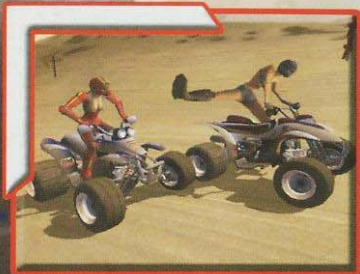
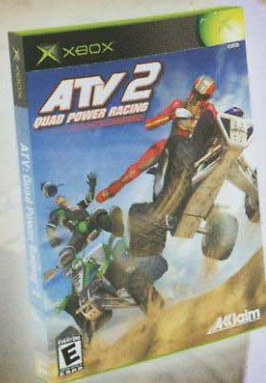


ATV 2

QUAD POWER RACING



Compete as the world's top ATV riders including Dana Creech, Tim Farr, Kory Ellis & more!



Punish opponents on 15 massive tracks that span 5 different locations across the globe!



Kick it! - Stomp the comp with an arsenal of vicious fighting moves!



Big air, big tricks, BIG FUN!

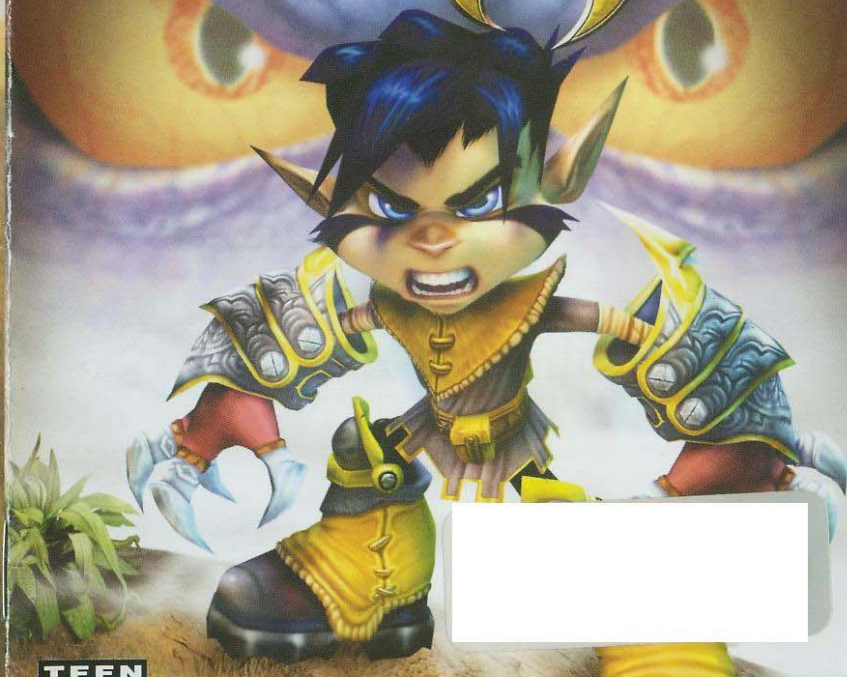


Mild Lyrics
Mild Violence

AKA
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XBOX

VEX



<http://www.replacementdocs.com>

Safety Information

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.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

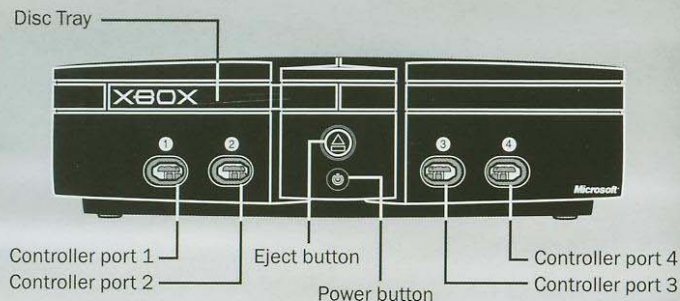
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Using the Xbox Video Game System

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **VEXX™** disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing **VEXX™**.



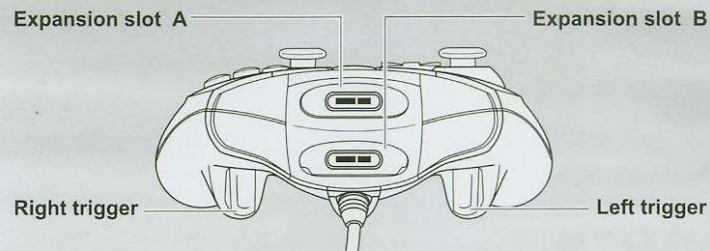
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **VEXX™**.



INTRODUCTION



The terror in Astara began when the powerful and sinister forces of the Shadowraith Dark Yabu and his devoted minions came down from the skies. They descended upon the peaceful village of Overwood and wreaked havoc and destruction.

Vargas, the aging guardian of Overwood, and his grandson Vexx were defiant yet outnumbered and were enslaved with the other defenseless villagers under Yabu's dark power.

Unable to bear it any longer, Vexx launched a futile assault on Dark Yabu. Before Yabu had a chance to punish the boy, Vargas attacked the Shadowraith, hoping to distract the evil lord long enough for his grandson to flee. Yabu turned his powers on Vargas and destroyed him as Vexx helplessly watched.

Stricken with grief, Vexx escaped through the tunnels, vowing to one day take his revenge. Fate would grant him not revenge, but fortune... the legendary Astani War Talons.

Now armed with his war talons and his fearless determination, Astara's slave turned savior will stop at nothing to overthrow the evil Dark Yabu, avenge his grandfather's murder, and bring peace back to his planet!



MAIN MENU

For all front end screens, move the **directional pad** or **left thumbstick** up and down to toggle through the main menu options. Press the **A button** to confirm your choice or the **B button** to cancel.

LOAD GAME

Continue a previously saved adventure where you left off.

NEW GAME

Begin a new adventure and create a save game file for it.

OPTIONS

Adjust options settings to your satisfaction.

EXTRAS

View trailers of upcoming Acclaim games.



OPTIONS MENU

SOUND MENU

Move the **directional pad** or **left thumbstick** up and down to toggle through the volume sliders. When a slider is selected, move the **left thumbstick** left to right to adjust the fader.

When set to ON, the Headphones option will optimize the game sound when playing with headphones.

VIBRATION MENU

Directional pad or **Left thumbstick** toggles between vibration on or off option. The **A button** confirms your choice, **B button** cancels your choice.

DEFAULT MENU

Directional pad or **Left thumbstick** toggles between Default settings on or off. The **A button** confirms your choice, the **B button** cancels your choice.

SAVE OPTIONS

Directional pad or **Left thumbstick** toggles between Save options on or off. The **A button** confirms your choice, the **B button** cancels your choice.



PAUSE MENU

In the game, push the **START button** to go to the pause screen.

Use the **directional pad** or **left thumbstick** to toggle through the "Continue," "Warp to Hub," "Inventory Screen" and "Quit" options. The **A button** confirms your choice.

CONTINUE

Resume your adventure where you left off.

WARP TO HUB

This mode takes you from your current game position (where you paused) to the Warp Hub, where you can enter any unlocked world. Note that the Warp to Hub feature will only work when Vexx is stationary.

INVENTORY

In the game, push the **BACK button** to go to the Inventory screen.

Move the **left thumbstick** or **directional pad** up and down to toggle through the Worlds of Astara.

Move the **left thumbstick** or **directional pad** right or left to toggle through the Wraithhearts available in the selected world.

Press **Right Trigger** to view your Wraithheart Inventory.

Press **Left Trigger** to view your Journal entry collection. Move the **left thumbstick** or **directional pad** right or left to toggle through the journal entries.

QUIT

Exit the game.

PLAYING VEXX

CONTROLS



MOVEMENT

Moving the **left thumbstick** slightly will cause Vexx to sneak along slowly in the given direction. Moving it more will cause Vexx to walk, while greater movement will make Vexx run.

JUMP Press Jump button (**A button**).

LONG JUMP Crouch while running and press Jump button.

CROUCH/DUCK Press **Left trigger**.

PULSE JUMP Crouch while standing and press Jump button (**Left trigger + A button**).

WALL JUMP Press Jump just as Vexx strikes a wall after jumping.

ATTACK Press Attack button (**X button**).

3 HIT COMBO ATTACK Press Attack three times.

CHARGED PUNCH Press Attack twice, hesitate, then hold down Attack to charge the punch. Release Attack to deliver the blow.

ALTERNATE SLASH COMBO Press Attack twice, hesitate, then Attack twice again.

4 HIT COMBO Perform the Charged Punch then press Attack again.

RAGE ATTACK Attack an enemy and continue to rapidly press Attack.

FLARE KICK (tumble) Press Attack while airborne.

GROUND POUND Press Crouch while in midair.

UPPERCUT Press Attack while crouching.

RECOVER Move **left thumbstick** rapidly back and forth to recover from stun/inhibitor.

GRAB Press Attack while directly in front of a grabbable object.

THROW Press Attack while holding a grabbable object.

MOVEMENT (CONTINUED)

PUSH Walk into a pushable object.

EDGE GRAB Jump and intersect a grabbable edge.

EDGE SHIMMY Move **left thumbstick** while hanging from edge.

CLIMB EDGE Press Attack while hanging from edge.

CLIMB Move **left thumbstick** while on climbable surface.

DANGLE (Dangle Climb) Move **left thumbstick** while hanging from a dangle surface.

SWIM Press Attack while in water.

SURFACE JUMP Press Jump button while on surface of water.

SLIDE (Controlled) Jump, walk, fall onto sliding surface in direction of slide.

SLIDE (Uncontrolled) Jump, walk, fall onto surface facing opposite direction of slide.

WALL SHIMMY Press into wall with **left thumbstick** and move along it.

CLIMB POLE (shimmy) Move the **left thumbstick** up/down after running into/jumping onto/falling onto pole.

PERCH ON POLE Climb to top of pole.

ACTIVATE ELEMENTAL POWER Stand on elemental pads.

JUGGLING Once an attack has an enemy in the air (a Flare Kick, for example), continue the attack, keeping your enemy in the air by "juggling" him. Juggling an enemy fills your Frenzy meter.

TIP: A big part of successful combat is finishing what you start. Try to make your enemies cry "uncle" by combining moves while the enemy is in the air. For example, knock a guy off his feet with an uppercut or a flare kick and then keep punching and kicking to juggle the unlucky chump. The more you juggle, the more goodies you can get.

SPECIAL TALON ATTACKS

TALON CHARGES Juggle enemies to release glowing blue energy. Collect enough of this energy and you can unleash the hidden power of the War Talons.

CHARGED TALON ACTIVATION To activate the Charged Talons, press the **right trigger**.

TALON DASH Once the Talons are charged and activated, use the **left thumbstick** to move around in a dash.

TALON BLAST Once the Talons are charged and activated, press Attack to fire a Talon Blast.

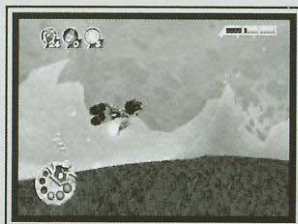


- 1 Shadowraith Hearts
- 2 Soul Jars
- 3 Shards
- 4 Frenzy Meter
- 5 Talon Charges
- 6 Number of Lives
- 7 Health Meter

GAME DISPLAY

When you enter a new world or collect a pickup, your item count appears on the top left of the screen.

HEALTH AND LIVES REMAINING METER: The circles around the outer ring of the health meter show your total available health, the number of these that are lit up represent current health. The number inside the Vexx profile shows your remaining lives.



The air bubbles look like this.



SWIM TIMER

When Vexx is underwater, a bubble will begin rotating around the circumference of the health meter. This represents Vexx's air supply. The bubble begins its revolution at the purple pointer to the right of the Vexx profile. Each time the bubble completes a trip around the meter, Vexx loses a unit of health and the bubble speeds up. To reset the Swim timer, swim into an air bubble or surface for a breath. Once Vexx is down to a just a few units of health, the bubble will be spinning fast and you're headed to a watery grave.

FRENZY METER

The meter at the upper right of the display shows how many Talon Charges you have collected. Each bar is gradually filled in as you extract charges from your juggled enemies. When all three bars are filled, the meter will flash and you can unleash your special Talon Attacks.



THE RIFT HUB

The Rift Hub is the central nexus which gives you access to all the worlds of Astara. You'll need enough hearts to open each portal, so at the beginning of the game, only Timberdale will be available. As you collect hearts, power is added to the rift system and new worlds become accessible. The number of hearts required to enter each world appears above each doorway. Walk towards a doorway to choose the world you wish to enter. The Wraithheart selection screen will appear. Select the Wraithheart challenge you want and press the **A button**. You will return to the Rift Hub and the selected portal will open, allowing you to enter the world.

After you collect a Wraithheart you will return to the Rift Hub and can enter another world or return to the one you just came from.

PICK UPS



SHADOWRAITH HEARTS

When the Shadowraiths descended upon Astara 700 years ago, their ravenous appetite for power drove them to devour the energy that fueled the Astani's amazing portal system. Now, nearly a millennium later, Vexx can restore power to an incredible network of gates by returning the hearts of the fallen Shadowraiths to the portal's Rift Hub. Once enough hearts are placed in the rift, portals to new worlds will be unlocked. Powering up the portal system is the only way Vexx can travel to the Landspire and catch Dark Yabu.



SOUL JARS

As the Shadowraiths pillaged Astara during the great cataclysm, each dark warrior carried a soul jar at his side. Soul jars were used to contain the spirits of the fallen Astani so they could be devoured after the battle. Many of these jars were left behind when the war was over and the dead of each side littered Astara. Vexx can collect six Soul Jars in each world and the freed souls from within them will reward Vexx with a Shadowraith Heart.



SHARDS

Some Shadowraith Hearts were broken into the many shards from which they were constructed. Collect 100 shards in each world and you'll reveal a hidden Shadowraith Heart.



TALON CHARGE

Juggle your enemies and these wisps of blue energy will fly into the War Talons.



REIA'S SCROLLS

The history of Astara is written on a few precious scrolls. Collect one in each world.

ELEMENTAL POWER-UPS

At key points throughout Astara, Vexx will find ancient power-up pads that the Astani used to tap into the elemental forces of the War Talons. One unlocks the Air Suit and the other unlocks the Rock Suit.

For the pads to work, Vexx must first collect an elemental rune for each. Once the rune has been collected, standing on the Elemental Pads will unleash these special abilities.



AIR SUIT

When Vexx unlocks the Air Suit, it allows him to glide through the air and land harmlessly on the ground, rather than plummet to his death. With the Air Suit, Vexx will be able to reach heights he never could otherwise. Be careful though, the Air Suit doesn't last forever. A timer in the right corner tells you how much time you've got – don't run out in mid-flight!



ROCK SUIT

The Rock Suit makes Vexx stronger, allowing him to smash through some very tough surfaces. It also gives him temporary invulnerability and faster top speed (though it will take him longer to reach the top speed). The Rock Suit will cause Vexx to sink to the bottom of water. As with the Air Suit, the Rock Suit does not last forever so use it wisely.

HEALTH AND LIFE PICK-UPS



HEALTH

Curiosity and courage can result in regained health. Destroying an enemy can cause him to drop a health pick up, and certain objects can be smashed to reveal health pick ups, too. Don't forget to check the spirit stones. Always be on the lookout.



EXTRA LIFE

Gain an extra life by collecting this item.

DEVICES



SUNDIAL

In many worlds, there is a sundial that can be used to actually change the time of day. When Vexx jumps onto the sundial's center button the device is engaged. Moving the **left thumbstick** left or right will spin the dial around. As the dial spins, the pointer passes the hours of the day and Vexx can see the suns and moon chase each other across the sky as the day changes. This can come in very handy if the night creatures prove too dangerous.



SUNDIAL PORTALS

At certain hours of the day, these doorways reveal portals to enigmatic worlds. Check each sundial for markers hinting at when these doors will open.



SHATTERSPHERES

Hit these mysterious bobbing orbs and they reveal precious information that will make the wild world of Astara a tad less daunting.



WORLD GATES

Your arrival point in each world; this is where the Rift Hub portals to.



BOUNCE PADS

These handy pads will give you an extra lift to get to hard to reach spots. Just hop on, depress the pad and you are up and away.



SPIRIT STONES

These eerie memorials to the fallen Astani will give you a glimpse of the awful fate that awaited that proud race. Give the stones a pop and they'll give you health.

LEVEL OVERVIEW

Vexx,

Cruel fortune has cast you from your home and into the shattered world of Astara. The vicious Dark Yabu has destroyed all you've known and ever held dear. Now, thirst for vengeance is the fuel that drives you through these forsaken remains of a once mighty planet.

On your quest you'll discover the ancient ruins and natural wonders of Astara. From the towering, twisted arbor of Timberdale, the shadowy depths of the Neverglades, to the frozen outlands of Frostblight Mill. Through ancient temples of wonder and chambers of mechanical horrors to the massive foreboding Tempest Peak Manor, over majestic summits and afloat upon treacherous winds.

As you discover your new powers, you'll dash through the deserts that rose out of Astara's apocalyptic past, where holy shrines and prehistoric beasts both succumbed to the cruelties of time.

Soar past the tattered edges of Astara and dive to the mysterious depths of the Below. Go where you must to collect the Wraithhearts and unlock the stoic chambers of the Landspire as you prepare for your final confrontation with Dark Yabu.

But beware nightfall, when the six bells of the Landspire toll and creatures become vicious shadows of their daylight selves. And beware that which drives you, young Vexx. The ache for vengeance sits somewhere deep within the soul, but a deeper mystery is about to be unraveled by your own Talon-clad hands.

Beware,

A friend

CHARACTERS



VEXX

Just a kid filled with enthusiasm and reckless spirit, Vexx's peaceful childhood is destroyed by Dark Yabu's vile greed. When Vexx discovers the Astani War Talons, his destiny will never be the same. As he grows into a nimble and able combatant, can he harness the power of the Talons and his own rage to exact his revenge?

Vexx's tough old grandfather, Vargas, is the aging guardian of the village of Overwood. Even as the years slow him, he never backs down from a fight, and he's taught his grandson to never take anyone else's gaff either.



VARGAS

This old wanderer serves as Vexx's guide and mentor. Having lost his once considerable powers, he now must rely on the young Vexx to carry on the ancient traditions and right the wrongs that have plagued his existence. A mysterious figure leading Vexx into an even greater mystery? Perhaps.



DARBY



REIA

The last of a proud and noble race, Reia maintains a lonely watch over Astara. A mysterious figure whose ancient powers have waned, Reia moves through the shadows of Astara's dark history.

There are none more evil than the Shadowraith Dark Yabu, a creature so vile and troubling that generations curse his name. He is the cause of much misery, and the one Vexx is sworn to vanquish. He will not be conquered easily...



DARK YABU

CREATURES

Here are some of the creatures you'll face in your adventures. You will certainly find others, too.

PUGGLES



This scuttling little mound of warts known as the Puggle is a squeaky little testament to nature's cruel whimsy. Armless, nearly legless and covered in slimy, bumpy skin, it should not be surprising that Puggles have a bad disposition. Wait until a herd of them tries to bump you around and you'll see what we are talking about.

GRIMKIN



This strange race of half-wits may have, by default, inherited much of Astara, but just one look at them and you'll agree that they still got the short end of the post-apocalyptic mutation stick. All that misspent evolution seems to have gone straight to their thick-skulled heads. Watch out for that monstrous melon, by the way, the Grimkin are fond of delivering a jarring, thick-skulled head-butt.

SKINX



These hooded pests have a habit of showing up in the worst locations. They hover until an enemy comes in range and then use their swooping dive attack to knock you off track. The worst place to be during a Skinx attack, right underneath them, is also the best place to be. Keep that in mind.

SHADOWCREEPS



Vile creations of the Shadowrealm, these creepers are under Yabu's command and gleefully scurry about on his evil errands. When you find them, you can be sure the dark one has been about. These guys burrow out of the ground, scurry about and leap into their attack. They also like to travel in packs.

YABU'S GUARD



Dark Yabu's elite guards are big, bad and have an axe to grind... a big axe. These guys swing with authority and are amazingly quick for their size. When attacked, the guards block with their mighty axe head. Your only hope may be to get them off their feet.

SHADOWMINION



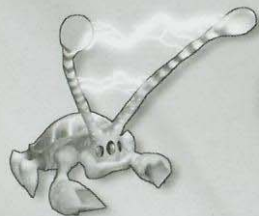
Yabu's first waves of attack are these travel-size pawns. What they lack in stature, compared to Yabu's elite cadre, these shock troopers make up for in viciousness and weaponry. The minions command a variety of side-arms including swords, maces, and throwing stars.

BOULDERDASHER



These lumbering brutes are cut from the rugged stone of Astara. They have a bone-crushing ground smash attack and are damn near invulnerable. They're so massive, in fact, they seem to have a hard time getting back on their feet after a strike. When you're in a rocky, mountainous environment, beware tremors in Astara, it may mean a Boulderdasher is near.

BLAST BUGS



Beware these scurrying insects that seem to have benefited from some very strange mutations over the past 700 years. No one is sure why, but they generate electric blasts from their antennae. Stay away from the beams because the result can be devastating. Another head's up, they like to travel in pairs so they can bridge their beams. Sometimes you'll find them in small packs. Together, they can dish out brutal punishment.

HOBBLETRODS



On their own, these critters seem pretty tame. After all, their only attack is defensive: they fire out a single energy beam that grabs onto you and forms a sort of electric leash. The problem is, this leash is kind of debilitating as it inhibits your movements and attacks to the tune of half-speed. No big deal, unless you are in the middle of a risky jump or facing a head-on with a horde of enemies, or desperately chasing a bit of health... well, you get the idea. In short, these little guys are a big drag. If you want to get free you'll have to shake your way out.

SHREEK



These guys seem to have gotten a raw deal. Tethered to a pole and stuck in the middle of some forsaken spot, the Shreeks are miserable creatures. The only thing that makes them feel better is to make you more miserable. If you catch one napping, try and keep it that way. When it wakes up, a Shreek scans around and if you get caught in his headlight, he lets out a blood curdling scream that paralyzes you with a jolt of electricity. If that isn't enough, his wail also summons a pack of other enemies, each of whom seeks to hurt you bad.

KRUNKS



These ornery beasts have a brutal dash attack and heads like an anvil to deliver it with. Once they lower their heads and start their charge, there is nothing you can do but get out of the way. Apparently, they can be snuck up on and taken out while grazing, but we can't recommend such suicidal behavior. If you meet a Krunk you will be either airborne or lucky. Krunks tend to inhabit mountainous peaks and ledges (in other words, the last place you'd want to meet one, so consider yourself warned).

FLEMBLOSSOMS



As if the fauna around Astara wasn't bad enough, the flora can be worse. Even the plants can kick your butt around here. You can spot the strange Flemblossoms by their colorful leaves and their tendency to heave up and down right before they spit out a glob of searing plasma. Plasma that can kill you if you get hit too many times. After each shower, the blossoms gurggle up another round -- that would be a good time to get the hell away. At least two different varieties of Flemblossoms are known to exist, possibly each has a slightly different attack.

FLOPPERS/TRENCHIDS The only thing worse than a vicious little enemy is a vicious little enemy that attacks and then hides. You'll find these Trenchids burrowing underground and leaving mounds of dirt in their wake. They like to pop out right where you are standing and send you sailing up into the air, only to scurry back underground and escape your wrath. Oh, and here's the bad news: Trenchids like to be where it is hot, as in lava pool hot.



GOOBEASTS These slithering piles of slime like to be in the swamps where they can spawn their little goo babies in peace. Watch out, because these guys will go to pieces when you pop them. When attacked, Goobeasts break into several little goos who will rapidly grow to full size and increase the grief. Fortunately, while they are small you can simply step on them and they'll go splat.



HULKS These massive behemoths seem to be some strange mutant cousin of the Grimkin but, unlike those puny melon heads, these bruisers put their whole body into an attack. These guys are tough and appear unfazed by extremes of temperature. When you least want to meet one of these guys, you'll probably meet three.



SLYPHS At least Slyphs are stuck in the ground. They aren't going anywhere but whip and strike at anything that comes their way. If you find them on a path you must traverse, you better hope they overextend themselves.



OTHER CREATURES

SUMO-KIN A walking, rocking, belly-knocking 2-ton slab of blubber, Sumo-kin has waited 700 years for another challenger. If you can battle the bulge you win a prize. Watch it, Sumo-kin has some other tricks in his rolls of fat.



MUMMY OF ABERAXIS

A decrepit mummy who's still rollin' and aims to take you out. Can you unwrap the secret of his prize?



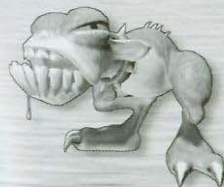
OLD ONE-EYED MONK OF NANYK

A man of peace and prayer, will you help him out with a little wonton destruction?



REX

You may find your way to the legendary Tempest Peak Manor, the exquisite and imposing former residence of the Storm Giant, an enigmatic figure who once ruled and raged around the peaks of Astara. Legend has it the Giant was sucked through the rift to the Shadowrealm. His poor pet was left behind and hasn't been fed in 700 years... so don't tempt him. You might be able to outrun him, but if you think you can defeat him, here's a hint: you can't.



NASTY, BRUTISH AND SHORT

Here is a clue to unlock something important....

Akkaim®

26

NOTES

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or printed text on the page.

NOTES

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