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PlayStation

PAL

ODDWORLD
ABE'S EXODUS™

G



PlayStation®

PS1G-OAE3

SLES-01480

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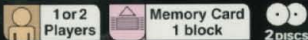
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See back page of this manual for Customer Service Nos.

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SLES 01480

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GT Interactive Software (Europe) Ltd
Willow Grange, Church Road, Watford, Herts, WD1 3QA, United Kingdom

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TABLE OF CONTENTS

GETTING STARTED	2
CONTROLLER INFORMATION.....	4
CHARACTERSPEAK	5
IN THE BEGINNING.....	14
LOADING AND SAVING.....	16
THE STORY.....	18
THE CAST.....	22
ABE'S MOVES.....	28
GAMESPEAK.....	32
EMOTIONS.....	34
ENVIRONMENTS.....	38
ABE'S GUIDE TO ODDWORLD.....	46
THE ODDWORLD QUINTOLOGY.....	48
CREDITS.....	51



GETTING STARTED

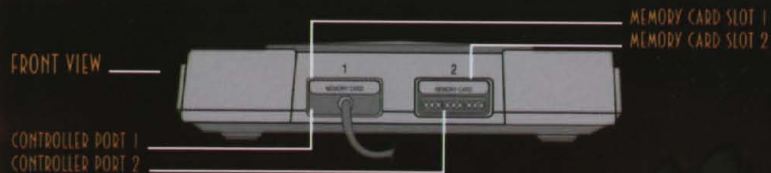
Set up your PlayStation® game console according to its instructions in its instructions manual. Make sure the power is off before inserting or removing a compact disc. Insert Disc 1 of Oddworld: Abe's Exoddus and close the disc cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to begin the game. Make sure there are enough free blocks on your Memory card before commencing play. It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.



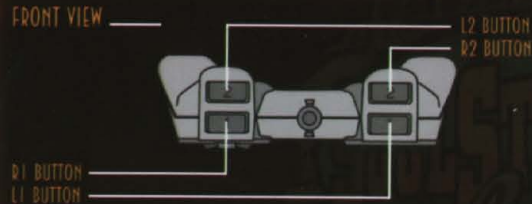
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT
OPEN BUTTON
DISC COVER

2

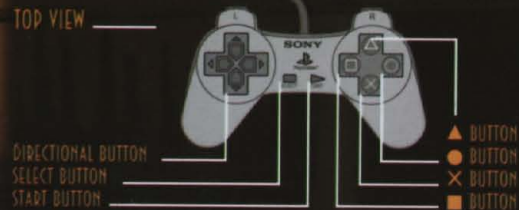
REMEMBER: Hidden Mudokons award rings to heal the sick. Chant near sick Mudokons



FRONT VIEW
CONTROLLER PORT 1
CONTROLLER PORT 2
MEMORY CARD SLOT 1
MEMORY CARD SLOT 2



FRONT VIEW
L2 BUTTON
R2 BUTTON
R1 BUTTON
L1 BUTTON



TOP VIEW
DIRECTIONAL BUTTON
SELECT BUTTON
START BUTTON
▲ BUTTON
● BUTTON
× BUTTON
■ BUTTON

3

to release the ring.

CONTROLLER

ACTIONS	
R1 + ←	RUN
R2 + ←	SNEAK
△ OR ↑	JUMP
○ + →	THROW
↓	CROUCH
□	ACTION
↻	HOIST OR ZTURN

MORE

INFORMATION

GAMEPLAY

L1 + L2

CHANT

L1 + △	HELLO	L2 + △	ALL YA
L1 + ○	WORK	L2 + ○	SYMPATHY
L1 + ×	WAIT	L2 + ×	ANGER
L1 + □	FOLLOW ME	L2 + □	STOP IT!

MORE

GLUKKONSPEAK

- | | |
|------------------|------------------|
| L1 + △ HEY! | L2 + △ ALL O'YA |
| L1 + ○ DO IT! | L2 + ○ HELP! |
| L1 + × STAY HERE | L2 + × KILL 'EM! |
| L1 + □ COMMERE | L2 + □ LAUGH |


MORE

6

HINT: If you see a number floating in a bird portal, rescue that many Mudokons ALL

HOLD  AND PRESS...

 HEY!


 DO IT!


 STAY
HERE

 COMMERE

 EXIT

HOLD  AND PRESS...

ALL O'YA 

HELP! 


KILL 'EM! 

LAUGH 

7

AT ONCE to gain the Shrykull power-up.

SCRABSPEAK

 +  SHRED POWER

 +  HOWL

EXIT

HOLD 
AND PRESS...

 SHRED
POWER

 HOWL


EXIT

SLIGSPEAK

L1 + △	HI	L2 + △	BS	S'PRE
L1 + ○	FREEZE	L2 + ○	LOOK	OUT
L1 + ×	GET 'IM	L2 + ×	S'MO	BS
L1 + □	HERE 'BOY	L2 + □	LAUGH	

MORE

HOLD 
AND PRESS...

 HI

 FREEZE

 GIT 'IM

 HERE
BOY

HOLD 
AND PRESS...

BS 

LOOK
OUT 

S'MO BS 

LAUGH 

EXIT

PARAMITESPEAK

- L1 + △ HOWDY
- L1 + ○ DO IT
- L1 + × STAY
- L1 + □ C'MON
- L2 + △ ALL A YA!
- L2 + × ATTACK

MORE

12

HINT: If you scare away a bird portal, just leave screen... when you return, the birds will

HOLD L1
AND PRESS...

△ HOWDY

○ DO IT

× C'MON

□ STAY

HOLD L2
AND PRESS...

ALL A YA! △

ATTACK ×

EXIT

13

be back.

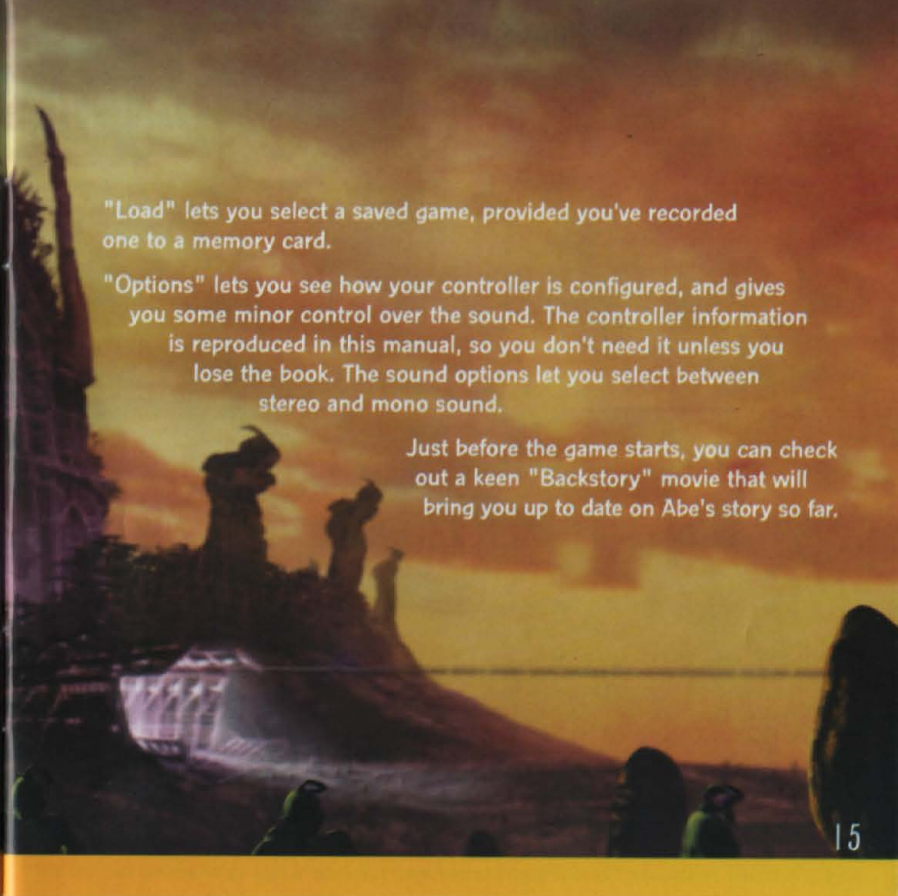


IN THE BEGINNING...

If you see some fancy movies followed by Abe's head saying "hello," you've passed the test and loaded the game. From this screen you have all sorts of options.

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. Several characters besides Abe can talk, too, and you can check them out here as well.



"Load" lets you select a saved game, provided you've recorded 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.

Just before the game starts, you can check out a keen "Backstory" movie that will bring you up to date on Abe's story so far.

LOADING AND SAVING

Oddworld: Abe's Exoddus 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 the 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 to Memory Card," 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.

If you're in a hurry and you want something less permanent, choose "Quiksave"! Then, if you die, Abe will re-start where you saved. Be careful, though, because Quiksaving in the wrong place can leave Abe stranded! If that happens, choose "Restart Path" off the Options screen.

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.

Finally, if you paint yourself into a corner, use the "Restart Path" option on the option screen to restore the immediate neighbourhood to its original condition. This can come in handy if you've QuikSaved yourself in the House of Pain.

Remember: Quiksave is really fine, but use the Memory Card to save it for all time.

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When last we saw Abe, he'd just rescued ninety-nine Mudokons from RuptureFarms™, and struck a serious blow to the Glukkons of the rapacious Magog Cartel. Once an ignorant, happy floor-waxer, Abe now found himself a hero to his people. You might think Abe had earned a vacation ...

... but that was before he fell on his head, and had a vision. Three restless ghosts let Abe in on a shocking secret.

RuptureFarms was just one of many slaughterhouses the Glukkons are using to exploit the Mudokons. Even worse is the SoulStorm Brewery, where super-addictive SoulStorm Brew™ is made from the bones of dead Mudokons mined from Necrum, the ancient Mudokon city of the dead!

18 FRUSTRATED? You can make a possessed Slig beat a Mudokon by standing next to your

THE STORY

Abe, being a schmuck — uh, hero — set out across the desert with five friends to find Necrum. When the game opens, Abe and his pals have snuck into the Necrum Mines.

Your mission is to destroy the Mines by sabotaging the boilers that power the place. You'll have to find your five friends, too ... but keep them away from SoulStorm Brew™! One slug of that stuff and they'll get sick, and be no use to anyone ... unless you can find a way to heal them. And how do you do that? I bet those three restless ghosts might have an idea. They're probably hanging around their tomb. If you find the ghosts, maybe you can get them to confirm the rumour that Scrabs and Paramites are running free in the Vaults of Necrum.

victim and pressing X



What happens after that is up to you to discover, but if you think you're going to get off with just blowing up the Mines, you haven't been paying attention. Hellish train rides, bone-processing factories, a whole barracks full of Sligs, and SoulStorm Brewery itself are in your future. There won't be a dry eye in the house when you discover the secret ingredient of SoulStorm Brew™. And oh yeah, it wouldn't be a bad idea to rescue any other Mudokons you find along the way. Never know when it will come in handy to have a bunch of escaped Mudokons to call on. It sure bailed your fat out of the fire when Molluck had you hanging over the meat grinders back in RuptureFarms™... but that's ancient history.



THE CAST



VICE-PRESIDENT ASLIK
Glukkon in charge of FeeCo Depot. the Trains will run on time.

GENERAL DRIPIK
Stern taskmaster of the Slig Barracks.

DIRECTOR PHLEG
Head boner at the Bonewerks.



ABE
Equal parts hero, godling, and knucklehead.



BREWMASTER GLUKKON
Half the heart but twice the flavour!

THE CAST



MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labour force of the Magog Cartel. In a masterpiece of corporate efficiency, Mudokons that are worked to death can still serve the Cartel by offering up their bones for SoulStorm Brew™. You'll find 'em wherever the Magog Cartel needs a cheep labour force. They're emotional bunch of guys.

Look out if they start fighting!



SLIGS

Gun-crazy fiends...when they've got their pants on, at least.



SCRABS

Nothing is tougher than a Scrab -- except, maybe, another Scrab.



PARAMITES

Vicious little pack animals, but they can be your best friend once you learn what makes 'em tick.

THE CAST



SHRYKULL

Half-Mudokon, half-God, all trouble. Abe changes into this guy when he rescues enough Mudokons through special portals. How did Abe learn to turn into this thing? You weren't here for the last game, were you?



FLEECHES

Starting life as happy Glukkons pets, these vicious little worms rapidly grow too big to cuddle, and are eliminated by flushing them down the toilet. Whole colonies infest Oddworld's underworld.

FLYING SLIGS

Half-mad Slig flyboys.



SLURGS

The lowest form of Oddworld life, subsisting on the offal of Fleeches. Hey, it's a living.



SLOGS

They bark, eat live flesh, are definitely not good with children, but they're a Sligs best friend.

SLOGGIES

Cuter than their grown-up cousins, but just as vicious.



GREETERS

A public-relations nightmare made right! Glukkons were aghast when these marketing and P.R. machines began attacking the customers. Now, they make perfect security guards!



CRAWLING SLIGS

Everybody has to start someplace.

ABE'S

WALK

◀ or ▶



SNEAK

R2 + ◀ or ▶



RUN

R1 + ◀ or ▶



JUMP

▲



R1 + ◀ or ▶ + (A)

RUN/JUMP



CROUCH

▼



ROLL

crouch then ◀ or ▶

OR (X) while running



MOVES



HOIST

▲



THROW

⊙ + ⬆



CHANT

L1 + L2



SLAP

L2 + (X)



SYMPATHY

L2 + ⊙



FART

(X)



ENTER MINE

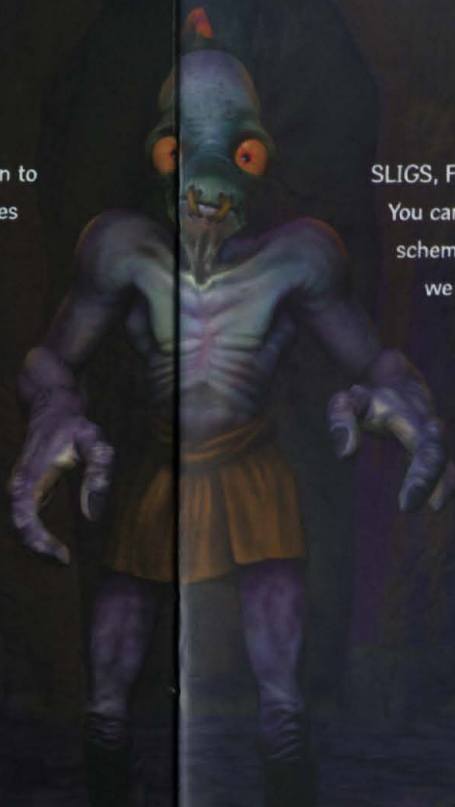
CAR

▲

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.

MINE CAR: To enter the mine car, stand in front of it and press **↑**. To exit the mine car, or to make it drop from a track (and smash whatever is below it...that's a hint, buddy), press **■**.

FARTS: Abe can fart at any time by pressing **X**. You can use farts to annoy Mudokons (making them take a single step away from you...that's ANOTHER hint, by the way). You can also possess farts and do nasty things after drinking from a SoulStorm brew machine.



SLIGS, FLYING SLIGS, PARAMITES, GLUKKONS, SCRABS:

You can possess 'em all...and they all have their own control schemes! Figuring out how to use them is half the fun, so we won't spill it here. Just remember that they can all talk (and that the last hint we're giving away for free!)

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.

GAME SPEAK™

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.

GameSpeak™ Hints: You can talk to just about anything, but Sligs and other Mudokons will be most receptive.

HOLD L1
AND PRESS...

△ HELLO

○ WORK

× WAIT

□ FOLLOW
ME

L1 + L2
CHANT

HOLD L2
AND PRESS...

ALL'YA △

SYMPATHY ○

ANGER ×

STOP IT! □

EXIT

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 pointers:

- * Say "Hello" to initiate conversation with a Mudokon.
- * Say "All ya!" to alert all Mudokons at once.
- * Learning to use "Follow Me" and "Wait" is pivotal to solving many puzzles.
- * Some of the words (especially the rude sounds) are just plain fun to make. Use GameSpeak™ to personalise the way you play the game. It's an attitude thing.
- * Sligs can order Slogs.
- * Glukkons can order Sligs!
- * Experiment!

EMOTIONS

The Mudokons aren't just targets, you know (although they are fun to shoot). They're real creatures with emotions of their own. In your travels, you'll run into plenty of moody Mudokons.



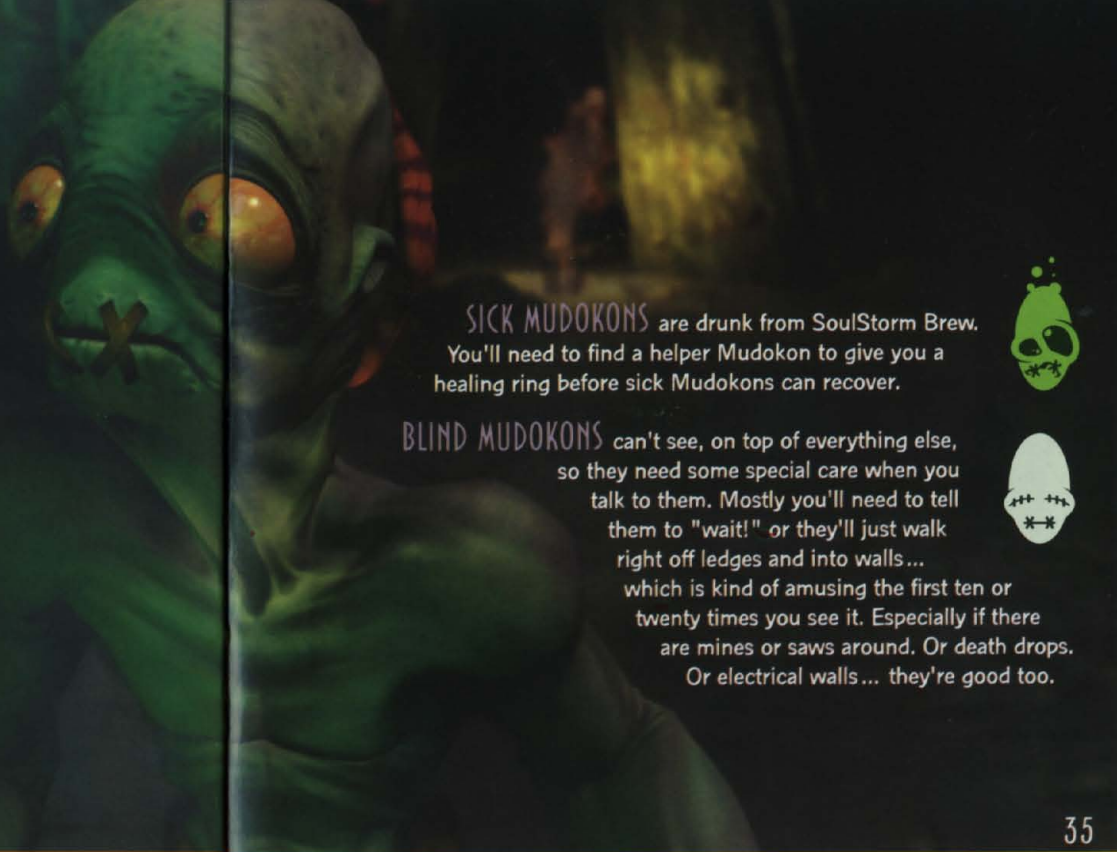
ANGRY MUDOKONS won't listen to you, unless you tell them you're sorry. They'll sometimes take a swing at you, so be careful.



WIRED MUDOKONS are all hopped up and out of control. They're usually strung out on laughing gas. You'll have to slap some sense into them before they'll listen to you.



DEPRESSED MUDOKONS are so upset about living in slavery that they'll scarcely acknowledge Abe is even there. One good shock can push them over the edge into suicide, so show them some sympathy when you meet them.



SICK MUDOKONS are drunk from SoulStorm Brew. You'll need to find a helper Mudokon to give you a healing ring before sick Mudokons can recover.



BLIND MUDOKONS can't see, on top of everything else, so they need some special care when you talk to them. Mostly you'll need to tell them to "wait!" or they'll just walk right off ledges and into walls... which is kind of amusing the first ten or twenty times you see it. Especially if there are mines or saws around. Or death drops. Or electrical walls... they're good too.





WORK IS GOOD FOR THE SOUL!

Abe can turn wheels and pull levers by himself, but sometimes you'll find complicated contraptions that Abe can operate only with help from his fellow Mudokons. You'll need to GameSpeak with your buddies to get them positioned in front of a wheel or right next to a lever...then tell them to "work!" Sometimes Abe needs to work at the same time, so look alive!

QUARMA IS GOOD FOR THE SOUL, TOO!

More properly, Quarma is your soul.

Rescue lots of Mudokons, and your Quarma is good. Leave them to die—or, worse yet, kill them intentionally—and your Quarma is going to go south, and in a hurry. To win the game you must have good Quarma, meaning you must save at least as many Mudokons as are killed. Watch for Status Displays throughout the game for hints about how many Mudokons you've rescued, and how many are still out there. Be thorough in your investigation, because once you

leave an area, any Mudokons left behind are permanently lost! For the ultimate challenge, try to rescue all 300 Mudokons. You'll get a special bonus if you do. There is no truth to the rumour that a secret bonus awaits players who kill nearly all the Mudokons. No truth at all. What kind of sick people do you think we are? As if we'd put something like that in a game. Not us. No way. Nope.

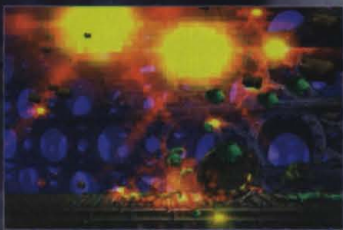
WHO CUT THE CHEESE?

There's no delicate way to put this: Abe can fart. He can fart up a storm...a SoulStorm! Drink brew from a dispenser machine (you'll find the first of several full machines in Feeco Depot) and press (X) button to fart. Chant to possess the thing, move it around, then chant again for a BIG SURPRISE! You can also make Mudokons upset by farting near them, which comes in handy if you want someone to step aside.

SOULSTORM MINING CO.

NECRUM MINES

It's not enough for the Glukkons to slaughter Mudokons for food... they gotta mine the bones of dead Mudokons for Brew, too!



ENVIRONMENTS



NECRUM

Most of Necrum remains untouched by the Glukkons... but for how long?

ENVIRONMENTS



MUNDANCHEE VAULTS

Part of Necrum is overrun by wild Scrabs ...

MUDOMO VAULTS

... while another part is infested with Paramites.



FECCO DEPOT

Transportation hub of the Magog Cartel.



ENVIRONMENTS



BONEWERKS

Where Mudokon bones are processed into the raw materials of SoulStorm Brew.

ENVIRONMENTS



SLIG BARRACKS

Where do you think all those Sligs come from?

44

HINT: Abe can make depressed and angry Mudokons feel better by standing next to them



SOULSTORM BREWERY

Where all the pieces come together, and Abe discovers the secret ingredient of Brew ... or dies trying.

45

and saying he's sorry **L2 + ●**

ABE'S GUIDE TO ODDWORLD



LUXB
slap when it's green



GHOST LOCK
slap these for special powers and to open tomb doors



MOTION DETECTOR
stand still when these touch you



LAND MINE
jump over these



TRAP DOORS
look out below!



TOMB DOOR
release spirits to open these doors



TELEPORTER
pull the lever and hold your breath

READ THESE FOR CLUES

read these for clues



SLIG LOCKER
where do you think they keep their pants?



ROCK SACK
hit this to get a rock



PLATFORM
ride these up and down



FALLING OBJECTS
headache!



SHRYKULL BIRD PORTAL
rescue this many guys at once to get a bonus



ABE PORTAL
Chant and jump through these



SLIG VOICE LOCK
make Sligs talk to these



GLUKKON VOICE LOCK
possess a Glukkon and talk to 'em



SOULSTORM BREW DISPENSER
push the button, then do what comes naturally



SLAMDOOR
like a wall, only more violent



MEAT SACK, BONE SACK
slap these to play with your food



STORY STONE
touch these for clues and cool stuff



DIRECTORY
touch this to see a map



GLUKKON SECURITY FONE
only Glukkons can talk to these



WORK WHEELS
turn these



GRENADE MACHINE
push the green button



GRENADE
don't wait too long to throw grenades!



MINE DRILL
safe when turned off... otherwise, look out!



BIRD PORTAL
chant near these



MINE CAR
↑ to enter Mine Car, ■ to exit/drop Mine Car



WELL
jump into these



LEVER
pull it



ELECTRIC WALL
touch it and fry



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

THE ODDWORLD QUINTOLOGY

Oddworld: Abe's Exoddus is the first "bonus game" in a five part game series from Oddworld Inhabitants called "The Oddworld Quintology." Each part of the Quintology will have one or more bonus games. The first game in the Quintology, Oddworld: Abe's Oddysee, introduced Abe and his friends, and was the inspiration for this bonus game. Oddworld is big — very big — and Abe's Exoddus is just a brief glimpse of the strange and exciting depths of THE ODD!

The next Quintology game, Oddworld: Munch's Oddysee, will reveal a whole new way to explore Oddworld, thanks to a mind-blowing new game engine, and a cast of characters guaranteed to give you nightmares.

Or sweet dreams. All depends on what you find cute and cuddly.

Us, we go with the cuddly. Especially if it has tentacles or nasty poison spikes that can penetrate your brain.



Munch's Oddyssey will peer deep into the strange and bizarre realities of those hanging out at the bottom of the food chain. You'll meet the cute and cuddly inhabitants anxiously waiting their turn to receive drops of acid in their eyes (don't worry, it's all in the name of a safer fabric softener). You'll talk with those who have donated their organs to science (before they were dead). How else can we learn if our new and improved products are truly safe for the most valuable creatures on Oddworld – The Khanzumerz! As they say at Vykkers Labs, "It's OK, really, they won't feel a thing!" Munch's Oddyssey: A Screaming Good Time.

ODDORLD INHABITANTS



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Producer: Frank Simon
Production Designer: Farzad Varahramyan
Sound Producer: Josh Gabriel
Sound Design & Composition: Ellen Meijers-Gabriel
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Dan Kading
Mike Waltman
Associate Producer: Heidi Ewert
Art Coordinator: Shane Keller

CHARACTER VOICES

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Vice President Aslik,
Glukkon Exec #2: Thomas Jung
Brewmaster: Scott Easley
Glukkon Exec #1: Sean Miller

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Tools Programming: Kev Ashley
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Whew! that's it....

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