

Oddworld: The free fire zone - Survival

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1. An introduction

Oddworld: The free fire zone – survival or OTFZS is a RPG game created by Scrabtrapman specifically Oddworld, not to be used elsewhere.

1.1 Background

OTFZS is set in the free fire zone just beyond the stockyards outside rupturefarms, a vast wasteland devoid of all but the hardiest life, the rocky area is almost always dark due to its position on Mudos, the atmosphere is filled with moons and stars however allowing a dim twilight to fall constantly. Three years before the Rupturefarms shut down; the free fire zone is the last resort for many mudokon escapists that wish for something bigger. However. Not all is safe, the whole area is filled with sligs, escaped, crazed scrabs and paramites, fleeches and lost interns! The game will last 300 days after which it will be finished and the free fire zone will be changed for good or bad.

MAP>>>

1.2 Starting up

Upon starting up you must create a profile, once that's done you will be given an inventory by Plop the owner of StuffCo Depot Shop (a.k.a Scrabtrapman) your inventory has a max capacity and each object has a weight, to find out all object specifics, I will create a separate page with object statistics on it, perhaps even a website if this thing hits off. You will also be told where you have started on the map.

1.3 A character Profile

Name: Plop
Species: Slig
Age: 14
Notes: Owner of the StuffCo depot,
Has 15 big bro defenders and a
Mudokon slave called Grog

|P: 10 |

|I: 10 |

|S: 10 |

|S: 10 |

|E: 10 |

|D: 10 |

Inventory: max capacity 800,000 kg

X100 of everything

Alliance: Magog Cartel

1.4 Basic Rules

- 1.) Do what Scrabtrapman says
- 2.) Random encounters and fight stats are only written by Scrabtrapman
- 3.) Although the depot can be assaulted it is wise not to since you will most likely be killed.
- 4.) You may only make one post per day to even out stuff
- 5.) You can only move within a one day space on the map

1.5 What happens at the end?

At the end of the 300 day period the game will be closed and I will write up a summary story depicting how the stockyards and free fire zone look like now, after this there may be another version, we'll see on this ones success.

2. Attacking

2.1

Attacking is a huge part in game play because it creates a sense of reality and dynamism that any Oddworld game or RPG should have, it also allows alliances and enemies to be created. Upon attacking you must give at least one post warning to allow the engager to agree or disagree. There are phases in attacking as well they go as follows:

Post 1:

You must state you are fighting then choose your weapons from your inventory and a stimulant type to take into battle with you.

Post 2:

The other aggressor does the same

Post 3:

You must choose whether to fight, flee or seek diplomacy. Scrabtrapman then decides with a random generator whether the attack or flee is successful, HP is then deducted from the person attacked. Having a higher Strength gives you more of a chance of hitting your opponent since a higher number can be achieved.

Post 4:

Other aggressor does the same thing

This keeps on going until a winner is decided after which I will post a notice telling you what you received from killing the other player, once your character dies as well IT STAYS DEAD HOWEVER, you may create another but all experience, weaponry etc will be lost.

2.2 Stats

Battle Stats are written by me and an example is as follows

Post 1

Sligola11 uses a baton (4 attack) to hit Mudface22

Attack is successful and 4 damage is dealt to Mudface22, HP falls from 40 to 36

Post 2

Mudface22 throws a grenade (20 attack) to hit Sligola11

Attack is unsuccessful and no damage is dealt to Sligola11

Post 3

Sligola tries to flee (a four is rolled)

Flee is unsuccessful (Mudface22 rolls a 7)

Sligola is mowed down by a pummel of rocks and loses 12 HP, it falls from 30 to 18
Sligola is stunned and cannot attack and misses his turn

And so forth

If a character is stunned it misses a turn

If a character is poisoned it receives 2 damage until battle is over

If a mortal wound is hit, character cannot use rifles, spears or bows and armour is knocked off

If a facial wound is hit opponent cannot engage in diplomacy

2.3 P.I.S.S.E.D

Pissed is a vitally important aspect of fighting and can determine a fight, it works as follows: having a higher number than your opponent allows you to achieve a higher number on a die roll (random number generator) that effects game play i.e. chances of escaping a battle involve stamina, if your stamina is 7 and your opponents in only 4 you have a chance of hitting a higher number.

P: Power, power determines how many extra hit points you start with

I: Intelligence, Intelligence determines your skills of speech, should you choose to end a battle by diplomacy, and your chances are increased if your intelligence is higher.

S: Strength, Strength will allow you to hit harder with melee weapons, for example, if you have a baton with four power but your strength is 5 your attacks will deal 9 damage.

S: Stamina, stamina allows you to escape a fight; it is one of the most important skills because should you run away and your stamina fails you, you will incur a large amount of damage and likely, a penalty as well.

E: Experience, after killing random encounters you will gain experience, enough experience and you gain attributes which can be randomly awarded during game play.

D: Daemon Power, DP is the chances of you getting a shrykull in game, chances are always low so a 5 will give you 12.5% chance instead of 50 (basically half the chance then half it again.) (Only available to mudokon)

PISSED skill is generated by me when you create your profile, once they are awarded you may not gain more.

2.4 What happens when you die?

When you die it is game over, your character is destroyed however, you may create another but all skills, perks and items will be dropped and lost. You cannot pick them up.

You may counter death by buying stimulant life packs, if you die in battle with one, you will go into stasis and cannot post for two days, after which time you will brought back to life (only available to sligs and interns to balance shrykull.)

Upon death of a wild animal there is a chance you can continue wit ha newborn of your character from the stockyards, due to DNA specialities you will keep stats, perks and PISSED skill should you so wish to, (this balances other races specialities.)

2.5 RANDOM ENCOUNTER

Sometimes your character will be submitted against a random encounter; this could be anything Oddworld canon but usually will be an escaped scrab, fleech or paramite, to see character stats of escaped creatures and all other creatures/items see the Bestiary of ODDVLD ITEM TE CREATVS included in zip file.

Should you win a RE you will gain experience and battle items from weaponry to stim packs to armour.

3 Working and Money

3.1 Moolah

Along with many other unique things in this RPG, working is one of them, every Sunday; you can go to the StuffCo depot, he will give you wages, only available to sligs unless you are mudokon and you have the snitch or bounty hunter perk, interns get moolah by getting the manipulation perk which allows them to get their claws into the vendo cash holders, animals don't need moolah.

3.2 What's cash for?

To buy objects and trade with other characters, simple.

3.3 Trading

Trading with Scrabtrapman is the most common trading way; you will be given to choices either to speak with him or to trade upon selecting trade he will ask what you wish to buy and give you the price and whether it's in stock.

4 Inventories

Your inventory is created in the inventory thread and keeps track of the items in your control, it also tells you how many kills you have, your experience, perks etc an inventory looks like this (but I hope to make proper ones if I launch the website)

INVENTORY	MOOLAH	STATISTICS
1x baton	400m	kills: 8
1x popper		1 fleech 4 scrabs 3 paramites
66x pop22 bullets		P: 5
		I: 6 (40)
2x cans soul storm brew		S: 5
1x fleech fop		S: 6
1x paramite pie		E: 4
		D: 4
Name: Sligola22		
		Experience points: level 1 – 400 xp
		Next level 500 xp (need 100)
		<hr/> PERKS: None

4.2 Barter and Trade

Bartering and Trading gives adds items into your inventory however, if you exceed max capacity the least expensive items are dropped from it.

5 ITEMS

5.1 Weapons

Weapons are the most basic and important things in your inventory, they provide the means to kill other players and random encounters, weapons are as follows.

- Stone
- Rocks
- Fuzzle
- Slingshot
- Mudokon Bow
- Mudokon club
- Tomahawk
- Slig Baton
- Slig Popper
- Slig Snuzi
- Twin linked Snuzi (TLS)
- Big Bro Twin linked Snuzi (BBTLS)
- Vyker Oporon Snuzi (VOS GUN)
- Vyker Oporon Intern Gratis Snuzi (VOIGS)
- Vyker oporonis Intern Lodis twin linked Snuzi (VOLTIS)
- Fuzzle Cannon
- Intern Claws
- Scrab beak
- Scrab claws
- Paramite Mouth
- Boom bombs
- Flyboy Corps bomb launcher

5.2 Armour

- Mudokon standard issue wear
- Mudokon tribal fit
- Mudokon metal piece
- Mudokon Grieves piece
- Mudokon Superis
- Slig standard issue pants
- Metal hybrid pants
- Flyboy Pants
- Big Brother Pants
- Armoured popper (big bro issue)

Armoured Popper (slig issue)
Intern standard issue apparel
Intern Oporon Upgrade Armour
Scrab chest adult
Paramite hide adult

5.3 Other objects

Health stimulant – recover 30 hp
Steroid stimulant (big bro) – Upgrades you to a big bro for 10 days
‘Roid’ – Roid is a special development issued for gabbits but never produced, this alternative allows mudokons to gain +3 melee damage increases in battle when activated
Lung buster- Increases Intelligence by 1 but decreases stamina by 1
Infra Red vision – Allows sligs to see in the dark and spot hiding mudokons
22. Popper Ammo - Ammo
Snuzi ammo - Ammo
Statis recover stim pack – Dead Revives after two days (sligs only)

Snitches Perk – Allows mudokons to get paid for being a snitch (brothers in arms perk no longer available)
Bounty Hunter Perk – Allows mudokons to become bounty hunters bringing in random encounter scrabs for small moolah (slig random encounters no longer occur)
Brothers in Arms Perk – Allows you to create mudokon clans
Power in numbers Perk – Big Bro’s gain two slig body guards armed with batons
Animal Friendly – Animal random encounters no longer occur
Intern Headphones – Interns become more dangerous and fight in a frenzied fashion +5 melee damage in all battles.

For more info see rest of pack, get playing! Website may be created look for updates.