

Oddworld: Munch's Oddyssey FAQ/Walkthrough

by Da Hui

Updated to v1.0 on Aug 3, 2005

```

      _ | | /
      | >| | / .rX,
      | \ | < | _ | / .8;ri .X;
      | \ | | \
      | \ | | \ :2,i, ;; rM2
      | / | / \ |
      | / | / \ | X;;r7XrrXr ; ,;7
      | / | / \ | .7a;.
      | / | / \ | ir2Z :Xi;r:XS:;7 ,Sa2X
      | \ | / | / | irSXX,
      | \ | / | / | Xaa2SX X,r: ai7i :S:
      | \ | / | / | i2XrrS: \_||/ ;S22S: SSX7 2ri7i Zirr .MBZ2SS,
      | \ | / | / | .X, SSr;i;X. ; Br:rZS7rXS 2rXi XXi7: SiXr 2aS,
      | \ | / | / | X8B; .Z7rri7X ,i SBaaS 87X27 ,8irX 7S;X. XX;X: a;7, .2a.
      | \ | / | / | :ZZaS72: a2,X;rXS BZa87 ra;7; Z;r2 ZirX X7;7. XriX. WBM8 ,M07
;MSX7rrrS; BS 2;r72 i272i rarSr B;7Z Wr7X 2a;7X, i 8MaZ:
Z2X:X;rXX 7a; ZrrXa rarS, ;a;S; WrXS 0;7S @B2SZ8WM i;i irSX
02X 8X7X2 XZ, Z;rXZ r2r2: iar2. 8;XS @rXS XaBS. 7 : ;BX,WB
822 rXr7S:28 87XS2 iZxa i2rZ W7aS M00a Z0i : SOMBirZr :W:
0aa r8XXS7Z ;0r722 rZrS; 0ZZWi M@W, S@ a8: 2MMM; M: Z8 0S7i,
Ba2 W7XXSZ. B77aS SMSSZ0@B:;;;. ;0 2BZ i82 W7 a; Wzi8X XZr .@
Wa2 MXX7XS Z7XZ7 2W0a2: MBX ,;2aS W8X 7@,8M@BB0i;0S X MMMM@,
Ba2 aZ7r27 X87XZi aai M@78a2 7BS.0a SWa MMMMMM
@aX @7XB, 8ZrXZ: X@MM@W0B7 SMMZWa.,M8 XZ2 ZZ2B, SM;
@Zr MXS2 2M2XZ.,WWZ B2S0 7MX Ba SZ2 2Za WZS MW0r
@Z; X8a7 :MM0.aaa :0XZi;W @a SZS B@0 MZ
W8r MW: rSaX W72r,W W8. MMMM,:Z aW
M@S. ;Zi Z8SZ: W7S;iMMMMa@2 . .M
XZ M2X8 WXZ7.r: MW8
WaXZ ;82B ,
XM72r B80r
MB2Z7;ZMMZ
2S2ZX:

```

----- Table of Contents -----

1. - Controls.....	0001
2. - Walkthrough.....	0002
MeditationSite.....	L001
Watch Dogs.....	L002
Storm Circle.....	L003
JoiningAgain.....	L004
The Gate.....	L005
Shoot!Shoot!.....	L006
Glukkon.....	L007
Journey.....	L008
WindHill.....	L009
Independently.....	L010
Sneaking!.....	L011
Battle of Steel.....	L012
Glockstar.....	L013
3. - Hints.....	0003
4. - Passwords.....	0004

Please Note - This whole FAQ is searchable. That means you could easily find whichever section you are looking for. Just press ctrl+f and type in the name of the section or the password (the four digit number to the far right) and press enter. It will bring you straight to that section.

----- 1. - Controls -----

====0001=====

- * D-Pad - Move
- * A - Action
- * B - Jump
- * L - Special Move
- * R - Attack
- * Start - Pause
- * Select - Change Character

----- 2. - Walkthrough -----

====0002=====

=====
 ---MeditationSite---
 =====L001=====

Collect all of the Spooeces on the ground first. Then go to the upper right corner. Jump up onto those platforms and grab the spooeces up there. Now move to the left wall. Jump on the lowest platform and keep moving to the top while jumping to get onto that platform. Grab those spooeces. Go to the top area with the sign that says twenty on it. Press the action button on it and go through the door. Collect all of the spooeces in this area. You will find that you will be three short. Go back over where they were and hold R. It will make more reappear. Keep doing it until you get ten spooeces and unlock the next door.

Now collect all of these spooeces in the area. Jump in the well in the bottom left corner of this area. Grab that mudoken by pressing A. Bring him to the door in the top right corner and throw him in the circle. Now go to the top left corner, hold L and press A by that mudoken. Bring him to the other circle and hold L and R. He will start to meditate. Grab the other mudoken's attention by holding L and pressing A. Hold L and R and this one will begin to meditate. Now the door will open and you could advance to the next level.

=====
 -----Watch Dogs-----
 =====L002=====

Go to the right and talk to the alien. Now go in the water. You can't do anything to the enemies here except avoiding them. They can't enter the water so jump to each water source. Stay in the water as much as possible and go up and to the right. Avoid the mines in the water and you will reach a wall in the water. Go down and jump onto the platform that doesn't have any enemies on it. Now jump to the right and over the next platform. Now go up and jump onto that platform. You could get health if you were hurt from the health dispenser. Go to the left when you're ready and flip the switch, walk through the door.

Go in front of each machine to the left and press the A Button to free them. Go through the door to the right when they are all free. Move to the right and talk to the alien. You will learn that you could tell the Fuzzles to attack by

holding L and pressing R. Kill the slog and flip the lever. Go in that room and use the zap dispenser while saving the two fuzzles. Get out and move to the right. Keep killing the slogs and go in the water. Jump into the travel well and free these Fuzzles. Open the door with the lever and kill the slogs. Go down and to the left. Hold L and press A to combine the Fuzzles that are already there. Now they're stronger. Go back and go through the door to the left. Go on the portal and press A. Now get out and go through the door to the right. Open the door with the lock and go through it.

=====
----Storm Circle----
=====L003=====

Move up and to the right, talk to the alien that appears. keep moving up and grab the spooce over here. Move to the left and go below the mines. Get as close to the fence to the left as possible and run up. You will just barely avoid the mines. Grab the spooce here and go up. Sneak by the sligs up ahead by holding L. Go to the left and grab the fruit on the ground. Throw it at the mines to the left to clear a path and go up there. Climb the rocks keep collecting Spooce until you get at least fifty.

Go into the next area in the bottom left. Go to the top left corner of this room and get the espresso. Go down and jump on the platform on the bottom left. Jump over the gap and move to the right. Jump that gap and unlock the spooce lock. Now go grab the mudokon and get back to the bottom right corner. Toss them into the travel well. Go back a few screens and grab another when you reach one. You could make it get onto higher ledges by holding B and pressing A. Get three through that well and go through it yourself. Bring the three onto the chant circles in the next screen.

=====
----JoiningAgain----
=====L004=====

Fall into the water to the right, start moving to the bottom of the screen. Jump over the platform to the left and move along this waterway. Go through the drainage pipe at the end and move to the top of this area. Climb the platforms on the right side and grab the soda to the right. Move down and onto the little extension to the left. Hold R and press B until you kill the enemy to the right. Jump over and kill the other enemy here. Save the fuzzles and move to the top left. Hit the lever and go through the door.

Go to the right and up the middle path, hit that lever. Now go back down and to the right. Keep following this path and use the port in front of the moving platform. Move it to make a path to the left and keep following it. Hit the next lever and go through the door. Kill this alien and save the two fuzzles here. Hit this switch and go through the next door. Kill the aliens in this room and save these Fuzzles. Hit the switch to the left and go through the door. Go to the top right of this section, kill that alien.

Hit the switch and go through the door that just opened. Save the Fuzzles and hit the switch. Now go down and to the left. Go through the door to the far left and open the SpooceLock. Go back to the right and through the door that just opened. Go over the bridge and use the port, move the platform to the left. Follow this path and go through the teleporter. Now go to the far left and pull the lever.

=====
-----The Gate-----
=====L005=====

Bring both Abe and Munch into the building. Press Select to change characters. Collect all of the Spooeces in the upper right corner of this room. Switch to Munch and jump in the water in the upper left corner. Get to the switch and hit it. Now go to the left and go up this path while avoiding all mines and enemies. There will be one room with three tall aliens, you need to swim under the bridge they are near to continue. Hit the switch at the end of the path. Switch to Abe.

Go through the door Munch and go to the left. Stand on that switch and switch to Munch. Backtrack through the water and go through the door that is now open. Use the Zap Dispenzah and keep going up. Kill the alien there and stand on the switch. Now switch to Abe and go to the right. Sneak over the bridge and go up. Keep going up and through the door. Switch back to Munch when you reach a closed door and get another zap item. Go all the way to the top and kill those aliens. Stand on that switch and switch to Abe.

Go up to the Mudokon and grab their attention (L+A) Now backtrack and be quiet when you're near sleeping enemies. When you reach the bridge, go back to the left. Go down the first door you reach and grab the attention of that Mudokon. Go all the way back to the right and sneak by the enemies. Tell the Mudokon to flip the switches for you (L+R.) Wait there because there are enemies in the next room. Switch to Munch and catch up to Abe. Remember to stand on the right switches to open the doors.

Leave the Mudokon behind and go through the door. Jump onto the higher platform and use the control orb (hold R) to kill the aliens. You could just press R when you are controlling them to make them die. Keep killig all of them in the area. Now go back and get the Mudokon. Grab the and throw them up the platform (Hold B and press A.) Get everybody to the highest room. Free the mudokon on the switch to the right. Now stand on both objects with Abe and Munch to finish this level.

```
=====  
----Shoot!Shoot!----  
=====L006=====
```

Go to the far right corner and climb the ladder. Go up and through the door, follow this path to the door. Make the Mudokons follow you and throw them into the travel well. Jump in yourself and make them all follow you again. Move to the upper left corner and tell them all to use the levers. Go up and stay on this floor. Keep going until you could release them on the teleporters. Now go back and climb the first ladder you see. Go to the very end and hit the switch.

Switch to Munch and take the same path Abe took. Fall off the platform that will have an extended platform to the left. Go down and go to the upper left corner of this room. Use the port in the upper right corner and kill the aliens here. Keep following the path and kill every alien you see. Now go back to Munch and go through the teleporter. Follow the same path the Snoozer took and go through the door at the end. stand on one end of the teleporter and switch to Abe. Get to where Munch is and stand on the other end.

```
=====  
-----Glukkon-----  
=====L007=====
```

Switch to Munch and go to the right. Go through the door and flip the switch in that room. Now go down and go to the left. Use the port and go through the door in the middle. Run past the aliens with guns and use the port in there too. Go through the teleporter to the left and wait there. Switch to Abe and catch up

to Munch. Use the teleporter to the right when you reach the two and collect all of the Spooeces. Now go back and through the other teleporter. Stand on the moving platform.

Switch to Munch and move the platform to the top of the area. Now switch back to Abe and start moving to the right. Go down and grab the attention of that Mudokon. Now go back and to the left. Go through the first door and grab the attention of that Mudokon. Keep following this path and kill the next alien. Toss the two Mudokon onto the two foot switches on top. Go back to the movable platform and to the right. Follow this path to the end. Jump onto the moving platform with the 'one' on it.

Now switch back to Munch and backtrack to the beginning of the level. Flip the first switch that has the sign next to it. Go back to the other switch and flip it. Go through the teleporter and go to the right. Free the Fuzzles and go up. Flip the switch at the end of this path. If you have any Fuzzles that survived, take them through the door to the right. Flip the switch in the room you came out of the elevator from and go back into the elevator. Flip that switch and get out of the elevator.

Go through the teleporter and use the port. Move it down to the bottom left corner of this area. Switch the lever and go back to the port to control the other platform. Move across the platforms and follow it to the end of the path. Go through the teleporter with both Munch and Abe. Kill the aliens with Abe's control orb and go through the door with both Munch and Abe. Control the chump with your control orb and move him until you see a cutscene.

```
=====  
-----Journey-----  
=====L008=====
```

Jump into the travel well with both Abe and Munch. Collect all of the spooeces as Abe, I suggest using the chant until you get ninety-nine. Jump into the travel well in the middle left, next to a small lake. Throw the Mudokon there into the next travel well and bring him into the chant circle in the middle. Jump into the travel well that just opened. Now go down to the bottom left corner and jump into the travel well just after the first little lake. Unlock the Spooce lock and jump into that travel well. Jump into the travel well to the right of the one the Mudokon opened. Toss that Mudokon through the travel well and get them all into the same area.

Switch to Munch and go through the travel well above the chant circle. Collect all of the spooeces you can and you should get a little over forty. Now go back to the very top, as high as you could go, and unlock the spooce lock. Switch back to Abe and throw the Mudokons through the travel well that Munch went through. Go through it yourself next. Go down to the bottom right corner of the lower area and grab that Mudokon. Bring it back to the very top. Toss them all through the travel well in the upper right corner. Bring them all through the next area and make them all chant in the chant circles. Go through the next door to finish the level.

```
=====  
-----WindHill-----  
=====L009=====
```

Control all of the Mudokon as Abe. Explore the area and open every single door you can with all of the Mudokon. Once every door that you can open is open, go to the very top right corner of the whole level. You will see water to the left. You have to throw all of the Mudokon from island to island until you reach the other end. Open the SpooceLock at the end and make the Mudokon follow

you. Grab the Mudokons in this area and go to the left. Switch to Munch and catch up to Abe. Swim through the water and open the SpooceLock for Abe. Continue as Abe and keep using the Mudokon in the Chant Circles until you finish the level.

=====
---Independently---
=====L010=====

Go up and keep looking for two switches. Flip both of them and switch to Abe. There will be two teleporters, take the teleporter in the lower left corner. Flip that switch and go back through it. Go through the other teleporter and stock up on spoocees. Keep going up this path and you will see a door. Go down and to the left. Take that teleporter and flip the switch, go back to the previous room. Go through the door to the right and stand on the teleporter. Switch to Munch and go up. Move along the moving platforms and stand on the teleporter on the top to finish the level.

=====
-----Sneaking!-----
=====L011=====

Go up and move to any of the switches on the side except for the one with the sign next to it. Watch where the bomb drops and lure the aliens there. Go back and drop the bomb to kill the slogs. Flip the switch on the middle platform and go through the door. Go through the next door and flip the switch. Follow this path and keep going up until you reach the moving platforms. Wait in a corner and switch to Abe.

Move across the moving platforms and go through the teleporter at the end of the path. Go through the door and flip the switch. Get out and flip that switch. Go back into the elevator and flip the switch again. Get the Mudokon to follow you and go back down the elevator, catch up to Munch. Move across the moving platforms and toss the Mudokons from them. Move both Munch and Abe onto the object to finish the level.

=====
--Battle of Steel---
=====L012=====

Jump up as Abe and climb the ladder to the right of the next area. Go to the next room and stock up on Spoocees. Use the control orbs to kill all of the aliens in the previous room. Enter the next room above this one. Climb the ladder to the right and flip that switch. Jump down from here and climb the ladder to the left. Kill that chump and go through the door. Climb the ladder and avoid the Snoozer. Quickly run to the right and climb that ladder. Kill that chump and go to the next room. Slowly kill every alien here and go back to the beginning. Pick up Munch and throw him onto the higher platform (you'll have to hold B and then press A to get Munch onto the higher platform.) Keep going up with both of them.

=====
-----Glockstar-----
=====L013=====

Go down and to the right as Abe. Jump onto the platform that moves and switch to Munch. Go down and to the far right. Use the port to move the platform. Move it all the way to the right and switch to Abe. Go through this path and grab the Mudokon's attention. Get back to the moving platform and switch to Munch. Move it to the middle path. Switch to Abe and go through the door and hit the

switch. Get out and hit the next switch. Wait for the moving platform and hop on when you can. Sneak past the alien and grab the spooce to the left. Kill it with the control orb and generate more spooce. Open the spooce lock and go through the door.

Make those Mudokon follow you and get back to the elevator. Go down and back onto the moving platform. Switch to Munch again and move the platform further to the right. Go up this path and open the door. Now get back to the elevator and switch the lever to the number two. Go back in and go up. Leave the Mudokon here and go to the bottom left corner. Move Munch up the ladder and onto the switch to the left. Switch to Abe and go through it. Get the Mudokon out of there and get out. The room to the right has spooce if you need it.

Combine all of the Mudokon and leave them there once again. Go through the travel well in the bottom left corner and continuously hit the switch until the snoozer explodes. Grab one mudokon and leave it on the switch in the upper right corner. Go to the teleporter in the upper left corner next. Go to the bottom right of this area and walk up to the fence to the right. Use a control orb while looking to the right and it will go through the fence. Control the alien and kill it.

Get out and grab all of the Mudokons. Now get everybody through the door in the upper right corner. Tell them all to hit the lever and go through the door. Go to the right and up the second path. Free the Mudokons through the teleporter and go back. Go through the teleporter with Munch and Abe. Go up and to the left path, go through the teleporter. Jump off as Abe in between the top railing and the pillar. Use the control orb on all of the enemies and kill them all to finish the game.

=====

----- 3. - Hints -----

=====0003=====

This section is where I will show all of the tip markers throughout the levels.

=====

---MeditationSite---

=====

Lock Door:

You need 20 Spooce to release the SpooceLock and open this door. Collect SpooceShrubs and press the A Button in front of the SpooceLock.

Jump:

Jump over stuff! Press the B button.

SpooceLock:

10 Spooce are required to open this door. If low on Spooce, you can regrow more with Abe's Chant ability. Chant next to a SpooceBud with the R Button and it'll grow into a full-fledged SpooceShrub!

Mudokon:

In order to take down the Glukkons, Abe will need the help of many Mudokon allies. To get Mudokon to follow Abe, simply hold the L Button and tap the A Button while standing nearby. To tell a Mudokon to stop following Abe, hold the L Button and tap the B Button.

Travel Well:

Travel Wells can take you places. Simply jump inside to use them.

Pick Up Mudokon:

Mudokons don't like heights so sometimes the best way to get them down is to throw them. To pick up your Mudokon brother, stand next to him and press the A Button. To release him, press the A Button again.

Chant Circle:

Chant Circles remind lazy Mudokons that they need to practice their mystic meditations. To open this door bring two Mudokons close to these circles and tell them to work by holding the L Button and R Button for a moment.

=====
----Watch Dogs----
=====

Swims:

Abe swims like a rock. Munch swims like a fish! Use Munch to explore the water passages.

Mine:

Be careful... Mines go BOOM!

Health-Up Dispenzahs:

Are you feeling tired, run-down, or listless? The answer to all your problems is in this little bottle. Drink this and you'll be ready to kick some booty again!

Lever:

Press the A Button in front of a lever to activate it.

Fuzzles:

Munch has the unique ability to activate machines. Use this power to free the Fuzzles from captivity. Position Munch in front of the Fuzzles and press the A Button. Once free, the Fuzzles will be sure to help Munch on his quest.

Zap Dispenzahs:

Behold the power of Zap! This Zap Dispenzah temporarily gives Munch the ability to attack his enemies. Press the R Button to attack after drinking Zap!

Gate!:

Any Mudokons or Fuzzles following Abe or Munch can be sent to safety through Rescue Portals. Simply approach the Portal as Abe or Munch with their comrades, and press the A Button.

=====
----Storm Circle----
=====

Do not disturb:

Shhhh! There are lazy sligs sleeping just ahead. If you are careful you can get by without waking them. Simply hold the L Button to sneak on by.

Resurrection Totem:

Resurrection Totems call back the spirits of fallen Mudokons. Use Spooce energy to activate the Totem and revive your comrades.

Expresso Dispenzahs:

Expresso really gets you going! Try one for a temporary boost of speed. They are available at the Expresso Dispenzahs scattered about.

Storm Circles:

Storm Circles are ancient devices that channel spirit energy to affect the physical world. Put a Mudokon to work in each of the Chant Circles to see its effects.

=====
----JoiningAgain----
=====

Moving Floor:

Use this Remote Control Port to operate the Moving Floor. To activate it, stand in front and press the A Button. Keep in mind that only Munch can activate these ports.

=====
-----The Gate-----
=====

Collaborate:

Abe and Munch must learn to work together if they hope to succeed. This door can be opened using the lever located on the opposite bank of the waterway, but it appears that only Munch can get there. Use Select to switch between Abe and Munch.

Egg Nests:

If Abe or Munch fall in battle, they can be revived at an Egg Nest. Anytime an egg is floating over a nest, press the A Button to revive your buddy.

Foot Switch 2:

Footswitches are used for lots of stuff. You can open doors, activate Teleporters. Why - you can even put a Mudokon Scrub on one to activate it!

=====
----Shoot!Shoot!----
=====

Snoozer:

The Snoozer is a powerful machine equipped with high penetration narcotic firepower! Munch is capable of controlling any idle Snoozer by activating the corresponding Remote Control Port.

=====
-----Glukkon-----
=====

Moving Floor:

Use this Remote Control Port to operate the Moving Floor. To activate it, stand in front and press the A Button. Keep in mind that only Munch can activate these ports.

Foot Switch 1:

Footswitches are used for lots of stuff. You can open doors, activate Teleporters. Why - you can even put a Mudokon Scrub on one to activate it!

=====
-----Journey-----
=====

NONE

=====

-----WindHill-----
=====

NONE

---Independently---
=====

NONE

-----Sneaking!-----
=====

NONE

--Battle of Steel---
=====

NONE

-----Glockstar-----
=====

NONE

=====
----- 4. - Passwords -----
=====0004=====

Unlockable	Password (case sensitive)
Stage 02	tDKLS60b
Stage 03	s60dmgl0
Stage 04	BRTv4BDc
Stage 05	sFJHRv1P
Stage 06	sFMv8sxM
Stage 07	B69CMLNm
Stage 08	tjsFTnsH
Stage 09	tjsFZjnC
Stage 10	B6CSpBDc
Stage 11	ZPVqCtxL
Stage 12	Fjq0VRTs
Stage 13	s6FX2GLm
Music Player	THQMPMD1

=====
----- 5. - Disclaimer -----
=====0005=====

This FAQ/Walkthrough is copyrighted © 2005 to Frank Grochowski. International Copyright laws protect this FAQ/Walkthrough. You cannot sell this FAQ/Walkthrough for a profit of any kind. You cannot reproduce this FAQ/Walkthrough in any way with out my written consent. You are however allowed to download this FAQ/Walkthrough for personal use. You can also post it on your

web site as long as you give me full credit, don't change it in any way, and it is free. The latest version will always be found at:

<http://www.GameFAQs.com>

This document is copyright Da Hui and hosted by VGM with permission.