

# ODDWORLD



ODDWORLD  
INHAUTIANI™



INSTRUCTION  
MANUAL

**G** GT Interactive  
Software

## ABE'S ODDYSEE CONTROLS

Run .....	.Shift + Direction
Gamespeak .....	.1 - 8
Chant .....	.0 (zero)
Sneak .....	.Alt + Direction
Throw .....	.Z + Direction
Jump .....	.Space
Action .....	.Ctrl
Crouch, Dismount .....	↓ ↑
Walk (Roll, if crouching) .....	← →
Stand, Hoist, Mount, Enter Door, Jump in Well .....	↑
Running Roll .....	.Shift + X + Direction
Running Jump .....	.Shift + Space + Direction
Pause .....	.Esc

# 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."

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

"Load" lets you select a saved game.

"Options" lets you see select how your controller is configured, and gives you some minor control over the sound. The controller option allows you to select the keyboard or a gamepad to play the game. After selecting the controller, you can reassign the keys or buttons assigned to game actions. The sound options let you select between stereo and 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.

"Quit" lets you exit the game.

# 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

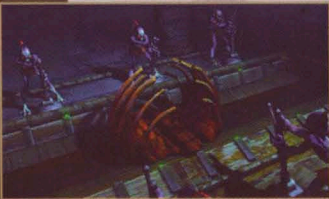
Oddworld: Abe's Oddysee is a flashback. That means it happened in the past, even though you'll be playing it in the present. Or something like that. Look, just play the lousy game, all right?!? Because RuptureFarms has driven Meeches, Scrabs, and Paramites to the edge of extinction, the only way to boost 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

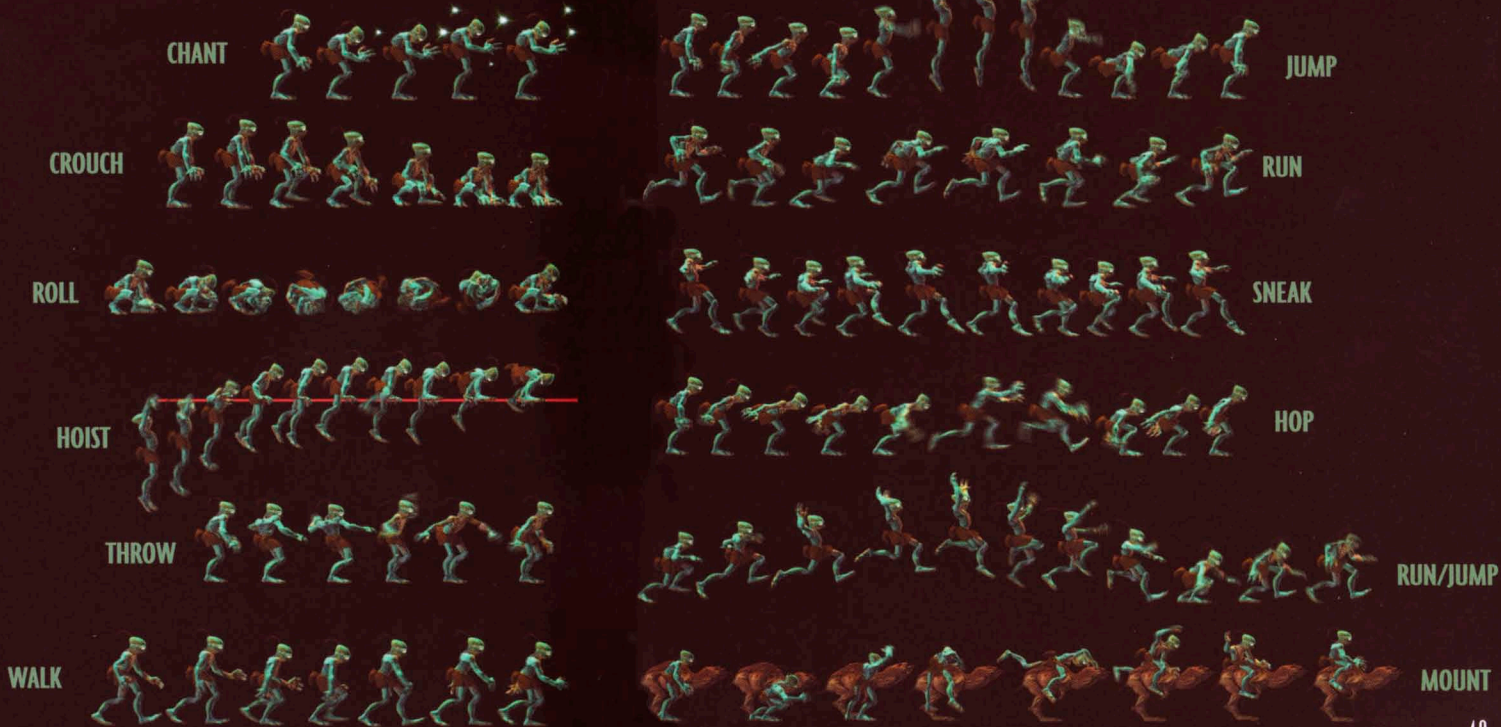
so much stuff the first time through. You see, there are these secrets scattered all over the place, and everything you do influences your reputation, which has a direct effect on whether your buddies will come to your rescue when you need them the most. The key to success is ... oops! Out of room!



# ABE'S MOVES

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

While there's plenty of game play 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.



# GAMESPEAK

Abe does more than run, jump, roll, and flip around like a fish. He can talk. Even if you can't talk, 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. Here's a diagram of Abe's GameSpeak, in case you need it in the middle of a game, or in case you're unaccountably afraid of option screens.



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 hints:

- Say "Hello" to initiate conversation with a Mudokon.
- Learning to use "Follow Me" and "Wait" is 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!

# CAST OF INHABITANTS



## MOLLUCK THE GLUKKON

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



## 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.



## ABE

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



### 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.



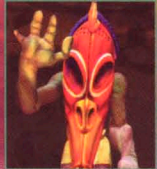
### SLIGS

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



### SLOGS

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



### BIGFACE:

Mysterious spiritual leader of the Mudokons. Already a shaman, healer, and teacher, add "miracle worker" to his resume: he has to make a hero out of Abe.



### GLUKKONS:

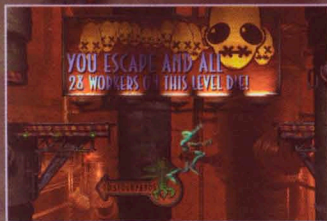
Sharp-dressed, cigar-smoking, merciless corporate masters of RaptureFarms. When these creeps make a killing in the market, they use a butcher, not a stockbroker.



### SHRYKULL:

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

# ENVIRONMENTS



## RaptureFarms:

The most dangerous meat-packing plant on Oddworld.



### NATIVE MUDOKONS:

Not all Mudokons are enslaved in RaptureFarms, 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. Industry marches on.



### MUDOKONS:

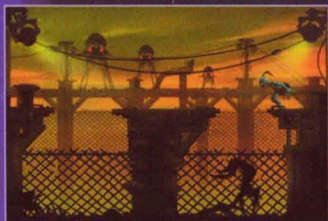
Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of RaptureFarms. Because there are no animals left to slaughter, these chumps are the flavor of the week.





## Escaping Through the Stockyards and the Free-Fire Zone:

The deadly no-man's land surrounding RuptureFarms.



## Scrabanian Temple:

Proving grounds, and home of the Scrabs.



## Monsaic Lines:

Holy caves of the Native Mudokons.



## Paramonia:

Part of Oddworld's vanishing wilderness.

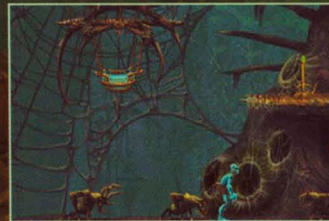
## Scrabanian:

Trackless wasteland and test of courage.



## Paramonian Temple:

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



# ABE'S GUIDE TO ODDWORLD

READ THESE FOR CLUES



**LEVER**  
pull it



**WORKER MUDOKON**  
rescue these guys



**CHIME LOCK**  
chant near these, after  
you learn the song



**SECURITY DOOR**  
make Sligs talk to these



**PLATFORM**  
ride these up and down

**LED SCREEN**  
read these clues



**LIXB**  
slap when it's green



**STORY STONE**  
touch these for clues  
and cool stuff



**HINT FLIES**  
chant near these  
for clues



**FLINT LOCK**  
fire these up in  
the temples



**DIRECTORY**  
touch these to see a map



**RUPTURE FARMS  
FLINTLOCK**  
throw these switches  
to unlock doors



**BIRD PORTAL**  
chant near these



**ORDER BOMB**  
slap and clear out!



**SHRYKULL PORTAL**  
rescue this number of guys  
at once to get a bonus



**MOTION DETECTOR**  
stand still when these  
touch you



**ROCK SACK**  
hit this to get a rock



**MEAT SACK**  
hit this to get  
some meat



**NATIVE MUDOKON**  
whistle back at  
these guys



**ELUM BELL**  
jump up to the  
pull ring, ring bell  
to get Elum



**LAND MINE**  
jump over these



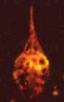
**SLOG HUT**  
look out for slogs!



**GRENADE MACHINE**  
push the green button,  
don't wait too long  
to throw grenades!



**MUDOKON STATUS  
INDICATOR**  
keep an eye on these...  
they're important!



**BEES**  
run away!



**MEAT SAW**  
big fun!



**MOVING BOMB**  
duck!



**SECURITY ORB**  
don't chant near these!



**WELL**  
jump into these



**BATS**  
look out!

# SAVESCREEN

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

Saving a game is easy. Press "Esc" while playing to bring up the option menu. Select "Save," and press "Enter". You can then save your game, using either the default name, or editing it to provide you own, and pressing Enter to save.

To restore a saved game, select "Load" from the option screen. Select the game to be restored, and press Enter to load it.

You can only load a game from the option screen, so if you're already playing the game, you'll have to quit and go back to the option screen. Fortunately, you can do this from the Pause Menu that appears when you press "Esc" during play.



# CREDITS



## SPECIAL THANKS

BUF Company for their Technical Support. Katie From Kinkos, Brian from Audio Ecstasy, Caf  Roma, Benvenuti, Big Sky, Entre  Express, Mother's Tavern, Marion at Casablanca Travel, Leslie at Open Air, Bug Police, Cal Poly Abatoir, Custom Meat Cutting by Vince, Joan Parreant, Sparks Exhibits, Vera Stoeber SVS Graphic Design, Scott Adair, San Luis Obispo, Wyndham Hannaway & Associates, Alana at Random, RDA International Inc., Raymond Swanland, Tommy Tallarico, Bill Skrzyniarz and David Wexler. GT USA: Andre Garcia (Quality Assurance), Richard Davis (PD Pitbull), Michael Marrs, Vic Merritt, Jill Pomper, Jennifer Scheerer and Lesley Zinn (Graphic Artists), Will Busch, Lynn Dammers-Lupo, Theresa Lopez, Hiromi Nobata, Bradley Smithart, Max Taylor and Chris Garske. A very special thanks to all our families and friends. We could not have done this without their unconditional love and support.

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