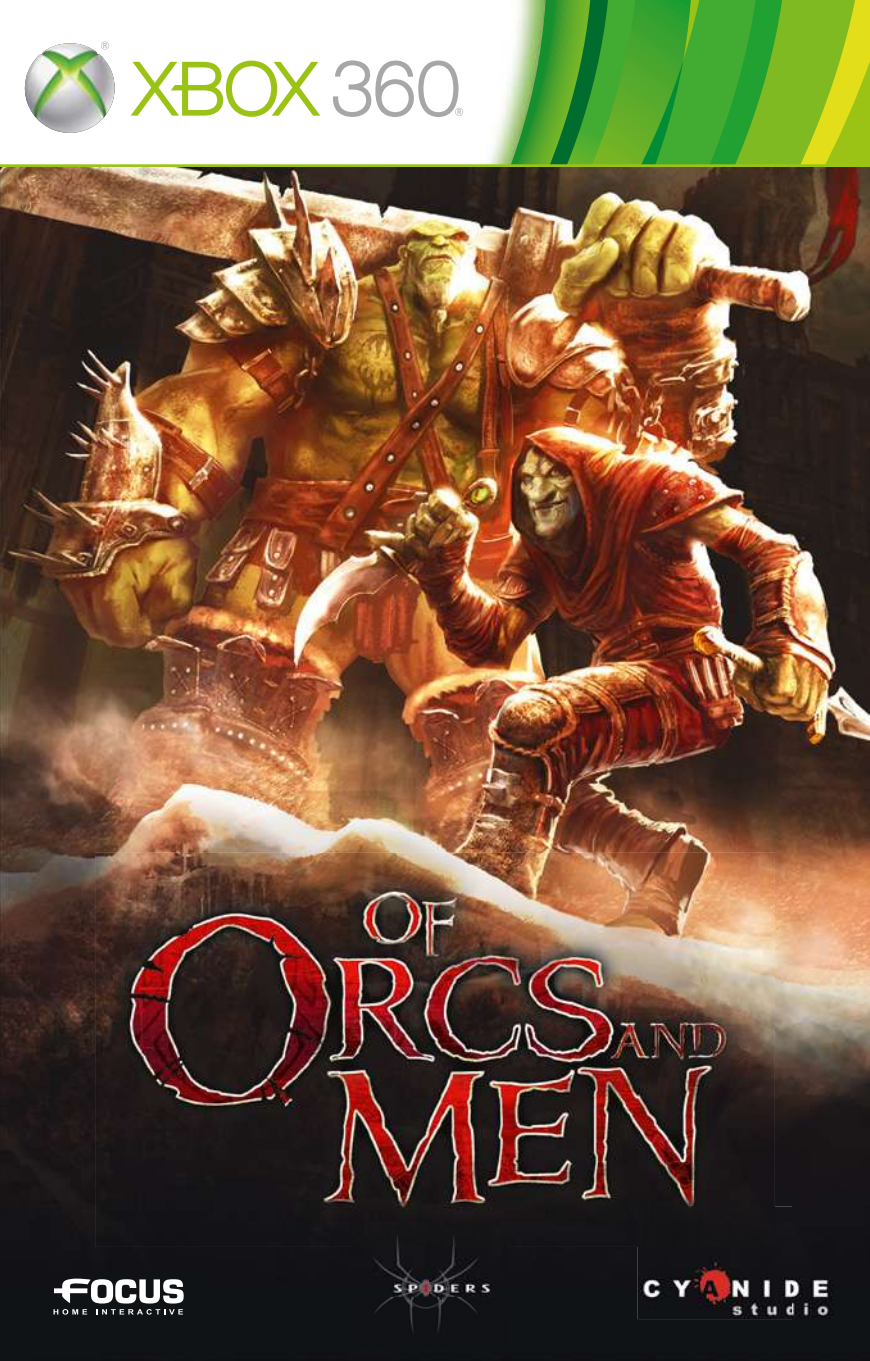
XBOX 360
OF ORCS AND MEN
FOCUS
HOME INTERACTIVE
SPIDERS
CYANIDE
studio

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INTRODUCTION

The Great War is raging.
For 10 years now, Men have been waging a bitter war against the Southern peoples, namely the Orcs and Goblins. The Greenskins, as they are called, are putting up staunch resistance and the balance of forces is constantly changing. The construction of the Wall is in full swing; a gigantic edifice that will purely and simply cut the continent in two. It is designed to protect the North from Greenskin incursions and take the war to the enemy. But this war has been too grueling, and has lasted too long. It must cease!

The ends justify the means: the humans want to find a way to bring a rapid end to the conflict, and they have one thought uppermost in their minds: History is written by the victors. Thus has the future of the Greenskins been decided. Officially, they will be… dominated, to be "re-educated". Unofficially, they will be exterminated. The Men advance, and genocide is unleashed. Once the alliance with the Dwarfs and Elves has been sealed, nothing will stand in their way.

Peace is near at hand, but there is one small problem: you are an Orc! You are a Bloodjaw, one of the proud elite of the Orc legion. Your mission can turn the conflict on its head: to save the honor and ensure the survival of clan and kin, **you must assassinate the human Emperor.**

MAIN MENU

Continue: load your last save to continue your game.

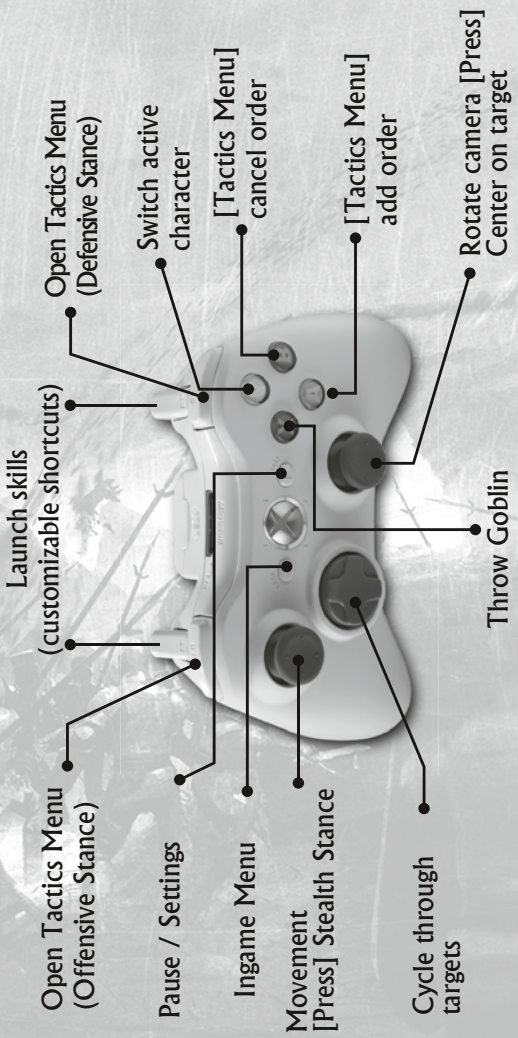
New game: this is where your adventure begins.

Load: load a saved game.

Guide: a tutorial explaining the basics of the game.

Options: here you can modify the default game settings, such as the display or the audio settings, as well as view the credits.

CONTROLS



THE CHARACTERS

Of Orcs and Men puts you in the (bristly) shoes of a rather unique pair, an Orc and a Goblin. During exploration or combat phases you can control either Arkaïl or Styx. Use Y to switch character at any time. If you control Styx, Arkaïl will automatically follow you and vice versa.

Arkaïl

Arkaïl is a member of the Bloodjaws, an elite group of warriors feared across the whole Empire, known for their ferocity and efficacy in battle.

Nicknamed the «Butcher of Bay Harbor», Arkaïl is an Orc tougher than most of his brothers. His nickname comes from the battle of Bay Arbor, where the proud Orc warriors, outnumbered 4 to 1, faced the imperial army. The Orcs won the battle, but at a cost: letting his rage take over, Arkaïl went berserk... indiscriminately slaughtering Humans and Orcs. His feat caught the attention of the Bloodjaws, of which he is now one of the most respected - and feared - member.

Specialty: Berserk

Each time you hit or get hit it adds to Arkaïl's Rage gauge. If it fills completely, the Orc goes Berserk and becomes uncontrollable.

When Berserk, Arkaïl inflicts a lot of damage but is uncontrollable until the Rage gauge has completely emptied.

Blind with rage, the Orc ignores defense and may even attack his allies.

When leaving Berserk mode, Arkaïl suffers a Backlash which leaves him stunned for a few seconds.

In that state he is highly vulnerable if the combat isn't over.

Arkaïl's starting skills

• OFFENSIVE COMBAT STANCE

Quick attack: Default attack. Automatically executed when Arkaïl fights in hand-to-hand stance.

Powerful blow: Heavy vertical attack that mere mortals cannot parry but which can be dodged more easily than a normal attack.

Feint: Feint attack difficult to dodge, but with slight impact and more likely to be parried.

• SPECIAL SKILLS

Raise ally: Brings Styx back to his feet, restoring some health.

Throw Goblin: Arkaïl throws Styx at a distant enemy, inflicting heavy damage and stunning the target. Only one of the characters needs to use this skill for it to be carried out.

• DEFENSIVE COMBAT STANCE

Quick attack: Default attack. Executed in the form of an automatic riposte when Arkaïl successfully counter-attacks.

Stunning punch: Powerful punch that stuns the target, who becomes incapable of reacting for several seconds.

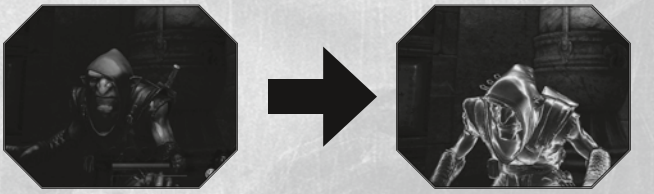
Rage release: Decreases the rage gauge over a short period of time.

Styx

Styx is a Goblin and, for all we know, the only one of his race to wear clothes, to be able to speak, and to make out the difference between a pile of junk and a well-filled purse.

Styx has an incredible instinct of survival, which made him form a large network of more-or-less disreputable characters. If you are looking for something around the Wall, be sure Styx will know where to find it... or at least, he'll know who can find it for you.

Specialty: Stealth stance



To carry out his mission, Styx uses his abilities at stealth to assassinate isolated targets.

When not locked in combat, Styx can blend in to the background in order to discretely eliminate enemies that haven't seen him. To do this he switches into stealth mode.

To become stealthy, press LS.

Note: you are not entirely invisible to enemies and your camouflage has no effect on some opponents, such as dogs, which can smell you. If you want to remain hidden, go around them.

Styx's starting skills:

• HAND-TO-HAND COMBAT STANCE:

Quick attack: Default attack. Automatically executed when Styx fights in hand-to-hand stance.

Flying daggers: Styx whirls his daggers around his target, inflicting significant damage over a period of time.

Armor piercing: Damages the target's armor, causing vulnerability and heavy damage.

• SPECIAL SKILLS

Raise ally: Resuscitates Arkaïl, restoring some health.

Throw Goblin: Arkaïl throws Styx at a distant enemy, inflicting heavy damage and stunning the target. Only one of the characters needs to use this skill for it to be carried out.

• RANGED COMBAT STANCE:

Throw knife: Default attack. Automatically executed when Styx fights in ranged Combat stance.

Accurate throw: Expert throw causing greater damage with a high chance of interrupting the target.

Low blow: Kick that pushes the target back slightly with a high chance of interrupting him.

Other Characters

The Emperor

Head of the human empire, he is the one who has condemned the Greenskins to extermination or, at best, slavery. Assassinating him would seem to be the only solution for the survival of the Orcs and Goblins. However, the Emperor has an army to protect him, and that doesn't even include the inquisitors in his service. It will not be easy to reach him, but reach him you must, for the good of your people.

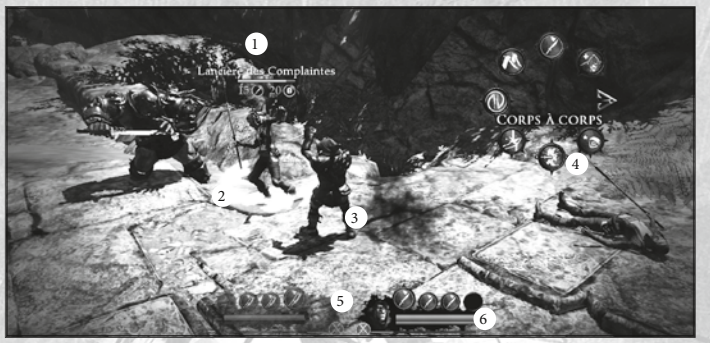
The Inquisitors

The Inquisition has been formed to protect the heart of the Empire from its enemies, purge the infidels and hunt down the «Greenskins» accused of threatening the tranquility of the Empire. Real fanatics, the Inquisitors are as much fearsome fencers as powerful magicians. If you happen to cross paths with one, prepare for a rude battle...

THE COMBAT SYSTEM

Of Orcs and Men has a tactical combat system. The Tactical Menu can be opened at any time during combat so you can select your attacks, target your enemies, and find the best way to use Arkaïl's and Styx's skills to defeat your enemies.

Game interface during combat



1. Panel of enemies.

2. Targeted enemies: Arkaïl's target circle is displayed in Red (as with his rage bar) and Styx's in Blue (as with his concentration gauge). Here the 2 characters are targeting the same enemy for more impact.

3. Controlled character: use Y to switch characters at any time.

4. Character tactical menu: use LB and RB to open and close the controlled character's tactical menu.

5. Character combat stances.

6. Character combat panels.

Combat Phases

When you are near a group of enemies, Arkaïl and Styx automatically switch to combat mode. The character combat panel is displayed:

1. Open the tactical menu (by pressing LB or RB): the actions slow down so you can analyze the situation.

2. Select the character you want to attack with (press Y to switch characters).

3. Use the directional pad to target the enemy you want to attack. Use the targeting to display the panel of enemies and thus learn the characteristics of the group you are facing. Arkaïl's target circle is displayed in Red (as with his rage bar) and Styx's in Blue (as with his concentration gauge).

4. Use the arrows in the tactical menu to access your character's different stances. Each stance has specific skills. Select the skill(s) you want to use. You can alternate skill types to vary the type of impact. Good knowledge of your characters' skills will make you deadlier. It is important to weaken your enemies (wound them, or destabilize them, for example) before striking them with powerful blows that can be dodged or interrupted.

5. Select several skills in a row. They are added to the stack of orders in the character combat panel and will be automatically carried out on the targeted enemy one after the other.

You can also target an enemy, select a skill, then target a second enemy and select a new skill. The skills are then executed in order on the designated targets.

6. Switch characters with Y.

7. Target an enemy (you can inflict significant damage by targeting the same enemy with both characters) and select the skills you want to use.

8. Exit the tactical menu with LB or RB. The combat returns to normal speed and the orders are executed.

- To modify the stack of orders, you can open the tactical menu and manually clear the stack of skills with B, then target a new enemy and select new skills to defeat him.

- If the targeted enemy is killed before the skills are all executed, the stack of orders is reset. The character then automatically targets the nearest enemy and attacks him with his basic skill.

- Don't be afraid to use the tactical menu as often as you want to modify your attack and defense tactics.

- Sometimes during combat it might be better to remain at a distance (with Styx, for example) so you take less damage and use your ranged skills (like a backstabber). You must exit the Tactical Menu to move (with the left stick).

- Use the special skills (in green) to carry out the actions between your 2 characters: Throw goblin, for example, to weaken an enemy when the combat starts or to reach opponents posted up high, or Raise ally if your second character has fallen to the blows of the opponents.

- Your mission fails if the two characters are down at the same time.

Before a combat, it is often a good idea to use Styx's Stealth skill to assassinate isolated targets and reduce their number, and therefore the power of a group of enemies.

Character combat panels

This interface is displayed when you enter combat mode. Information on your 2 characters is displayed here. The panel for the character you are not controlling is slightly transparent.

1. Character being controlled.

2. Skill currently being used.

3. Order stack: each time you select a skill, it is added to the waiting list. The actions are then executed in order by the character. Select the orders you want your character to execute. You can stack up to four orders. When an enemy dies, the skills targeting him are automatically removed from the order stack.

4. Character life bar: when it is empty, your character loses consciousness but can be revived by his companion.

5. Styx: for him, it's his Concentration gauge. Each skill used by the goblin drains his concentration. When the gauge is empty, he has to wait a short time to get his concentration back.

5. Arkaïl: for him, it's his Rage bar. It increases with each blow struck or received. Once full, Arkaïl enters Berserk mode and becomes uncontrollable for a short period.

6. Experience gauge: each time it's full, your character goes up another level.

Tactical menu

You can open the tactical menu at any time during combat. This slows down the action and lets you select the skills you want to use.

If you have already selected a skill, the other skills selected are added to the stack of orders and are executed in succession.

You can stack up to four orders before quitting the Tactical menu.

- Use LB to open the tactical menu when in Offensive (with Arkaïl) or Hand-to-hand (with Styx) combat stance.

- Use RB to open the tactical menu when in Defensive (with Arkaïl) or Ranged attack (with Styx) combat stance.

- You can scroll through the combat stances with the left stick via the arrows in the tactical menu.

- Select a skill with the left stick and confirm the skill with A.

- Use B to remove a skill in the stack of orders.

- Use LB or RB again to close the Tactical Menu.

Combat stances

When you select á skill, your character automatically enters the combat stance corresponding to this skill. Each combat stance gives a defense, regeneration, or attack bonus. In the Tactical Menu, the skills are classed by combat stance.

In combat, go through the Tactical menu wheels to access your character's different stances, and therefore his skills.

If during combat you order a series of offensive and defensive actions, when each action is executed the character gains the bonus from the corresponding stance.

The combat stance for the last skill used determines the default attacks for the character you are not playing. For example, if you are controlling Arkaïl and the last order given to Styx is for a ranged attack, Styx will continue to throw daggers at the enemies.

Arkaïl's combat stances

Offensive :

-Increases damage and allows Arkaïl to use the Bloodjaws' most powerful attacks.

Defensive :

- Raises the chances of Deflection by 20%, slows down the Rage increase and allows Arkaïl to automatically ripost some of the deflected attacks.

Special skills :

- Special actions performed in any stance.

Styx's combat stances

Hand-to-hand:

- Uses his daggers to launch a fast series of hand-to-hand attacks.

Ranged combat:

- Sheathes the knives and uses throwing daggers

Special skills:

- Special actions performed in any stance.

Skill shortcuts

You can set the hotkeys you want in the Skills menu: they let you use combat actions without going through the Tactical menu.

Open the Menu with Back and display the skills tab. Then select one of the skills trees. To create a shortcut, select the skill you want with the right stick and press RT or LT to associate the skill with it.

Panel of enemies

When the tactical menu is activated, the enemies interface is displayed above the target opponent. Move the target cursor from one enemy to another to have an overview of the group of enemies.

1. Type of opponent
2. Life bar
3. Strength of attacks
4. Defense points

Over the course of your adventure, you will encounter different types of enemies. Each enemy has strengths and weaknesses and you have to learn to recognize what they are and which skills are best for defeating them. Using Styx's and Arkaïl's skills in a complementary way is recommended for improving their effectiveness.

When you use skills, take careful note of the effectiveness of the different skills against certain types of enemies, and which enemies systematically manage to counter your attacks. The enemies can interrupt or dodge your attacks (as can your characters).

Therefore you should carefully select your targets: for example, lancers are skilled at dodging Arkaïl's powerful blows by keeping at a safe distance, while a soldier with a shield will tend to interrupt Styx's light hand-to-hand attacks.

You can therefore achieve victory by using Arkaïl to stun soldiers with shields and Styx to pierce the armor of and thus destabilize soldiers with lances.

MENU

During the game, press BACK to open the Menu: you scroll through the different tabs (characteristics, inventory, skills, maps, and journal) using LB and RB .

Characteristics

Arkaïl and Styx have basic characteristics that you develop as they progress through the adventure. In combat you gain experience points (XP), and when your XP bar is completely full, your characters go up a level (the experience bar is displayed in the character combat panel and the characteristics tab). Each time a character goes up a level, you gain one point per character that you can attribute to one of his characteristics, depending on your preferences and style of play.

The characteristics of the characters are separated into 4 very distinct parts that each influence 2 sub-characteristics:

STRENGTH: affects the striking power and physical damage inflicted by the character with each successful attack.

- **Damage:** base physical damage inflicted by each successful standard attack with the equipped weapon.

- **Striking power:** base power of each blow with the equipped weapon, affecting the chances of interrupting the enemy's action.

AGILITY: affects the chances of landing a critical hit, and also of deflecting or dodging any type of physical attack.

- **Chance of critical hit:** chance of making a critical hit, multiplying the damage inflicted by two or more depending on the equipment.

- **Dodge:** average number of physical attacks avoided by Styx, preventing any damage.

STAMINA: affects the maximum health as well as the character's stability.

- **Stability:** resistance to an enemy's strike power, reducing the risk of having an action interrupted.

- **Life points:** quantity of damage that can be taken before the character is out of the fight.

SPIRIT: affects defense (Dodge or Deflection), and also Styx's Concentration and Arkaïl's Rage. Each of the characters also has 2 sub-characteristics of their own:

Arkaïl :

- **Deflection:** average number of physical attacks successfully deflected by Arkaïl, preventing any damage.

- **Rage points:** amount of Rage Arkaïl can build up before going Berserk.

Styx :

- **Dodge:** average number of physical attacks avoided by Styx, preventing any damage.

- **Concentration per second:** amount of Concentration recovered per second.

Inventory

The inventory is divided into 3 major sections: weapons / equipments / jewelry.

- **Weapons:** you find or barter for different weapons during your adventure, and this is the page where you select which one to equip.

- **Equipments:** you can select different pieces of armor in order to protect different parts of your body: torso, arms, and legs.

- **Jewelry:** various objects that upgrade your character's characteristics, such as Damage or Stability.

Trading and upgrading equipment

While you are exploring the game levels, you may come across weapons and equipment for Arkaïl or Styx. It is also possible to acquire things from the characters you meet (at rests stop such as the lair of the Black Hand, for example). These characters may trade articles in exchange for «Trade points».

You can obtain trade points by trading away equipment you no longer want, or by completing certain secondary quests.

Careful, though: some merchants will only offer to trade with you a single time, and others will only offer upgrades. Think carefully before turning down a proposal.

The trading interface

1. Purchase: you can purchase different objects, including weapons, equipment, and jewelry.

2. Sell: gain profit in exchange for the objects you are willing to part with.

3. Upgrade: in addition to purchasing objects you can also upgrade them, in exchange for payment.

4. Your character's level.

5. Your Trade points.

6. Name and characteristics of the new equipment that you can purchase.

7. Name and characteristics of your currently equipped equipment.

Note: As Styx and Arkaïl are not the same size, they cannot use the same stock.

Skills

The Skills tab

This tab lets you check and upgrade Arkaïl's and Styx's Skills.

Each time they gain a level you receive a Skill point that you can use to unlock a new skill for each character, depending on your preferences and style of play.

The Skills are separated by stance, such as during combat:

Offensive (Arkaïl)

Hand-to-hand (Styx)

Special skills

Defensive (Arkaïl)

Ranged combat (Styx)

The skills for each combat stance provide a stance bonus in addition to their characteristics. Refer to section **[Combat Stances]** for more information about combat stance bonuses and penalties.

Skill Descriptions and Upgrades

Select a stance to display the associated skills:

1. Character level (here Styx is level 21).

2. Skill points to assign (if you have gone up a level).

3. In this example, the wheel for Styx's ranged combat skills has been selected.

4. The skills marked with a «+» can be unlocked (currently gray) or upgraded (in blue, red, or green depending on the type of skill).

5. Description of the selected skill.

6. Possible upgrade for the selected skill.

Some skills or upgrades are only available after the character reaches a certain level.

Each skill has specific characteristics that are detailed on this page. The main information about the skill is also displayed during combat when you select a skill in the Tactical Menu.

Explanation of certain skill effects:

- Impact: Heavy: dodge bonus and parrying penalty for the target.

Normal: no bonus.

Light: parrying bonus and dodge penalty for the target.

- Bleeding: Causes a loss of life points for a short period of time.

- Vulnerability: Strongly decreases the target's defense points. Very effective against enemies with a high defense value.

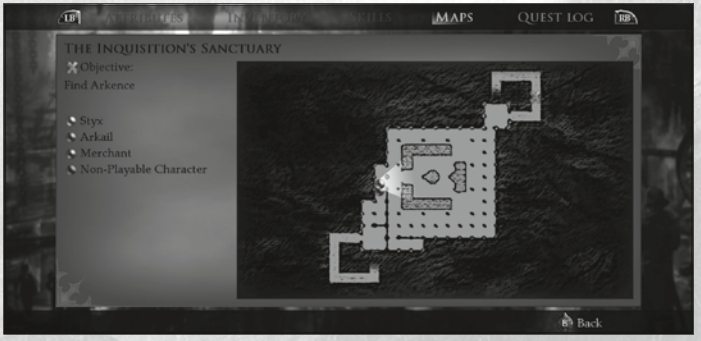
-Destabilized: The target can no longer parry or dodge attacks while the effect is active.

- Stunned: The target can no longer act for a short period of time.

Certain skills improve your character's characteristics. Refer to section **[Characteristics]** for more information.

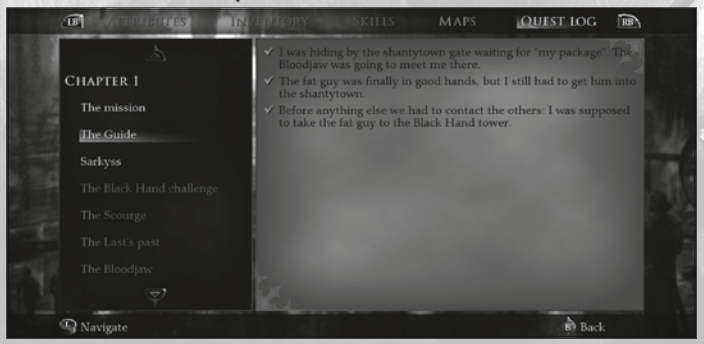
The skills tab also lets you create shortcuts with LT and RT. Refer to section **[Skill Shortcuts]** for more information.

Map



The map shows you where you are in each level. Styx' and Arkaïl's positions are represented by the green dots. The triangle shows the direction you're looking in. The objective is also marked on the map.

Quest Journal



The quest journal, which Styx keeps, contains all the relevant information on the current or finished quests. They are organized in chapters and by order of importance, for both main and secondary quests.

WARRANTY

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