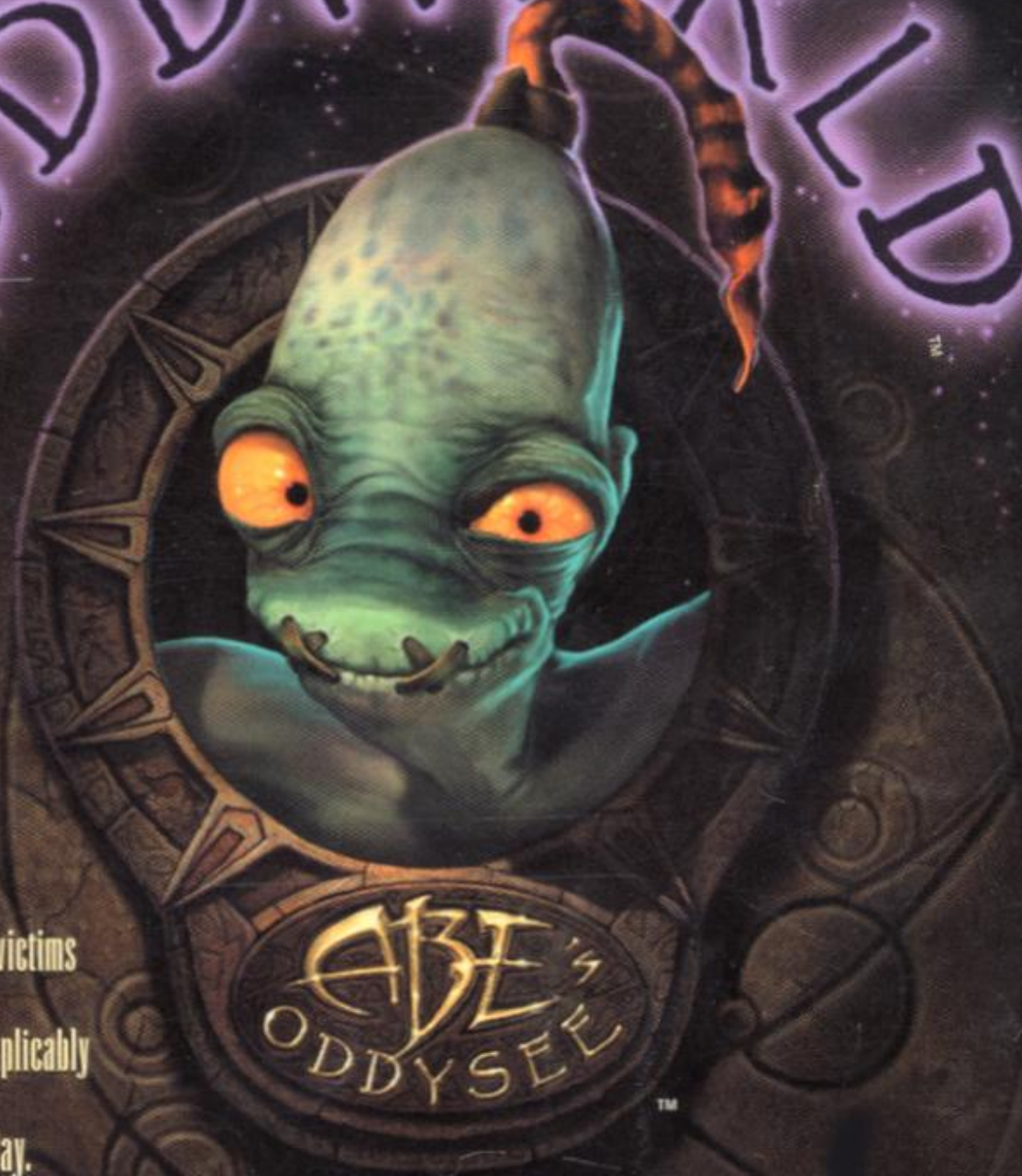
PlayStation

NTSC U/C

PlayStation

ODDWORLD



No menus.

No inventory bars.

No scorekeeping.

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

TEEN

AGES 13+

CONTENT RATED BY ESRB

SLUS-00190

GT Interactive Software

ODDWORLD INHABITANTS



CONTENTS

Start-up Information 5-6

To Begin with 7-8

The Story 9-10

Abe's Movements 11-12

Abe can also talk 13-14

Cast of Inhabitants 15-19

Environments 20-26

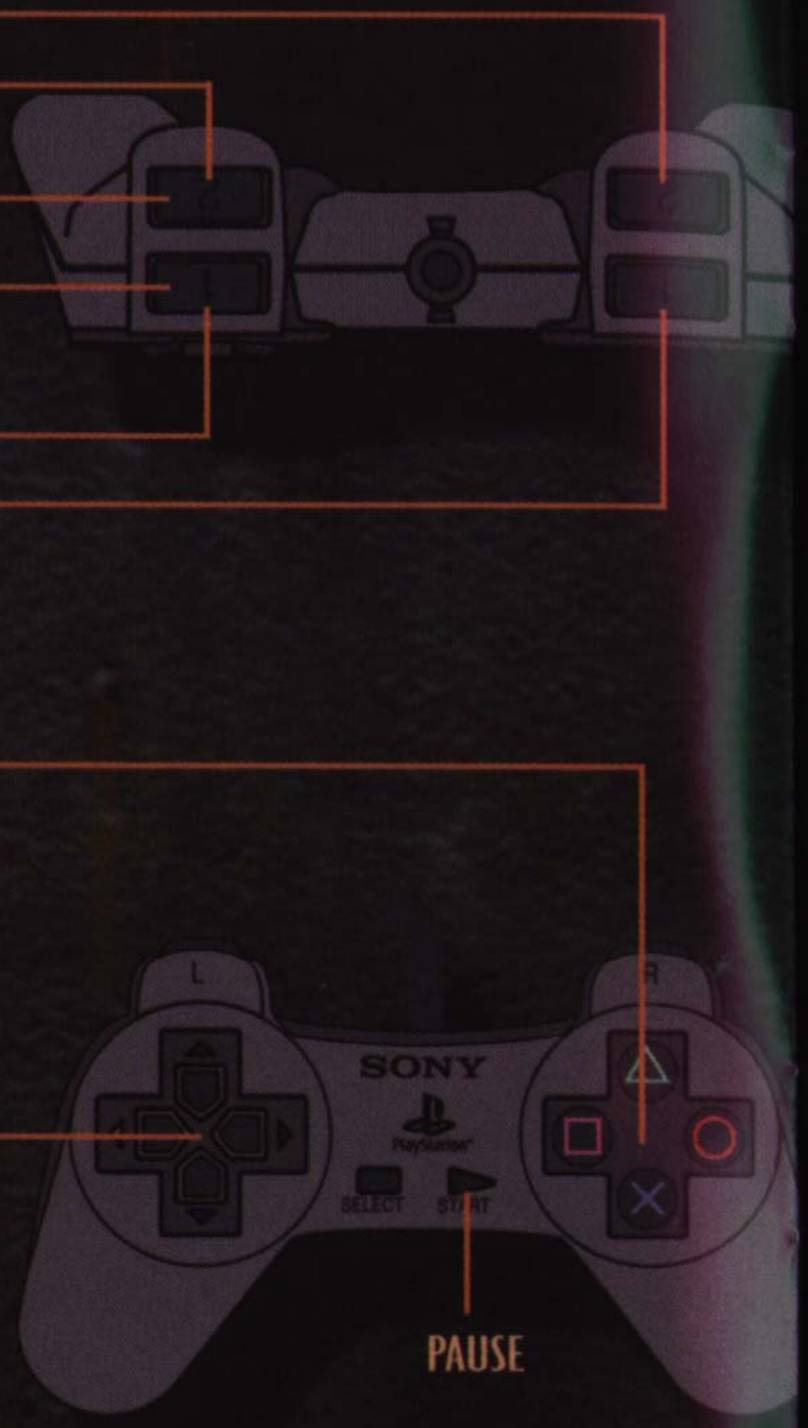
Abe's Guides 27-28

Save Screen 29

Credits 30-31

START-UP IN

If we have to tell you how to turn on your PlayStation, then the game is going to go straight over your head, so return it now and invest your cash in a job training program. The rest of you know the drill. Be sure the power is OFF before inserting or removing your Oddworld: Abe's Oddysee disc. Also make sure you're not standing in a puddle of water when changing a light bulb, and avoid adjusting your TV antenna during an electrical storm.

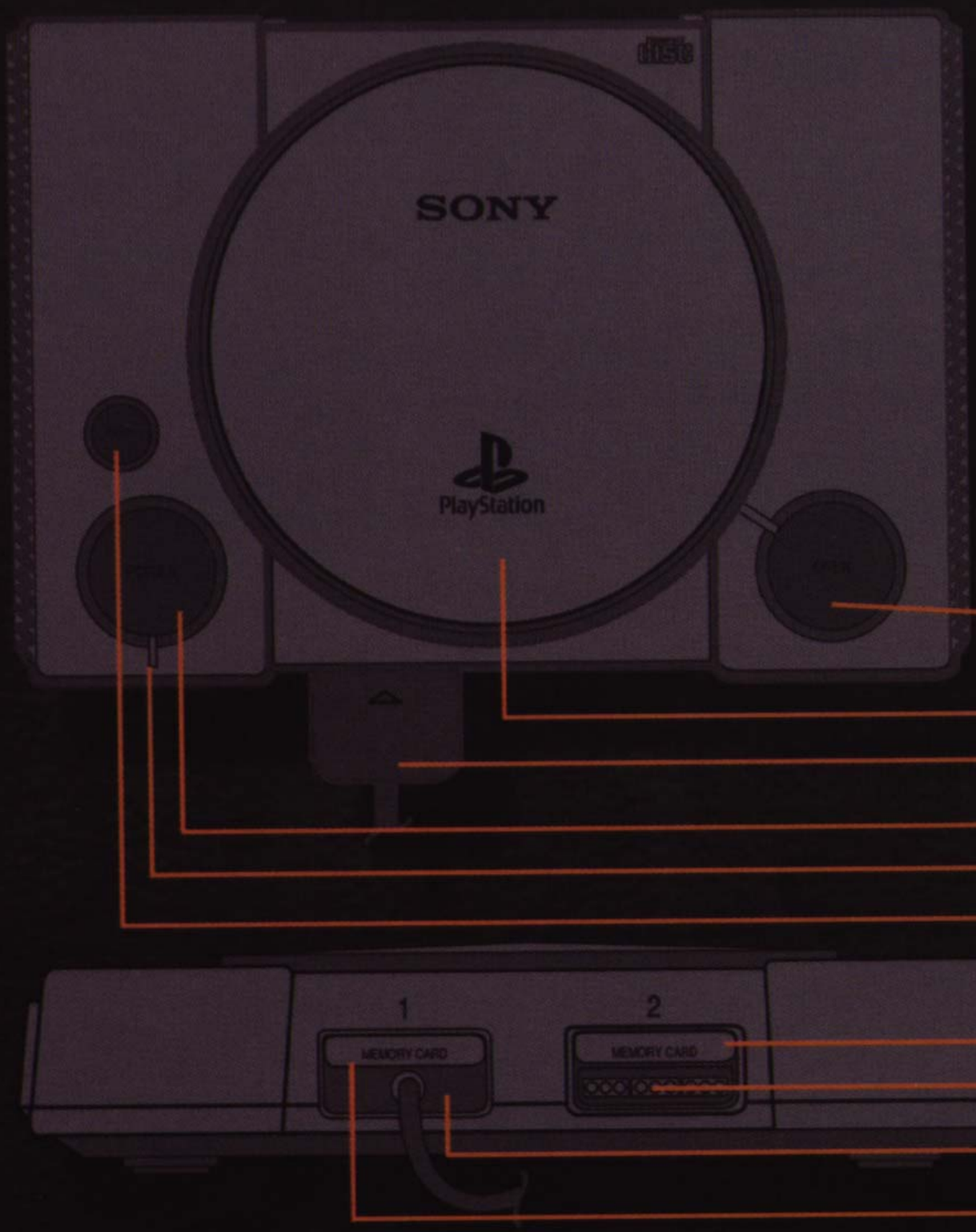


FORMATION

Set up your PlayStation game console according to its instructions. Insert the Oddworld: Abe's Oddysee disc and close the Disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to begin the game.

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

Make sure there is enough free blocks on your Memory card before commencing play.



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.









"LOAD" lets you select a saved game, provided you've saved one to a memory card.

"OPTIONS" lets you see how your controller is configured, and gives you some minor control over the sound. The controller information is reproduced in this manual, so you don't need it unless you lose the book. 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.

THE



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?!?



STORY



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 look-out 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

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.

CHANT

L1 + L2



CROUCH

(X) or ▼



ROLL

(X) + ◀ or ▶



HOIST

▲



THROW

(O) + ◀ ▲ ▶ ▼



WALK

◀ or ▶



MOVES

JUMP UP

▲



RUN

R1 + ◀ or ▶



SNEAK

R2 + ◀ or ▶



HOP

△



RUN JUMP

R1 + ◀ or ▶ + △



MOUNT

▲

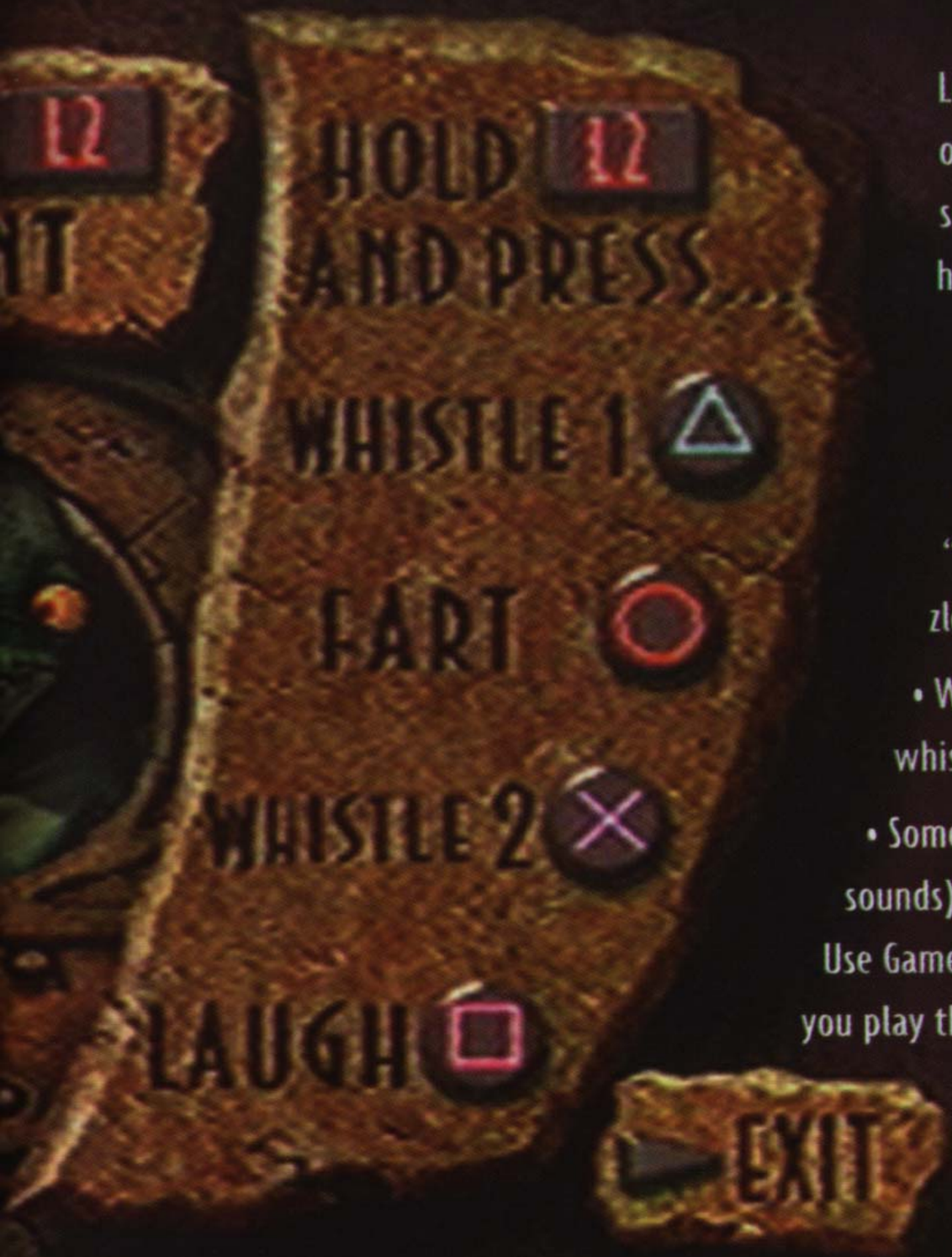




Abe does more than run, jump, roll, and flip around like a fish. He can talk. Even if you can't talk, you'll have to learn how to make Abe talk if you want to play the game. The "GameSpeak" option available from the start-up screen is an excellent place to learn about Abe's amazing speech abilities. 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.

SPEAK



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!



MOLLUCK THE GLUKKON

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

HABITANTS

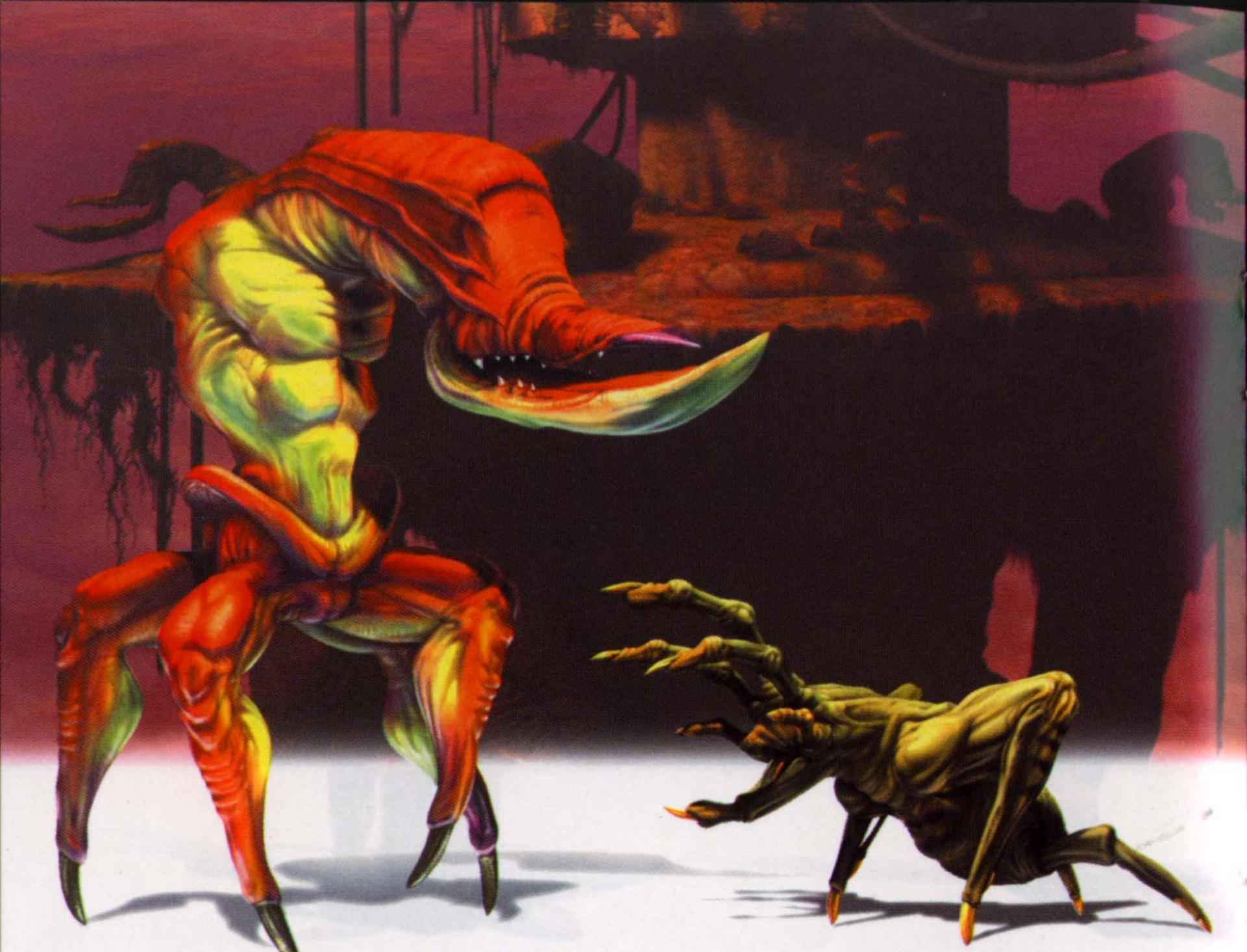


ELUM

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 RuptureFarms 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 RuptureFarms.

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 RuptureFarms. 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.



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:

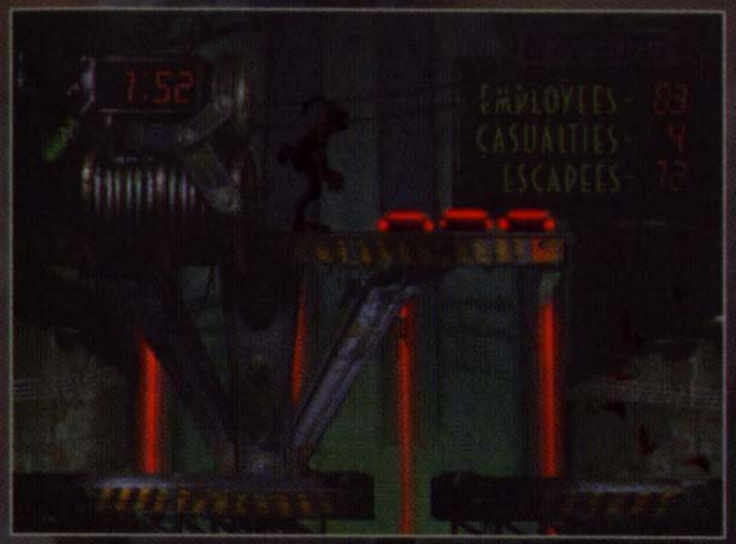
Well, there used to be these really cool creatures called Meeches, but they were slaughtered to make Meech Munchies, and now they're extinct. Industry marches on.



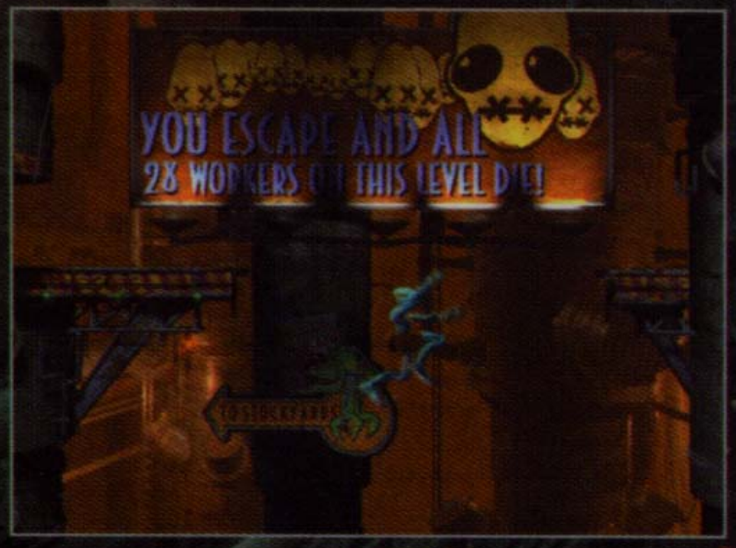
MUDOKONS:

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

ENVIRONMENTS

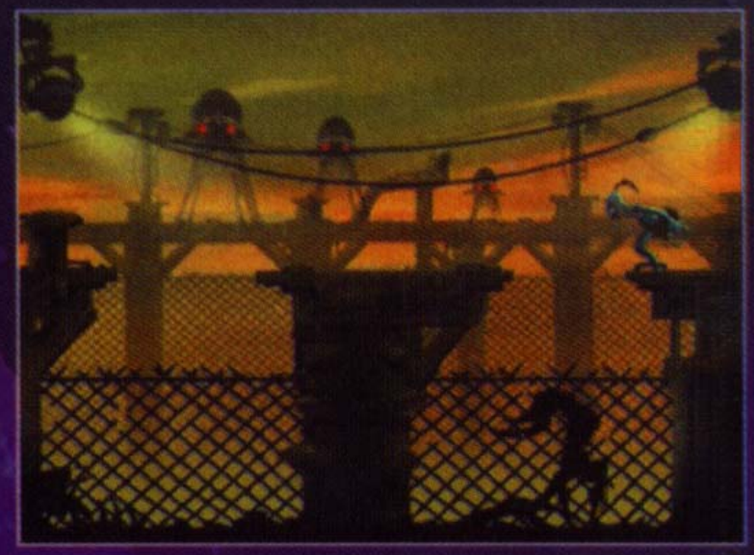






RuptureFarms:

The most dangerous meat-packing plant on Oddworld.







Escaping Through the Stockyards and the Free-Fire Zone:

The deadly no-man's land surrounding RuptureFarms.







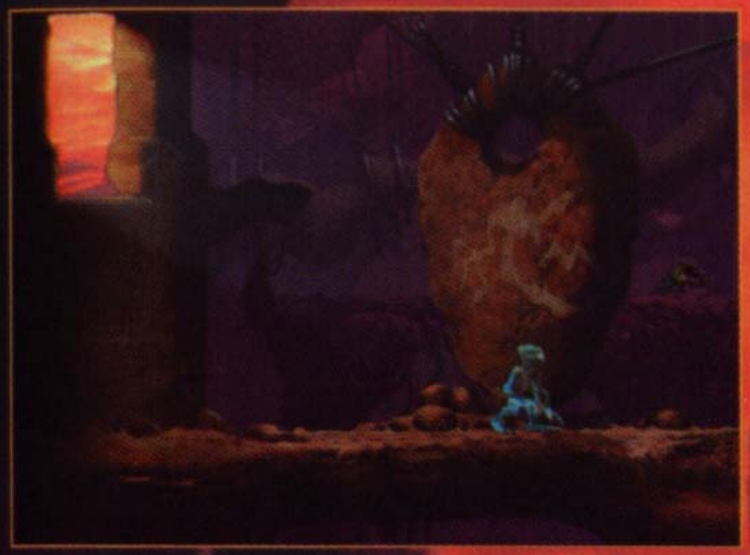
Monsaic Lines:

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.



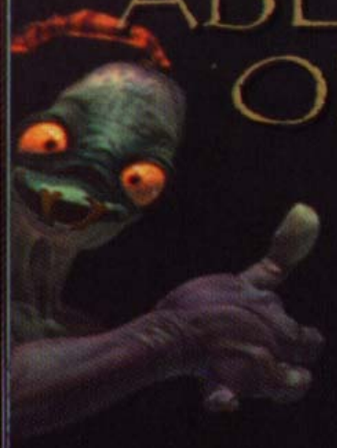




Paramonian Temple:

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

ABE'S GUIDE TO ODDWORLD





LEVER
pull it



WORKER MUDOKON
rescue these guys



UXB
slap when it's green



STORY STONE
touch these for clues
and cool stuff



HINT FLIES
chant near these
for clues



ORDER BOMB
slap and clear out!





MOTION DETECTOR
stand still when these
touch you



LAND MINE
jump over these

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



MOVING BOMB
duck!



SLOG HUT
look out for slogs!



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



SECURITY ORB
don't chant near these!



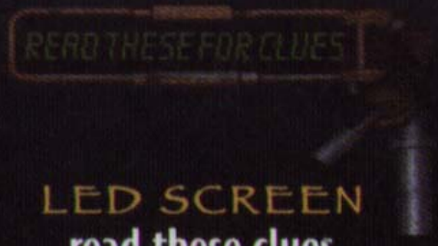
CHIME LOCK
chant near these,
after
you learn the song



SECURITY DOOR
make Sligs talk to these



PLATFORM
ride these up and down



LED SCREEN
read these clues



FLINT LOCK
fire these up in
the temples



DIRECTORY
touch these to see a map



RUPTUREFARMS
FLINTLOCK
throw these switches
to unlock doors



BIRD PORTAL
chant near these



ROCK SACK
hit this to get a rock



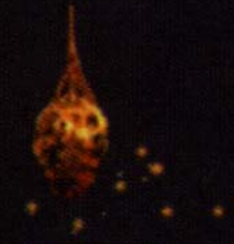
MEAT SACK
hit this to get
some meat



NATIVE MUDOKON
whistle back at
these guys



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



BEES
run away!



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



WELL
jump into these



BATS
look out!



MEAT SAW
big fun!

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, provided you have a Memory Card for your PlayStation.

Saving a game is easy. Press "**START**" while playing to bring up the option menu. Select "**SAVE**," and press "**X**". The PlayStation will take a few seconds to read your Memory Card, then give you the option of saving your game, deleting a file, or switching Memory cards. Your game will always be saved in the first open block on your Memory card. Note that when you restore a saved game,you will begin at the last (invisible) re-start location Abe passed prior to saving the game. This means you won't always come back exactly where you were standing when you saved, but you'll be somewhere in the neighborhood.

To restore a saved game, select "**LOAD**" from the option screen. You can save up to fifteen games on a single Memory card. Text at the bottom of the Load screen provides a brief description of your save location.

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 "**START**" during play. If at any time during the game you simultaneously press the **START**, select, L1, and R1 buttons, you will initiate a soft-reset. The screen will turn green for several seconds and then restart from the anti- piracy sceen.

CREDITS



SPECIAL THANKS

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ODDWORLD
Inhabitants

QUINTOLOGY

Oddworld: Abe's Oddysee is the first in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each game will reveal more about the strange and bizarre universe of Oddworld, and its challenging Inhabitants.

In Oddworld: Abe's Oddysee you control Abe. Abe is a happy, sappy meat factory slave who learns his boss plans to turn him into lunch. It's up to you to help Abe save his skin and rescue his buddies from RuptureFarms.

Future games of the "Quintology" will introduce new dilemmas, new villians, and most importantly new and unlikely heroes like Abe. But be warned: the Inhabitants all live on the Oddworld together, and as the story unfolds, characters you might overlook could prove really important in the big picture. Oddworld is big – very big – and Abe's Oddysee is just the first glimpse of the strange and exciting depths of THE ODD!

PSIG-ODD3

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