



ODDWORLD: ABE'S ODDYSEE®

PlayStation® Classic

No menus.

No inventory bars.

No scorekeeping.

Just infinite lives, victims to rescue and inexplicably challenging gameplay.

BEGIN

When you see Abe's smiling mug, it's time to make some decisions. Don't panic. Take a deep breath. You can do this.

If you want to dive straight into the game, select "**BEGIN**". You'll be offered the choice of a one or two player game. The two-player game won't work unless you have two controllers.

"**GAMESPEAK**" introduces you to Abe's critical speech abilities. It's cool to watch his face when you make him talk. Check it out.

OPTIONS

See how your controller is configured and select either stereo or mono sound. Choose "stereo", for crying out loud! We broke our backs putting cool stereo sounds into the game, so the least you can do is listen to them.

THE STORY

What's going on here? Who are those blue guys? Why does that guy with the squid head keep blowing you away? Why can't you get a date? Read on... most (but not all) answers lie below:

You are Abe, an ignorant, happy floor-waxer in RuptureFarms, the most dangerous slaughterhouse on Oddworld. You and the rest of the blue guys are Mudokons.

You've been a slave all your life for your boss, Molluck The Glukkon. Molluck represents the Magog Cartel – the meanest bunch of corporate weasels you'll ever meet.

You start the game chained up in a cell, awaiting interrogation by Molluck the Glukkon. You've done something bad ... something very, very bad. What have you done? You'll have to play the game to find out, because Oddworld: Abe's Oddysee is a flashback. That means it happened in the past, even though you'll be playing it in the present. Or something like that. Look, just play the lousy game, all right?!

Because RuptureFarms has driven Meeches, Scrabs and Paramites to the edge of extinction, the only way to boost profits is to turn Abe and his pals into lunch. That's right – Abe's on the menu! You've got to escape from RuptureFarms. The guards (those squid-head guys, called Sligs) are on the lookout for you, so you'll have to be on your toes if you want to sneak past them.

Once you're safely away from RuptureFarms, you'll learn more about your true destiny. We'd write it down here, but that would be telling. Suffice it to say that your mission is a lot more complicated than just running away from RuptureFarms. You'll have to brave haunted temples, rescue your buddies, survive weird ritual mutilation at the hands of Bigface, learn secret moves, outwit monsters, and turn into a monster yourself before your Oddysee is complete ... and even then, you'll probably get the bad game ending because you missed so much stuff the first time through. You see, there are these secrets scattered all over the place, and everything you do influences your reputation, which has a direct effect on whether your buddies will come to your rescue when you need them the most.

The key to success is... Oops! Out of room!

ABE'S MOVES

Abe is an amazingly versatile little blue guy. Nothing bad will happen to you on the first couple of screens of the game, so take a couple of minutes to play with the controls and learn all the things Abe can do.

While there's plenty of action on the first level, many of the screens are tutorial areas spotlighting important game mechanics. Read the scrolling LED messages in the background for instructions on how to perform moves.

Chant	L1 + L2
Crouch	⊗ or DOWN
Roll	⊗ + LEFT or RIGHT
Hoist	UP
Throw	⊙ + UP/DOWN/LEFT/RIGHT
Walk	LEFT or RIGHT
Jump up	UP
Run	R1 + LEFT or RIGHT
Hop	TRIANGLE
Run jump	R1 + LEFT or RIGHT + TRIANGLE
Mount	TRIANGLE

GAMESPEAK

Abe does more than run, jump, roll and flip around like a fish. He can talk and you'll have to learn how to make Abe talk if you want to play the game. The "GameSpeak" option available from the start-up screen is an excellent place to learn about Abe's amazing speech abilities. GameSpeak Hints: you can talk to just about anything, but Sligs, Elum and other Mudokons will be most receptive.

Learning what to say to who is part of the game's challenge, so we won't spoil it for you, but here are a couple of hints:

- Say “Hello” to initiate conversation with a Mudokon.
- Learn to use “Follow Me” and “Wait” – they are pivotal to solving many puzzles.
- When someone whistles at you, whistle back the same way.
- Some of the words (especially the rude sounds) are just plain fun to make.

Use GameSpeak to personalize the way you play the game. It’s an attitude thing. Experiment!

L1 + L2

chant

Hold the L1 button and press...

TRIANGLE

hello

CIRCLE

angry

CROSS

wait

SQUARE

follow

Hold the L2 button and press...

TRIANGLE

whistle

CIRCLE

fart

CROSS

whistle

SQUARE

laugh

CAST OF INHABITANTS

MOLLUCK THE GLUKKON

The Boss of RuptureFarms. Don't take it personally when he sells your guts for fertilizer – it's only business.

ABE

The best darn floor-waxer in RuptureFarms also just happens to be the millennial hero selected by fate to rescue his fellow Mudokons from slavery. Pity the Mudokons.

ELUM

Abe's "pet" is cranky, stubborn, selfish and smells like a burst sewer pipe, and those are his good points. Fortunately, chicks dig him.

SCRABS

These relentless nightmares reside in the dusty vaults of a lost desert temple. Not much to look at, but terrific dancers.

PARAMITES

On their own, they're cute in a stomach-churning sort of way, but put them in packs and they get vicious. Kind of like children.

SLIGS

Gunned-up slugs in mechanical pants, with itchy trigger-fingers and room temperature IQs. Cruel taskmasters of the sadistic playpen that is RuptureFarms.

SUGS

They bark, eat live flesh and are definitely not good with children, but they're a Slig's best friend. Their favourite bone is in Abe's leg.

BIGFACE

Mysterious spiritual leader of the Mudokons. Already a shaman, healer and teacher, we can now add “miracle worker” to his CV because he had the unenviable job of making a hero out of Abe.

GLUKKONS

When these creeps make a killing in the market, they use a butcher, not a stockbroker.

SHRYKULL

Half-Mudokon, half God, all trouble. If Abe survives his quest, he gets to turn into this bad boy and kick some tail.

MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labour force of RuptureFarms. Because there are no animals left to slaughter, these chumps are the flavour of the week.

NATIVE MUDOKONS

Not all Mudokons are enslaved in RuptureFarms, but those that live in the wild are a vanishing breed. They don't take kindly to city-folk.

MEECHES

Well, there used to be these really cool creatures called Meeches, but they were slaughtered to make Meech Munchies, and now they're extinct.

ENVIRONMENTS

RuptureFarms

The most dangerous meat-packing plant on Oddworld.

The Stockyards and the Free-Fire Zone

The deadly no-man's land surrounding RuptureFarms.

Mosaic Lines

Holy caves of the Native Mudokons.

Scrabania

Trackless wasteland and test of courage.

Scrabanian Temple

Proving grounds and home of the Scrabs.

Paramonia

Part of Oddworld's vanishing wilderness.

Paramonian Temple:

Proving grounds of the ancient Mudokons and nesting place of the Paramites.

ABE'S GUIDE TO ODDWORLD

UXB	slap when it's green
ORDER BOMB	slap and clear out!
LAND MINE	jump over these
MOVING BOMB	duck!
SECURITY ORB	don't chant near these!

LEVER	pull it
STORY STONE	touch these for clues and cool stuff
SLOG HUT	look out for slogs!
WORKER MUDOKON	rescue these guys
HINT FLIES	chant near these for clues
MOTION DETECTOR	stand still when these touch you
GRENADE MACHINE	push the green button, don't wait too long to throw grenades!
CHIME LOCK	chant near these, after you learn the song
FLINT LOCK	fire these up in the temples
ROCK SACK	hit this to get a rock
WELL	jump into these
SECURITY DOOR	make Sligs talk to these
DIRECTORY	touch these to see a map
MEAT SACK	hit this to get some meat
MUDOKON STATUS INDICATOR	keep an eye on these... they're important!
PLATFORM	ride these up and down
RUPTUREFARMS FLINT LOCK	throw these switches to unlock doors
NATIVE MUDOKON	whistle back at these guys
BEEES	run away!
BATS	look out!
LED SCREEN	read these clues
BIRD PORTAL	chant near these

ELUM BELL

jump up to the pull the ring and ring
the bell to fetch Elum

MEAT SAW

big fun!

ONE FINAL THING...

Oddworld: Abe's Oddysee is a tough game. Even with infinite lives, it's going to take you a long time to play through the game, particularly if you're trying to rescue all 99 Mudokons. Good luck!

