

Oddworld: Abe's Exoddus FAQ/Walkthrough

by Syonyx

Updated to v2.0 on Mar 26, 2006

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Oddworld: Abe's Exoddus

FAQ/Walkthrough - version 2.0

by ::~ Syonyx ~::

Last updated March 20, 2006.

Version 2.0: Reviewed and revised entire guide. Added Messages from the Odd.
 Version 1.01: Fixed a few typos and some very minor issues.
 Version 1.00: Completed December 20, 2003.

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A. INTRODUCTION

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Welcome to Oddworld: Abe's Exoddus, the second game released in the Oddworld series, and a bonus game to the first installment of the Oddworld Quintology, Abe's Oddysee. This is in essence a puzzle game, albeit an often diabolical one, where you, as Abe, have to figure out how to rescue your 300 fellow Mudokons from slavery to a heartless corporate consortium. I believe that, with perseverance, any player can get through the game, probably even with the good ending. But achieving perfect status, well that's another matter. Abe has many moves and tools at his disposal, and he's going to need to master every one of them to get himself and all of his colleagues out alive. I hope this guide helps you to achieve this, or at least provides a modicum of entertainment. I have completely revised the entire guide in detail as of version 2.0, in order to provide you, dear reader, with the best possible assistance. Please send comments, questions and intelligent criticism to: [syonyx\_faqs at yahoo dot com].

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| About Oddworld |

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Oddworld games are developed by Oddworld Inhabitants, a little company headed up by one Lorne Lanning (can't beat a name like that). They have big plans for this little universe. They have envisioned a world with many species and continents, and an evolving ecology that can be influenced by player actions and game events. They say that what we've seen so far represents only a tiny corner of this world, which contains a vast number of species and environments.

Ultimately, the plan is to create the Oddworld Quintology (meaning 5 games). So far, they've released Abe's Oddysee, Abe's Exoddus (both on PS1 and PC), and Munch's Oddysee and Stranger's Wrath (on X-Box). Does this mean there's only 1 to go? No, no, no. See, there will be 5 core games in the Quintology. The first was Abe's Oddysee, the second was Munch's Oddysee, and the third...? Abe's Exoddus is, in fact, a bonus game to the first installment of the Quintology (OI has stated at one point that each installment will have at least one bonus game), while Stranger's Wrath is not part of the Quintology at all, but rather a look at a distant corner of Oddworld and its denizens. So really, we're talking 11 games minimum in the end, if this plan sticks.

However, progress towards this goal took a large divergence when Oddworld Inhabitants announced in Spring 2005 that they were shutting down their in-house production, meaning that they won't be physically creating games themselves any more. Dissatisfied with the current predominant business model in game development and the structure of the game industry as a whole, Lorne has set out to find new ways of doing things that will satisfy his passion for creativity. Many fans were heartbroken, but it absolutely does NOT mean the end of Oddworld! Rather, it's an exciting time of re-visioning for the company. So what does the future hold? At this point, it's likely that we'll see an Oddworld CG feature film before another game is produced, and it may be several years before we're in control of an Oddworld inhabitant once again. When a new game does happen, will it be the rumored Squeek's Oddysee (the third installment in the Quintology), the briefly announced Fungus (which would build on the game engine from Stranger's Wrath), or something else entirely? With patience, I have no doubt that all Oddworld fans will be blown away when the next big thing appears.

Check [www.oddworld.com](http://www.oddworld.com) once in a while for any new official word, but be warned that Lorne is generally very tight-lipped about upcoming projects, so there may

not be any updates for some time.

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B. CAST OF CHARACTERS

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| Mudokons |

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Scrawny but tightly-muscled green dudes. Once a proud, spiritual, forest-dwelling race, most are now reduced to slavery to the Glukkons Magog Cartel. That is, until Abe comes along. What their fate ends up being depends entirely on you.

ABE: Hero or goofball? History will decide. In the meanwhile, he has a job to do, so get him moving.

BIGFACE: Shaman of a free Mudokon tribe, he has been Abe's guide in discovering his destiny.

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| Glukkons |

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Power-hungry, cigar-chomping, grumpy-pussed guys. If you want to know why they walk so strangely, play Abe's Oddysee to get a look under their zoot suits. How these guys came to power, we may never know, but they do command an army of Sligs and are responsible for the near-decimation of several native species, so they must be doing something right. The following folks make up the Magog Cartel, formerly partnered with Molluck, who you defeated along with the destruction of Rupture Farms in the first game.

VICE-PRESIDENT ASLIK: In charge of FeeCo Depot.

GENERAL DRIPIK: Lord of the Slig Barracks.

DIRECTOR PHLEG: Heads up the Bonewerkz.

BREWMASTER GLUKKONS: Responsible for SoulStorm Brew's rich, full flavor.

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| Sligs |

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Essentially squids in mechanical pants. Mmm, mechanical pants. Give 'em a gun and watch 'em power trip. They're the firepower behind the Glukkons' operations, guarding the assets and keeping the workforce in line.

\*\*\* Flying Sligs \*\*\*

Traded in their pants for personal helicopters, and their guns for grenade launchers. They make excellent watchmen due to their mobility. Fortunately, flight has not improved their brain power any, and they will often get blown up by their own grenades when they explode too nearby.

\*\*\* Naked Sligs \*\*\*

All the meaner when you violate their modesty. Momentarily helpless until they can get suited up with either pants or a flight suit at a nearby locker.

~~~~~

| Slogs |

~::~::~~

A Slig's best friend. Until another Slig tells it to eat the first Slig, anyway. Nothing but teeth and legs. Oh, and drool. It's always best to let a sleeping Slog lie. Also, be careful around Slog huts, because you never know how many might be inside; they sometimes defy physics by cramming dozens into a small hut, just like the old clown car trick.

*** Sloggies ***

"Aww, look at da widdle baby Swogs. Aren't dey cute? Hey, no, leggo, that's my jugular, oh my god aaaarrrrrrgggghhh!" Small enough to go places full-grown Slogs can't.

~::~::~~
| Paramites |
~::~::~~

Kind of cute on their own, in a horribly ugly sort of way. Some kind of cross between spider, crab, and puppy dog. Friendly and curious, they'll follow you around hoping for a piece of meat. But back one into a corner, or meet up with more than one at a time, and look out. Learn to make use of their behaviour, or you'll be the meat.

~::~::~~
| Scrabs |
~::~::~~

Walking tall and proud, Scrabs can spring into action at a moment's notice. Relentless in their pursuit of you, but at least they can't climb to higher levels. Extremely territorial creatures, the only way that they'll ignore your intrusion is if another Scrab is around, in which case they'll focus on each other in a brief whirlwind battle from which only one may emerge. Generally, if you see one run the other way, fast.

~::~::~~
| Shrykull |
~::~::~~

An Oddworld deity with characteristics of both Paramites and Scrabs, and connected somehow to the Mudokons. Abe can transform into an incarnation of this indestructible nightmare for a brief time after sending a certain number of Mudokons through a Shrykull portal. Don't know why Abe has this power? Go play Abe's Oddyssey already!

~::~::~~
| Lower life forms |
~::~::~~

*** Fleeches ***

These vicious worms will lash you with their razor-sharp tongues and feast on your flesh if you don't keep away. Abe can withstand a few lashes, but when his yelps rise in pitch too far, watch out. They can also use their tongues to climb up ledges to reach you. Just keep away, and tread softly if they're asleep. A favorite food of Paramites, and Scrabs like to squish them too.

*** Slurgs ***

The absolute lowest life forms on the food chain. Living off the droppings of

Fleeches, they are often found in the same areas. Also make a lovely squeaking sound when you step on them. Did I mention that Fleeches are light sleepers?

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### C. CONTROLLING THE GAME

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Direction buttons: (L) (R) (U) (D)

Other buttons: X, O, Tr (triangle), Sq (square), R1, R2, L1, L2

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| Moving Abe about |

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Walk: (L) or (R)	Jump straight up: (U) when standing still
Run: R1 + (L) or (R)	Hop: Tr while walking
Sneak: R2 + (L) or (R)	Long jump: Tr while running
Crouch: (D)	Hoist up from hanging: (U)
Roll: (L) or (R) while crouching	Climb down: (D) at edge of platform
Quick roll:	Drop from hanging: (D)

Enter doorways/wells/mine car: (U) in front of entrance.

Exit mine car: Sq

Operate lift: (U) or (D).

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| Making Abe do things |

~~~~~

Push buttons/hand panels: (U) while directly in front of them.

Pull lever: Sq when standing beside it.

Pick up items: (D) while standing over them, or Sq while crouching beside them.

Throw item: O + Direction button

Throw far forward: O + forward (in direction Abe is facing)

Throw far upward: O + (U)

Throw downward: O + (D)

Throw sharply upward: O + backward (direction Abe is not facing)

Throw close forward: O + any direction while crouching.

Fart: X (while standing still)

Slap: L2 + X (while standing beside your target)

And very importantly (!): Chant: Any 2 shoulder buttons together.

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| Special actions |

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Practice doing these quickly and smoothly. They WILL save your life!

Fast climb to platform: Run at least one step, jump while running and hold (U) to hoist up immediately. Essential for escaping just about everything that wants to kill you, and that is just about everything.

"Z-slide": So named because it moves you into the Z-axis of the screen. This move lets you enter a door or jump into a well without stopping running, pulling you out of danger immediately. Basically, run, and

2 steps before you reach the thing you want to move into, hold (U).

Sustained quick roll: Though not frequently necessary, you may occasionally need to rapidly drop into a roll and keep on rolling. If you continue to hold the run button (R1) once rolling, you'll stand back up again, so release R1 just a hair before pressing X, and keep holding the direction pad in the direction that you're traveling.

~~~~~  
| Controlling others |  
~~~~~

Possession is nine tenths of the law. Chant for an extended period of time (hold any 2 shoulder buttons together), and Abe can transfer his spirit into other nearby living beings of at least some small intelligence (Slogs and Fleeches do not meet this minimal criteria. And yet, somehow farts do). You had better make sure he's in a safe location when he does, however, because other beings don't especially like being taken over (who'd have thought?), and will kill Abe for trying if they can. Even if they can't reach him, they may try and run away, and once they're off the screen, they're out of reach of your spiritual powers.

When you're ready to let go of your host, simply hold chant again. Scrabs and Paramites will be released peacefully, but Sligs, Glukkons and Farts will all explode when you do this, farts destroying whatever's around them in the process.

Once Abe is in the driver's seat, here's what his new hosts can do:

=====
*** Sligs ***
=====

Run: R1 + (L) or (R)
Action (e.g. pull lever): Sq

Walking Sligs only: Flying Sligs only:
Fire gun: O (hold for rapid fire) Lob grenade: O
Beat Mudokon: X
Operate lift: (U) or (D)

=====
*** Paramites ***
=====

Run: R1 + (L) or (R)
Eat: (D)
Attack: L2 + X
Hop: Tr
Grab web: (U)

=====
*** Scrabs ***
=====

Activate shred power: L1 + Tr
Shred: Hold Sq or O
Hop: Tr
Dance: (D) (or Sq or O without shred power)

Eat: (U)

=====
*** Glukkons ***
=====

Hop: Tr

Continuous hopping: R1 + (L) or (R)

=====
*** Farts ***
=====

Fly around: Direction buttons.

Explode: Hold any 2 shoulder buttons together.

~~~~~  
| GAMESPEAK |  
~~~~~

A major feature of the game and an invaluable tool is your ability to speak to others, hopefully to get them to do what you want. You can speak to virtually any living creature in the game. Just to complicate matters, however, how they'll respond depends on their species, temperament, and situation. For example, saying hello to a sleeping puppy might seem like a good idea at the time, but you might reconsider this course of action when the puppy is chewing on your ribcage because you made it cranky.

=====
*** Abespeak ***
=====

"Hi!"	: L1 + Tr	"All o' ya"	: L2 + Tr
"Follow me"	: L1 + Sq	"Stop it!"	: L2 + Sq
"Wait"	: L1 + X	"Grrrrr"	: L2 + X
"Work"	: L1 + O	"Sorry"	: L2 + O

==> Before you give them commands (or requests/suggestions, depending on how authoritative you are), you must get a Mudokon's attention. "Hello" alerts the nearest Mudokon in the direction that Abe is facing. Saying "Hello" repeatedly gets their attention one by one when more than one Mudokon is on-screen, with those behind Abe answering last. Say "All o' ya" to alert all Mudokons on-screen at once.

==> "Follow me" makes alerted Mudokons walk in your direction regardless of what level they're on (i.e. they could be on a platform above you, but will still move left or right towards you). They will stop when they reach a ledge, but not a bone drill for some reason. Say it again when they're at the edge of a platform to convince them to step over it. They will automatically stop in front of a device that they can operate.

==> Mudokons will "Work" according to the context of where they're standing. If there's a device that they can use, they will. Otherwise, they'll just scrub the floor.

==> Other commands depend on the Mudokon's emotional state (see below).

=====
*** Sligspeak ***
=====

"Hi!"	: L1 + Tr	[high grunt]	: L2 + Tr
"Here boy"	: L1 + Sq	"Heh heh heh"	: L2 + Sq

"Get 'im" : L1 + X [low grunt] : L2 + X
"Freeze" : L1 + O "Look out!" : L2 + O

==> Sligs can talk to Slogs and order them around. They can also alert other Sligs. Finally, they can get Mudokons to duck by shouting "Look out!", briefly giving you a clear shot over their heads. The Mudokons have learned to react to this through years of working under the Sligs' oppressive watch.

=====
*** Paramitespeak ***
=====

"Hi!" : L1 + Tr "All of ya" : L2 + Tr
"Follow me" : L1 + Sq
"Wait" : L1 + X "Attack!" : L2 + X
"Work" : L1 + O

*Note: the above phrases have naturally been translated from the Paramites screeches.

==> Paramites can talk to other Paramites and get them to move to certain places, eat Fleeches, and other fun stuff. The Paramite's nature will always override any obedience to you, however. You could say that they only listen to you when it serves their interests anyway. So if they can have a little taste of Abe when you just want them to follow you, they will opt for the former.

=====
*** Scrabspeak ***
=====

Howl/shred power: L1 + Tr
"Scraw" : L1 + Sq

=====
*** Glukkonspeak ***
=====

"Hey!" : L1 + Tr "All o' ya!" : L2 + Tr
"C'mere" : L1 + Sq "Ha ha ha" : L2 + Sq
"Stay here" : L1 + X "Kill 'em" : L2 + X
"Do it" : L1 + O "Help!" : L2 + O

==> Glukkons order Sligs around, much like Abe does with other Mudokons. With Sligs, though, the Glukkons convey much more authority.

==> Glukkons must face in the direction of the Slig they're commanding, or it won't hear you. I guess their gruff voices don't carry well. Smoking cigars will do that to you.


~~~~~  
D. MUDOKONS HAVE FEELINGS TOO  
~~~~~  
#####

You'd think that after years of slavery, their spirits would be broken, but noooo... Mudokons can be whiny little bastards at times, just like anybody else. Here are the various emotional states that you'll encounter, how to snap them out of it, and how to put them right back into a tizzy.

=====

*** Angry ***
=====

Like Mr. Furious, their power stems from their boundless rage... Angry Mudokons stubbornly won't listen to you, and will sometimes try to beat each other up, until you walk up to them and tell them you're "Sorry". If you want to make them madder, though, give them a good slap to the head. Really, they'll thank you for it in the morning.

=====

*** Wired ***
=====

Seriously hopped up on goofballs. Slap some sense into them, if you can get them to stop running around like an excited puppy for two seconds. But walk them into some more laughing gas, and you'll have to start all over again. For some reason, Abe is immune to this gas. I guess it's the righteousness of his mission that keeps him straight-faced (at least until somebody farts, anyway).

=====

*** Depressed ***
=====

Okay, these guys' spirits really have been broken, and they're too low to listen to you. But Mudokons are resilient folks, and a single show of sympathy (saying "Sorry") will give their life meaning again. But add to their misery by giving them a slap because you're tired of their whiny asses, and you can watch as they commit suicide by self-inflicted head trauma. Seeing another Mudokon get killed will depress any Mudokon. Seeing a second one die will then also drive them to suicide.

=====

*** Sick ***
=====

Okay, so 'sick' isn't an emotion, big deal. Sick Mudokons still feel like hell and aren't going anywhere. Of course, it's their own damned fault for drinking the SoulStorm Brew in the first place. Don't they know they're just supporting the oppression of their comrades? Only a mystic yellow chant-ring can help them find relief.

=====

*** Blind ***
=====

Yeah, yeah, really not an emotion. Blind Mudokons are the most helpless, and consequently often the funniest of the bunch. They'll obey your commands, but remember to tell them to "Wait" before they walk into that bone drill. Or off that cliff. Or into a wall. Wait, that last one's okay. Unless the wall's electrified, ha ha ha.


~~~~~  
E. LOTS OF OBJECTS  
~~~~~  
#####

Abe will encounter lots of stuff filling up the space that is Oddworld, and he'd better learn to use every bit of it to its full potential if he's going to

succeed in his quest of emancipation.

*** Bird portals ***

These rings of birds stick around until Abe or an enemy walks too close, or a loud noise scares them away. Go off-screen and come back, and the portal will have reappeared.

RESCUE PORTALS: Chant to open them. Abe will continue chanting until all Mudokons on the screen have jumped through, then the portal disappears.

TELEPORT PORTALS: Stay open even after Abe stops chanting. Jump through them to bring Abe to a different location.

SHRYKULL PORTALS: These have a number floating in the air in the middle of the ring of birds. Send that number of Mudokons through all at once, and Abe will gain the ability to transform into the incarnation of Shrykull one time, wreaking massive havoc across the screen.

*** Mines ***

LAND MINES: Small, domed, red-lighted. Touch and die. Fortunately, the same applies to your enemies, too. You can easily jump over up to three in a row.

UXB: Only dangerous when they're active, which is how you'll find all of them initially. Each one blinks in a set pattern with one or more red blinks, then one green blink. Abe can turn them off by crouching next to one and pressing Square when they're green. Press square at the same time that it beeps. Hit it at the wrong time, and, well... So why are they called UXBs? Good question. As it turns out, this is military lingo for UneXploded Bombs. Works for me.

FLYING MINES: Silver spheres with many triggers poking out of them. They tend to fly in a pre-set pattern, but they might decide to go flying off at high speed when you perform certain actions. Avoid touching them at all costs.

*** Things to work ***

LEVERS: Sticks with green balls on the end. Each one does something specific, for better or for worse. There is sometimes an icon below it indicating its function. Pull by pressing Square while standing beside it. Operable by Mudokons or Sligs.

WHEELS: Stand in front and hold (U) to work them. Keep turning until the green light starts blinking. You often will need to work more than one at the same time to do whatever it is they do. Other Mudokons can use them if you tell them to "Work".

LIFTS: Rope-and-pulley platforms that take you up or down. Useable by Abe or Sligs.

BOOM MACHINES: Press (U) in front of them to eject a grenade.

SOULSTORM BREW MACHINES: Press (U) in front of them to drink a Brew, producing

volatile gastrointestinal symptoms. The LED indicator on the front shows how many are left inside.

MEAT/BONE SACKS: Touch them to release a set number of bones or pieces of meat. This only works when Abe isn't already carrying anything else.

VOICE LOCKS: Security features found in Glukkcon-run facilities. Slig Voice Locks are short and oval, and can only be operated by Sligs (duh), who have to repeat what the lock says to them. Glukkcon Voice Locks are taller, and respond to "Do it". 'Security Fones' fall into this category too. Obviously, you must possess a member of the appropriate species and stand right next to or in front of them to work them. Voice locks have pre-set functions, so try them all and see what happens.

PRESSURE PLATES: Step on them to make something happen. Only works for Abe or Scrabs. Everyone else isn't heavy enough, I suppose.

TELEPORTERS: Oval portals, operated by levers, pressure plates, or voice locks. Stand in the middle and make it work to end up somewhere else. Can teleport Abe, Sligs or Glukkcons.

GHOST LOCKS: Little podiums with giant padlocks on them. The Glukkons have trapped the spirits of your long-deceased Mudokons inside them to keep them from causing havoc. Those superstitious Glukkons. Stand next to them and slap them to break them open. The freed spirits will open doors and do other things to help you out.

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*** Things to throw ***
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BONES: Small and shiny. Achieve good distance, and will bounce off walls, ceilings and floors before coming to rest.

MEAT: Similar to bones, except they don't bounce, and they're squishier. A favorite treat of many denizens of Oddworld.

GRENADES: Hold O to ready them. They'll beep a few times, then explode on the 6th beep, so be sure to let them fly before then. Throw just after the 5th beep if you want one to explode before it bounces. Release O to cancel both the throw and the explosion.

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=====
*** Barriers and Hazards ***
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GATES: Don't do anything except bar your or others' passage. Also useful to block Slig gunfire. Operated by levers, wheels, pressure plates or voice locks.

ELECTRIC WALLS: A single stream of current flows vertically between two poles. Death awaits all who touch one.

TRAP DOORS: Why are they called doors when they're floors? Red cross-hatches mark these segments of the floor that can drop away under the right stimulus, such as an angry Mudokon pulling a lever. When open, you might fall to somewhere useful through the gap it creates, or you might go splat. Have fun learning which do which.

BONE DRILLS: When they're turning, anything touching one turns into sushi.

They all travel along stationary runners, but at variable speeds. Some can be turned off/on by levers and other triggers.

FALLING CRATES: That's what they are. They're pretty heavy, by the way.

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*** Information providers ***
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MUDOKON STATUS INDICATORS: The only way to know how well you're doing. Each one gives you a reading of the total number of Mudokons you've rescued and killed, and how many are left in the section you're currently in. Extremely useful for figuring out that there are hidden Mudokons somewhere in your vicinity, provided that your basic arithmetic skills are up to speed.

STORY STONES/DIRECTORIES/TV'S: These all have a Mudokon hand-shaped cutout in a sphere at waist level. Touching them lets you read special messages, see maps of the area, or view the latest installment of 'Magog on the March'.


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F. SAVING AND QUIKSAVING  
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Anyone can save to a memory card, and you should too, at least after every major section of the game. But Abe's Exoddus introduces a new, absolutely invaluable feature over Abe's first game: QuikSaving. This allows you to make a record of your progress at absolutely any point in the game, so that when you die, you don't lose twenty minutes of painstaking work. You can literally QuikSave anywhere, at any time except during cinemas or while the game is loading a screen. You can even QuikSave while Abe is in midair about to land on a mine, so that he'll reappear at that exact point after he dies, creating an endless cycle of death and rebirth that will continue to the end of time.

To QuikSave, just press Start, and highlight the second item from the top in the pause menu. This process has no wait time at all, too, so feel free to do it every couple of steps in a dangerous area. It's definitely better than playing through a long section over and over again.

The only problem might be if you QuikSave, then discover that you missed doing something somewhere that you can't get back to. If this happens, choose 'Restart Path' from the pause menu, and you'll return to the start of that section. You'll generally know when you're leaving a section for good, because there tend to be signs reading 'Exit - No Return'. Once you pass those points, there really is no going back, unless you had the foresight to make a recent memory card save (which, incidentally, is also in the pause menu).

So QuikSave early, and QuikSave often. And do a memory card save at regular periods, because you never know.


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G. QUARMA AND ENDINGS  
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So you want to be a hero? Well, you had better work hard at saving your fellow

Mudokons. After a while, it becomes all too easy to let a few of them rot because, damn, it's hard to get them all! Well, your Quarma represents the cosmic balance between those you saved and those you were too lazy to save. There are four possible outcomes:

==> At the end of the game, if you didn't save as many as you left behind, well, we call that Bad Quarma, and Abe won't like the results (though *you* might).

==> If you save at least half of your brethren, you get Good Quarma, and Abe comes out looking like a hero instead of a schmuck.

==> If you deliver every single one of the 300 Mudokons from their suffering, you get Perfect Quarma, and a little bonus awaits you at the end of the credits.

==> And finally, if you're a sadistic bastard, or you just enjoy a good laugh, you might decide to actively kill all of the Mudokons you possibly can. There's not even a name for the kind of Quarma you have then, you sicko. But somebody might reward you for your efforts. Somebody with, say, a loose sense of morality, and a vested interest in the quality of your work? Check out the section after the walkthrough for details on accomplishing this despicable task.

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#### H. WALKTHROUGH

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0. Notes on playing and finding secrets

Note 1: You'll notice the choice of one or two players when you first start a game. In two player mode, you and a friend will take turns controlling Abe, switching to the other player whenever he dies. Abe's Exoddus is a surprisingly fun game to share, with lots of laughs to be found as you each repeatedly get blown up or shot to pieces.

Note 2: If you haven't played Abe's Oddysee, be sure to select 'Show me what happened' in the start menu to catch up on the adventure so far. Or better yet, go out and buy the damn game already.

Note 3: If you haven't played through Abe's Exoddus on your own yet, what are you doing here? You'll enjoy the game much more if you make an effort to finish it yourself. This guide is here to help you to later go back and play again, finding absolutely every one of the 300 Mudokons you need to rescue for a perfect game, or to give you a little push if you're well and truly stuck. Just don't cheapen the experience for yourself by speeding through the game using a walkthrough on your first visit to Oddworld.

SECRETS: There are many, many secret areas to be found throughout the environments of Abe's Exoddus, all of them with needy Mudokons to deliver from slavery. The process of finding secrets is much easier than in Abe's Oddysee. In Exoddus, any screen with access to a secret area will have a pile of empty green SoulStorm Brew bottles laying somewhere about. So whenever you see these, search around for somewhere to roll off the screen, lower yourself down, jump up, explore darkened areas, basically anything to find that entrance that

feed, go up and over the rocks to the lift.

~~ MUDOKONS RESCUED SO FAR: 16 ~~

Ride the lift up. At the very top, sneak right across the next screen with the sleeping Slig, then roll across the screen after that. Pull the lever and enter the door this opens. Above, bring the wired Mudokons to the next screen on the left and slap them, then have them follow you sneaking across the same sleeping Slig. Use them to "Work" all 3 wheels at once (with yourself operating the third wheel, by pressing the D-pad up immediately after giving them your command), then go through the door you opened. Pull the ring, then get "All ya" Mudokons (the two above and the two below) and take them left to chant them free. Note that the Mudokons on both levels on the screen respond to you. Now climb down at the purple arrow, and again at the next one below.

Walk left. Start sneaking when the sign tells you to. When the Slig is in the far shadows, sneak across. Repeat for the next Slig further left, leaving the Mudokons for now, until you reach the UXBs. Their pattern is [red-green-red-red-green]. Deactivate them both (read the LCD sign above for instructions, basically crouch and press Square when they blink green). Go back to the previous Mudokon to the right, whose guardian Slig seems to have taken a coffee break, and lead him and the Mudokon between the now-silent UXBs all the way to the left to chant and free them. Leave the other Mudokon with the Slig who stays on that screen alone for now. Climb up where you're told to by the purple sign.

Above, you find yourself on a screen with two active wells, but you can't reach the lower one due to an impassable wall. Climb up one more level and hop across to the right, then jump into the well there. Now you're at the lower well (wasn't that easy?). Walk left and climb up twice once you've seen the Slig's pattern and you know that it's safe to do so. Above, hop across the gap, but do NOT jump into the well yet. Instead, climb down past the well where you see pebbles falling, a couple of steps to the left of the well.

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SECRET 2 (3 Mudokons)

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As soon as you drop, run or roll to the left. The Slig won't chase you to the next screen. Use the teleport to reach the background, walk right to the next screen and possess that Slig in the foreground. Have him go through the same teleporter and walk right past Abe, use the next teleporter, and walk right again, continuing through yet another teleporter to reach that screen where you left the Mudokon alone with the Slig in the foreground earlier. Walk toward the right end of that screen, and try to shoot the Slig in the foreground (down + O). Edge back to the left only as far as needed to hit him without harming the Mudokon. Now pop yourself and move Abe along the same path through the teleporters, rescuing the first 2 Mudokons via the bird portal to their left, and the third through the bird portal on the far right. Use the well back here to return to the foreground.

Jump right back into the well you came out of and climb back down the ledges, then go right to get that lone Mudokon whose guard you just so cleverly eliminated. Lead him all of the way back to the left, stopping to slap him at any point past the laughing gas, and free him at the bird portal. Now climb back up at the purple arrow on the previous screen and make your way back to the well that you skipped to do the secret. Jump in to shift to another part of the tunnel.

Go right, down, sneak left, and climb up to reach the Mudokons you traveled here with in the opening cinema. Have them follow you back down and sneak with them past the Slig (for some reason, the first time that I saw all of these Mudokons sneaking together, I had to laugh my ass off), then operate all of the wheels at once, with a Mudokon in front of each to "Work" it (including yourself), to trigger a FMV.

~~ MUDOKONS RESCUED SO FAR: 26 ~~

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= TUNNEL 2 =
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= 1.2 =
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MUDOKONS: 12
SECRETS: 3

Jump to the right and follow the path down until you roll under the fan. At the right edge along the bottom of this screen, stand up and press down to climb down to a secret area.

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SECRET 3 (5 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

Go down to the well and jump into it. Bring the 5 Mudokons to the bird portal on the right, then jump across to the well and take it back up to the start of this tunnel.

Retrace your earlier path and climb up past where you entered the secret area. Run from the flying Slig! Be ready to jump over a gap, then duck and roll under some rocks to fall into a well. It'll rocket you to a ledge. Climb up, but don't go through the door yet. Instead, run and jump off the very end of the ledge you were hanging on. You'll land in a hidden well that shoots you up to behind the rocks on the left edge of this screen.

O=O=O=O=O=O=O=O=O=O=O
SECRET 4 (3 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

You're safe behind a rock. Walk left. Go through the door, then go right and get the Sligs to chase you. Go back through the door, and stand in the doorway to possess a Slig. He'll probably get shot by the other Slig, so possess him next with the same method and then explode him. Go through the door again, go right past where the Sligs were, and enter the next door. There, possess the Slig below and walk him onto the mine below him. Now go through that bottom door and rescue your friends after having the top Mudokon "Follow me" to the others, then take the well back to where this all began.

Go through the door. You have an optional task here that serves only to make completing the next secret easier, but you can still complete it without doing this. Here it is: chant to possess the flying Slig. Fly up with it and bomb the two Sligs on the right, then fly left. Maneuver through the drill obstacle course (go down ahead of the first drill, then up ahead of the second and out the left side), then bomb the lone Slig on the ledge across the screen. Now blow yourself up. End of optional task. As Abe, move to the left until you reach another well. Jump in and ride up, noting the ledge you pass by. You can get to another secret area there, but unless you did the optional path with the flying Slig a moment ago, it is well guarded. If you climb down where the pebbles are, you'll get shot. Instead of climbing, walk off the edge. You

will then have just enough time to duck and roll left past the Slig, but you have to do it the instant you hit the ground. Alternately, if you used the flying Slig, you don't need to be concerned about this particular Slig at all, since you will have blown him to pieces.

O=O=O=O=O=O=O=O=O=O=O
SECRET 5 (4 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

Chant. That was the easy part. If you did not do the optional path with the flying Slig earlier, roll back only one space into the previous screen. As the Slig turns around towards you, roll one space past him and quickly climb back up. If you did use the flying Slig earlier, just roll out and climb up in a carefree manner.

Thanks to Mark Lundeberg for pointing out the easier way to complete this secret by using the flying Slig. See what happens when readers pitch in?

Go left to find your stupid friends. Go left past them and read the info at the hand panel, then climb up to the right of the sick Mudokons to the next screen. The left well returns you to the start of this section, and you should only take it if you missed some Mudokons the first time through, as indicated by the number of 'Employees this tunnel' number on the board above. If you've got them all, take the 'Boiler Access' well.

~~ MUDOKONS RESCUED SO FAR: 38 ~~

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= BOILER =                               = 1.3 =
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MUDOKONS: 0
SECRETS: 0

Move to the right and ride the series of lifts down to the bottom, picking up some 'friends' along the way. You'll know you're at the bottom when a gate closes behind you and a red alarm light flashes. Pull the lever to see what it does. Now inch right until some of the rabid Slogs drop down to your level, then run left to the lever and pull it when the Slogs are in place to get fried. Go right and repeat with the Sloggies. Turn the wheel on the right to open the door, then enter it.

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= TUNNEL 3 =                             = 1.4 =
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MUDOKONS: 7
SECRETS: 2

Jump to the rock sack and pick up the rocks. Roll to the next screen on the right, and where it says 'stand here', stand there and pick off the 3 mines. The 2 top ones can be hit by pressing the direction pad away from the direction Abe is facing while holding the throw button. Pull both levers and roll right along the bottom to the next screen. Blow up the mines (if you stand over the left-most arrow and do a straight forward throw, you can clear them all at once), then jump across the gap so that you hang from the far edge. You can do this by either running and jumping from one step behind the left edge of the gap, or more simply by just hopping across the other edge. Drop straight down to a secret area.

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SECRET 6 (3 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

Enter the door (the well returns you to the screen above). Take the well on the other side. From where you land, throw a rock at the mine (hope you still have some! If not, you can return above and get more from the sack). Pull the lever so the top left gap is closed. Call one blind Mudokon and have him "Follow me" across the space and "Wait" before he falls in the next gap. Pull the lever to switch the trapdoors, then make him "Follow me" to the next screen on the right, then "Wait" again on top of the trapdoor. There, pull the lever to drop him to your level, then make him "Follow me" back to the left. Let him keep walking towards the end and pull the lever to drop him down to the next screen. Repeat for the other 2 blind Mudokons, then pull the lever and run into the gap yourself to join them. Get them on the bottom level, but DO NOT CHANT TO FREE THEM yet, because there's a secret within a secret! How cool is that?

O=O=O=O=O=O=O=O=O=O=O
SECRET 7 (4 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

Walk the three blind Mudokons from the previous secret left past the bird portal to walk behind the wall to another secret area. They should stop in front of the wheels, but be ready to say "Wait" before one walks off the edge just in case they don't. Go to the top wheel and all "Work" together to bring the lift down. Bring them onto the lift and ride up to meet with the others, and free them all together. Go back to the entrance to the first secret area and use the well to return up top.

Climb up and roll left across the top to the now-open door. Enter it, obviously.

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= TUNNEL 4 =
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= 1.5 =

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MUDOKONS: 2
SECRETS: 0

Go down the series of ledges. Evidently, you won't be coming back this way. Do a running jump over the mine, hitting the rock sack along the way. Go back to get the rocks. Use one of them to destroy the mine under the sack by throwing from either edge of the screen. On the next screen to the right, the minimum safe distance for blowing up the first mines is from behind the rock in the foreground. Keep advancing one space at a time and destroying the mines, then throw away your last rocks and go back to restock. On the next screen, repeat the destruction of the mines, but watch out for the bone drill as you inch forward. Let it start moving away from you before advancing to get the final mines. Run and jump to the far ledge over the drill as it moves away from you. If you hold the 'run' button as you roll, you'll immediately stand and roll once you're out of the tunnel. Pull the lever to kill the drill and climb straight down. Blow everything up, getting more rocks from the sack here as needed. Go left on the bottom to pull the lever, then go back and climb to the top. Use the standing high-arc throw (push away from direction Abe is facing) to get the rocks on the higher of the two ledges. You can leave a couple of mines intact on the bottom and jump over them to the door. Enter it.

Have the blind Mudokon walk right, and pull the lever to drop him to the lower

level as he crosses the trapdoor. Chant to free him (if you scared away the bird portal, go back through the upper door and return here again), thus opening the lower door. Use the well to get down there and enter that door.

Each lever will turn off the bone drills on that screen. Walk under the first drill to the first lever and pull it. To the right, roll to the lever, stand and pull it, then immediately duck again if the drill is moving left back towards you before it reaches its resting position. On the next screen, roll up to the lever, then stand and pull the lever as both drills move away, and duck again right away. On the last screen to the right, pull the lever on the upper ledge to drop the gate in front of the blind Mudokon way back to the left. Go and get him to "Follow me" all the way back to the right, then chant to free him. This opens the door here, allowing you to leave.

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= TUNNEL 5 =
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= 1.6 =
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MUDOKONS: 11
SECRETS: 2

Roll under each drill as it rises, and hop over the mine between them. On the next screen, carefully hop over the gap from the edge to hang on the far side. Stand beside the mines and climb up, then go right. Stand directly beside the gate and have the blind Mudokon "Follow me" until he's at the wheel (he'll stop there automatically), then ask him to "Work". Get rocks from the sack and go back to eliminate the mines, obviously from the left side of the screen. Climb to the upper left ledge here, take the top path left and pull both levers, then go get the first blind Mudokon. Destroy the mine by throwing a rock downwards from the right edge the screen before saying "Hello" and having him "Follow me" to the right. Stop once you enter the next screen so that you don't scare away the bird portal, then chant to open it once the blind Mudokon walks up behind you. Doing this will bring up the lift. Get the other blind Mudokon from the far right (under the wheel, where you left him) and bring him onto the lift. Make sure to have him "Wait" once he steps onto it. Ride down and free him to open the door below.

Step back to the very right edge of the platform you emerge from the door on, and do a running jump over the first drill to a hidden platform behind the rocks. Climb up from here to the secret area.

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SECRET 8 (2 Mudokons)
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Chant, then climb back down.

Drop to the lower middle ledge, and hop over the drill while it's at its lowest position. Roll to the left. Carefully time a roll out to beneath the ledge and quickly stand and pull yourself up to it. Take a couple steps forward, then turn, run and jump to the right over the vertical drill, then climb up to reach another secret area.

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SECRET 9 (0 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

You can't save this guy yet, but you need to pull the ring and stop the drill to get him out later. You could also go right and chant the 2 Mudokons from the last secret free as well, if you didn't do so already.

Jump back over the drill to the left ledge, and roll to the left. On the ground, carefully roll under each drill. Go left 3 screens, then have the 2 blind Mudokons "Follow me" right until they drop down to your level. Be sure to have them "Wait" once they're both down. Leave them here for now. Go left again and pull the lever, then ride the lift down.

Stop at the level with the pull ring, two screens down. Move the blind Mudokon towards you when the Slig isn't there (be sure to make him "Wait" before he walks off the edge), and pull the ring when the Slig's under the drills. Heh heh heh. Now take the lift the rest of the way down, go right, climb up, go left and climb up past the Chant Protector to the well. Jump into it, go right and pull the lever to lower that life. Retrace your steps and bring the blind Mudokon beside the pull-ring-operated drill back up the lift with you. Have him "Follow me" to the right, pick up the other 2 blind Mudokons that you left here and have everyone wait before the second lift. Take the lift up on your own, go right and pull all three levers to deactivate the drills, then climb up to the right of the last lever.

Up here, you have to run and jump across the gap, pull up and carefully roll under the bone drill, and pull the ring to turn them all off. Now get these two blind Mudokons to "Follow me" to the right (don't give them the order until you've jumped back across the gap), go right and get the third, and have them all drop down to your level. If that last drill is still operating at this point, see Secret 9 above. Bring them all left to the lift, dropping down one level along the way, then move all six Mudokons to the right to join one more, then chant to open the bird portal by the inactive drills to save them all.

To get yourself out of Tunnel 5, go to the left-most lift, go down to the bottom, then run right and jump across the gap. Enter the door at the very end.

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= TUNNEL 6 =
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= 1.7 =
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MUDOKONS: 13
SECRETS: 1

Sneak whenever there's a sleeping Slig on the screen, and don't move when the Motion Detectors are near you. Deactivate the UXBs when you lower yourself down to them. They all go [red-red-green]. Go even more carefully to the left across the bottom until you reach and deactivate the rest of the UXBs. Press up to enter the mine car while standing directly in front of it. Fun! You are now officially indestructible. Ride along the path squishing everything in your path. After you're attached to the ceiling, stop moving before you're over the blind Mudokons. Press square to drop down and crush the Slig when he's below you, then get out (press square again) and lead the Mudokons to the right to chant them free. Get back in the mine car and turn down the corner, then drop onto the Slig below. Get out of the car and walk right.

This one's tricky. Watch out for the Motion Detector and climb up to the ledge above you as soon as possible after you enter the screen. When the Slig has come and gone, hope over the beam from the edge of the ledge to land beside the UXB. Crouch and tap it once the beam passes you ([red-red-green]), then quickly run and jump back up to the ledge. Next, try to get the blind Mudokon to get up and "Follow me" without triggering the Motion Detector. Even if he does, he can still get off the screen before the Sligs show up, so don't worry too much. Get him behind the mine car on the left, then enter and use it to squish the Sligs. A similar situation occurs on the next screen, but with two

blind Mudokons, one in the shadows on the right where you can't see him too well. Get them past the Motion Detector, then past the mine car. Once they're both clear, take the car and squish the last Slig, then use the car to blow up the three UXBs on the right by the bird portal. Bring all 3 blind Mudokons to the bird portal and chant. You can ignore the motion detectors at this point, as there are no more Sligs to enforce the alarm. Take the mine car up the wall and across the ceiling, then up.

Ride the car past a Mudokon to the top, move right to the next screen, then get out and climb to the ledge above on the left side. Roll along this ledge all the way to the left. Climb down a series of ledges or just fall to the door and enter it for another secret area.

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SECRET 10 (4 Mudokons)
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Enter the door. Have the first Mudokon "Follow me" to the right. Bring all 4 blind Mudokons to the lower level and chant to set them free. Go back through the door, climb up and roll back to the right to return to the mine car.

Leave the mine car for now. Sneak to the next screen, and immediately sneak all the way over to the UXB. Crouch and deactivate it, and quickly sneak back out the way you came before the Slig turns around. Now walk into the same screen again, get the Slig's attention and run back out. Jump to the upper ledge, because he'll be chasing you. When he comes on screen, possess him and destroy him (alternately, you could jump into the mine car and crush him when he appears). Now bring all 3 blind Mudokons to the right to free them. Enter the door on the right to leave.

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= TUNNEL 7 = = 1.8 =
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MUDOKONS: 4
SECRETS: 0

You start in the background. You can try sneaking past the sleeping Slig, but his buddy will wake him up once you get past him. At this point, run and jump to the ledge, then possess the Slig in the background with you. If he runs off-screen, just wait for him to come back and try again as soon as he shows himself. Use him to shoot the other in the foreground (very carefully, from the right edge of the screen when the target Slig is also on the right), then blow yourself up. Pull the lever and continue to the right. Jump in the well and immediately run to the right. Pull the lever and keep going along the ground. Drop down the ledges, then climb down the left edge of the lowest landing. When you drop to the new screen, run right again, and then jump up to the higher level ahead. When you can, run off to the right again, and jump to the higher level there. Possess the Slig when he comes after you. Use him to go back to the left, pull the lever along the way to drop the gate, kill 3 Sligs in the foreground and one to his left. Get your body back and use the teleporter on your current platform to get the mine car (to the left once you reach the foreground). Ride it until you reach some Mudokons. Get out, gather them up and lead all 4 (2 each on 2 screens) to the left where a bird portal awaits. Enter the door on the left to leave this area for good.

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= BOILER REVISITED = = 1.9 =
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MUDOKONS: 0
SECRETS: 0

Now you're in the section where you zapped the Slogs and Sloggies previously, but now you're in the areas that you couldn't reach before. Climb to the upper left ledge and go left. Climb down at the first gap to initiate the chase. There's a flying Slig around, but you can avoid him by either hanging off the bottom ledge of any of the sets of ledges, or standing in the shadows at the left side of the flat portions. To start, climb down the bottom then up the left side, and from thereon keep going left and up past all of the boilers until you reach the lever controlling the electric fences. Pull this, then run right and jump over to the first boiler control wheel. Turn it to start to increase the pressure gauge, then go down to the next and do the same. After the third, quickly get to the bottom and run to the right. Keep on running as the place blows up around you. Be ready to press X as you run, because after about 3 screens, you'll have to roll under some rocks at the edge of the screen to make it out.

~~ MUDOKONS RESCUED SO FAR: 75 ~~

2. NECRUM

~~ Total Mudokons: 10 ~~
(5 now, 5 after the trials)

MUDOKONS: 5
SECRETS: 2

Go left. Hop to the next ledge, then turn around and hop to a well hidden on the screen below.

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SECRET 11 (3 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

There are lots of objects to shield you from Slig fire. Jump down to the tall pipe. Now, run one step and jump across the gap, then immediately roll, all starting when all of the Sligs are facing away from you. Roll to the next screen and use the pipes for protection. Roll while holding run and jump and pull up to the next ledge at the right side. Hop across the gap and step back to the pipe. If you're having a lot of trouble here, always remember to start moving when all Sligs are facing away from you. Run and roll ahead to the next pipes, then stand and pull up to the upper level. QuikSave often! Now for the Mudokons. As soon as you enter the screen, the bone drill starts dropping. Stand and hop across to the center raised platform, then jump to the right past the well. Say "All o' ya" and "Follow me" to make the Mudokons take one step to the right, then "Wait" as you jump over the drill and turn off the UXBs one by one. They go [red-green-red-green-red-red-green-red-red-green]. Once the way is clear and the drill raised far enough up, move to the right of the drill and chant from there to open the portal and get your friends out. Wait a moment until the drill reaches the very top and see why you wanted to be on the right side to chant. Jump into the well to leave this horrible area.

Follow the forest ledges and drop down into the well, which propels you higher.

Jump across to the right. Touch the hand panel to make the bird portal appear, then chant and jump in it to cross the gap. Dive into the well to the right. Continue to the right and roll under the tree to reach a pair of locked doors. Drop down from either side. There are now 4 places you need to go and read the hand panels that the wells and lift take you to: upper left, upper right, lower left and lower right. Each one will activate a torch by the doors, as well as unveiling the task before you. Climb back up to the pair of doors once they've all been activated, and enter the top door.

Inside the now-open door, go right and read one more hand panel. You can jump through the bird portal to check on your buddies if you like, too, then enter another bird portal on the left to return here. Enter the door that opens when you read the panel, and jump through the bird portal that is has appeared by the upper door.

~~~~~  
Path to the Mudanchee & Mudomo Vaults  
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Go right and jump over a ledge to reach another door. Go right over another ledge to reach your first Slurgs and Fleeches. Read the hand panel. Fortunately, these Fleeches can't reach you, and neither can the ones on the next screen below, which is a good place to practice not stepping on any Slurgs. On the screen below that, though, don't waste any time before jumping up and into the well. It'll launch you up to a Ghost Trap, which you must slap to open the door above. Go on through it once you do.

The screens with levers and Fleeches will get progressively more difficult. On each one, you must pull all of the levers to open the next door. Avoid the Slurgs as much as you can. If you can hop from one high ledge to another, do so. The Fleeches have to go down to the ground and back up to follow you, giving you more time. Drop to the opening door as soon as you pull the last lever. On the screen with the rings, pull them first, because the levers wake up the Fleeches. Where the hand panel speaks of invisibility, drop down the right side and slap the lock to get the green rings, and use the well beside it to return to the top. Now go down the left side all the way to the bottom before chanting to become invisible. Follow the path to the right, then back left along the next level up and straight up the middle, and you should lose your power just as you reach the exit.

Go left and enter the door. Take the path left after jumping the gap, chant and jump through the bird portal. You can now enter either the Mudanchee or Mudomo vaults. Since all of the game information list the Mudanchee vaults first, jump in the first well to go to them first. After passing through a series of wells, walk left to find another well, the entrance to the vaults. Before you jump in, though, roll off the screen to the left by the SoulStorm Brew bottles to enter a secret area. Activate and jump through the bird portal to get started.

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SECRET 12 (2 Mudokons)
0=0=0=0=0=0=0=0=0=0=0

You start hanging from a ledge. Climb up when the top Slig is turned away, the run and jump past him to land in the shadows on the left. Now run right and jump from in front of the right half of the column supporting the upper ledge, so you land hanging down by the lever. When the lower Slig turns away, climb up, pull the lever, turn around and hop to hang from the other side of the gap. Now, as soon as the Slig turns away again, climb up and sneak behind him to the shadows. Wait until he

goes right again and sneak off the screen to the left. Now, activate the UXB, back up and run-jump over it to grab the ledge above, all while taking care to avoid the Greeter's motion sensor beam if it crosses over towards you. Climb up and crouch. Now, you have to roll to the UXB, deactivate it, and roll forward before the trapdoor drops away. Repeat. Now pull the lever to drop the barrier below. Carefully drop down, avoid the Greeter's motion sensor as you cross to the right, and jump to end up hanging over the active UXB again. Wait until the Greeter's beam is on you and pull up, prompting the Greeter to chase you and blow himself up. Go say "Hello" and "Sorry" to the Mudokons and get them to "Follow me" onto the trapdoor. Roll off the screen to the right and back, then chant to free the pair. Jump into the well, which was activated by freeing the Mudokons, to exit.

Now you can take the well to Mudanchee territory.

~~ MUDOKONS RESCUED SO FAR: 80 ~~

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                                          3. MUDANCHEE VAULTS
---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
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~~ Total Mudokons: 14 ~~

Go right and climb up to the door. Go right and pull the lever to activate the well to the left, then jump in to launch upwards. Possess the Scrab just to see what you can do with him. You can kill the Fleeches by dancing on them or eating them. Release the Scrab when you're done messing around. Jump to the ledges on the right, go down from there, pull the ring, pull the lever, and go left. Slap the Ghost Lock and enter the door.

Run all the way to the left, away from the Fleeches. Jump into the well and hit the Ghost Lock to get an invisibility ring. Chant on this screen to activate it, because the others all have Chant Protectors. Run right, pull the lever, repeat on the next screen, duck and roll under the rocks and run and jump over the last Scrab to the door on the upper ledge, all before your invisibility expires. Enter the door.

Go right, jump in the first well and climb up to the next screen where you can see falling debris. Go left and jump over the gap, pull the lever beside the hand panel and possess the Scrab. The lever dropped the gate blocking the Fleech, but its too afraid of the Scrab to climb up to Abe. Use the Scrab to kill the Fleech on the right, then bring him back to the left and dispossess him. Pull the lever again to trap him in this area. Now go right as Abe and pull the lower lever to access the Ghost Lock, slap it to get an invisibility ring. Climb back down the ledges on the right and walk right along the bottom. Jump into the next well to get over the wall, then chant to turn invisible. Now run right, pull the lever to drop the gate ahead, and climb up to the ledge with the door. Possess the Scrab and kill the Fleeches if you want to, but honestly you can just ignore them. Climb up here to the other Ghost Lock and slap it to open the door below. Go down and enter it.

Walk right and possess the Scrab walking around in front of the door with the ghost lock. Power him up (you've been reading those instructional panels, right?) and go right, killing the Scrabs along the way, to reach the Fleech at the end. Kill it too. Now go to the left and kill the next Scrab in that direction. With the last Scrab under your possession, walk all the way to the left to trap it behind a gate, then release it from your control. Have Abe go to the ground and climb up to the next ledge on the left, then run left across

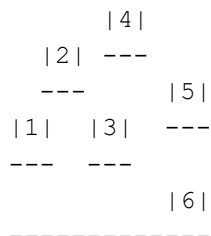
the top to the Ghost Lock, then all the way right to the other one. Return to the now-unlocked door and go on through it.

Go left and through the door above. On the other side, go left until you hit a wall, and note the SoulStorm Brew bottles on the ground. Here, crouch and roll left to a secret area.

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SECRET 13 (2 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

Chant to open the bird portal. When the Scrab is all the way to the left, jump over him and run to the portal and jump in. On the other side, once you pull the lever, you have to be quick, because the Fleeches will soon be released. Before you pull the lever, get "All ya" to "Follow me" to make the Mudokons fall into the gap. Pull the lever beside you and follow them through the gap. Pull the lever there, and have them follow you over the edge on the left. Once they're on the ground, tell them to "Wait" and roll under the series of bone drills as they rise ahead of you. Climb up to the next drill when it's past you, duck under it, and stand to pull the lever once it passes you again. Roll down to the floor and chant to save your friends, then climb back up and jump into the well on the right before the Fleeches make you their meat. While on the lower screen, you can tell when the Fleeches will be released by the three green lights on the left side; once all three are lit, here they come!

Climb to the top level, chant and jump through the bird portal. Hit the hand panel for a map of the vaults. Jot it down if you find it useful knowing how many screens there are in each vault. Each square on the map equals one screen. Jump into the well to reach the vaults. I have numbered them as follows, according to the order in which they light the torches above the door to the main trial, which also puts them order from left to right, regardless of height or position in the foreground or background.



Jump into the right well on the ground in the foreground to reach the vaults in the background.

~~ MUDOKONS RESCUED SO FAR: 82 ~~

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= MUDANCHEE VAULT 1 =
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= 3.1 =
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MUDOKONS: 4
SECRETS: 1

On the first screen, climb over and down the pillar structure to the left, then drop off the bottom ledge to the right of the well. Use the next well where you land to get to the foreground. Roll right to anger the Fleeches, then lead them through the tunnel to the left, climb up to the top, then run across the top and drop down on the far side to slap the Ghost Lock. Jump in the well or to escape to the background. Climb up at the white arrow and jump up and left.

You can use the well to return to the very top, or just climb up the right side. Either way, go left across the top to the next screen.

Cross to the very left across the top., then roll over to the green bottles on the bottom. From their right side, climb down through a secret gap in the floor, where you can faintly see pebbles falling.

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SECRET 15 (4 Mudokons)
O=O=O=O=O=O=O=O=O=O=O=O

Run right, left, right, left and jump into the bottom well. Chant to open the bird portal. Jump into the upper well when the Scrab is on the right and run and jump into the portal as he chases you. Out the other side, stay on the left edge of your platform. Possess the Scrab and move him to the right to stand over the two yellow triangles (you might need to adjust your screen position upwards to see them), then release him. Run left and jump immediately to the far ledge and pull up. If the Scrab chases you further than the yellow triangles, forget it. Just jump down and get killed. Otherwise, pull the upper lever to trap the Scrab, say "All ya" and while the Mudokons are responding jump down and pull the lower lever. Immediately say "Follow me" before the bone saw gets them. Now, have them stand OFF the lift, and take it down. As soon as you reach the first stop, say "All ya" then "Follow me" (if you brought the other 2 Mudokons down with you, there wouldn't be enough time for the new Mudokons to respond and follow you before the drills got to them). Immediately bring the lift down to the bottom before the Mudokons step into the gap in the middle. Go back up, bring all 4 Mudokons onto the lift and take them down to the bird portal to free them. Use the well under the employee counter display to return to the non-secret realm, climbing up where you see debris falling to your right.

Back upstairs, pull the lever on the ground and lead the Fleeches around on a chase. Climb up the left side to the top, and jump to the central top platform. Roll right under the rocks and stand by the edge. Walk off the edge to drop straight into the well below. You'll land beside the Ghost Trap. Slap it and jump into the well again to rocket to the top. Hop right across the gap and roll back to safety. Go right to the unlocked door and step through it.

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= MUDANCHEE VAULT 2 =
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= 3.2 =
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MUDOKONS: 0
SECRETS: 0

Go right and climb up to the upper level. Immediately press down and hang again until the Scrab runs over to you. Pull back up as he falls over the edge. Go left until you reach the lever and pull it. Once the Scrabs meet and begin their fighting ritual (i.e. start howling), climb down and hit the Ghost Lock, then climb back up. You may need to walk back to the middle screen to lure the Scrabs together. Once the lock is activated, go to the middle and use the well to get to the open door and immediately enter it. Just make sure that the surviving Scrab isn't right there when you do.

Now in the background, cross to the right and jump into the well to move to the foreground. On either side, wait until the Scrab leaves and run to the far ledge. Wait again, then jump down and slap the Ghost Lock once the Scrab has run off-screen, quickly climbing back up to the ledge again. Repeat for the other side, crossing over via the central upper platform. Once you've freed

both Ghost Locks and thus activated the door, wait for the Scrab to run away once again and make a break for the central upper platform. Jump into the well up there to return to the background, and enter the unlocked door on the right.

Go right to the bottom from where you appear and jump into the well. From the small platform you land on, run left, and jump up to the ledge with the Ghost Lock on the next screen, jumping upon passing the well there. Slap the Ghost Lock when the Scrab is on the left, and run right, either jumping into the well (without stopping to position yourself, you have to do it on the fly), or continuing right and jumping up to the small ledge on the next screen. If you took the well back to the background, continue right and jump into the well on the next screen. If not, make your way to the next upper ledge on the right. Either way, you end up where you have to run right and jump up to a Ghost Lock again. Slap it when the Scrab is off the screen and run to the well. Back in the background, move all the way to the right to reach the exit door.

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= MUDANCHEE VAULT 3 =
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= 3.3 =
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MUDOKONS: 0
SECRETS: 0

Run left, jumping through the series of wells, until you reach the Ghost Lock. Slap it and run left some more, jumping into the last well in the background. You land on some Slurgs, waking more Fleeches, so run right and run off the edge. Quickly slap the Ghost Lock here, then jump into the well beside you. Slap another Ghost Lock and jump in another well. Now, when you land, run right ahead of the Scrab and jump up to the higher level. Go right, down and back left to the final Ghost Lock. Slapping it opens the gate, so run right and jump up to the door before the Scrab gets you. Fun! This is just a small taste of the final trial, however.

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= MUDANCHEE VAULT 4 =
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= 3.4 =
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MUDOKONS: 3
SECRETS: 1

Go right and lower yourself to the bottom level. If you fall in the well, just climb back down again. Roll left to the next screen and stand up, then climb down. Hop left from where you land, turn around and slap the Ghost Lock, then roll to the right to enter a secret area. Chant to open the bird portal and jump into it to begin.

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SECRET 14 (3 Mudokons)
O=O=O=O=O=O=O=O=O=O=O

Roll to the right across the top. Once you hit the pressure plate, the three gates below you will start to drop. You want to get rid of the Fleeches before the gate are all down. At the right end, drop down and pull the lever. Have the Fleeches chase you back up and across the left. Once you've rolled through the second tunnel, where you first activated the pressure plate, stand and pull the lever to fry those little buggers. Repeat for any remaining stragglng Fleeches when they get there. Listen for them coming, or you'll miss them and they'll swallow you whole. Once the Fleeches are gone, bring the Mudokons to the right and free them, then take the well at the upper right to exit.

Back up top, climb back up where you first entered the secret area. Hang from the ledge above until you receive the invisibility rings. Roll left to the well and jump in to return to this vault's starting position. Go right and jump into the well to shoot up to the top, then become invisible by chanting. Pull the lever, then the next, and then run to the right. Slap the Ghost Lock on your way by, then climb up on the right. Wait for the upper Fleeches to pass by you (hang from the ledge nearest them until they jump to the right side to lash you, then climb up and they'll fall to the ground before they can chase you), then roll left to the door and exit.

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= MUDANCHEE VAULT 5 =
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= 3.5 =
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MUDOKONS: 0
SECRETS: 0

Run right across the top, jumping over the gaps, and jump in the well at the end. Pull the lever when the Scrab moves to the right to trap him by the door. Go left and pull the lever, sneak up to the Ghost Lock and slap it. Run back to the right and climb up. Turn invisible, pull the lever and enter the door below.

Go left, running ahead of the Scrab, and slide-jump into the well on the next screen. In the background, pull the lever and then jump back into the well. Run right and roll under the ledge to escape the Scrab. Now roll along the bottom all the way to the left. Pull the lever and possess the Scrab in the background. Have him go right, kill the Fleeches, then return all the way to the left. Dispossess him and roll to the right end again. Possess the Scrab and send him to kill the Fleeches, then put him at the very left end of this platform. Dispossess, roll left again and pull the lever to trap him behind the gate. Go right, climb back up to the Scrab's level and jump into the middle well again. Slap the Ghost Lock on the right and get the invisibility ring. Return to the foreground, roll left across the bottom yet again, pull the lever to open the gates, then roll back to the right, climb up to the Scrab's level once again, turn invisible and run to the door.

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= MUDANCHEE VAULT 6 =
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= 3.6 =
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MUDOKONS: 0
SECRETS: 0

Go right across the top all the way to the locked exit door, then climb down, walk left and pull the lever to free the Fleeches. Lead them back across the top. When they drop down to the Scrab, they'll cower in fear. Possess the Scrab and take them out, then release him. Run across the top to the right again and slap the Ghost Lock inside the previous Fleech enclosure to get invisibility rings. Chant with these while above the Scrab to be able to pull the other lever and slap that Ghost Lock too. Go back to the right to go through the unlocked door. It's not over yet.

Jump into the well to reach the background. When the Scrab is on the right, run left and jump in the well on that side. Climb to the Ghost Lock, slap it and drop down into the well to escape the Fleeches. Now go right and jump into the well on that side. Use your invisibility power to slap that other Ghost Lock, then jump back into the well. Use the center well to return to the foreground and enter the open door.

when he pulls the ring, you'll fall down. Release and continue. Climb over and down the wall, roll left, possess a Paramite again, and have him pull the ring, then take the lift down as Abe. Walk down the ledges until you fall to the next screen. Immediately pull the lever beside you or you're lunch. Ride the next lift down and move to the right, pulling another lever to drop to the ground. Climb up on the right, then repeat on the next screen, but this time run from the bunch of Paramites, climb over the obstacle and enter the door at the end.

Move right and jump into the well to move to the background. Cross all the way to the right and jump in another well to move back to the foreground. Walk one screen to the left and possess a Paramite, then have him order the other one to kill the Fleeches. You can also run up and kill them yourself by pressing down to eat or Square to attack. Have the Paramite pull the ring on the left to open the doors. Release him, and have Abe go left through the doors, fall through the hole and jump in the well. Run right and roll under the rocks to drop to the door.

Go left and roll, climb and roll through the tunnel. When you reach a Paramite, do not approach him too closely. Climb up just to the story stone and make your way to the Meat Sack. Get some meat and go down, then left. On the next screen, throw some meat behind you to get rid of the Paramite, then slap the Ghost Lock. Climb left, turn invisible and run past the Paramites. On the next screen, quickly go down and slap the Ghost Lock, then get back up before the invisibility wears off. Go through the door, go left, and hit all three Ghost Locks ahead to open the door.

Run right to get away. From on the first ledge, chant to open the bird portal, or else you'll scare the birds away when you climb up. Jump through to reach the vaults, which are arranged as follows, the numbering based on the order in which completing them lights the torches above the door to the main trial. Yes, I know the numbering pattern doesn't make much sense, blame the game designers if you must.

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|2|      |4|
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      |3| |5|
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|1|      |6|
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Jump into the well beside the story stone to reach the doors in the background.

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= MUDOMO VAULT 1 = (Lower left vault)           = 4.1 =
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MUDOKONS: 0
SECRETS: 0

Possess a Paramite. Pull the ring, then talk to your buddy and get him to "Work" too. Have him "Follow me" to the ground, then to the left and "Attack" the Fleeches. This doesn't always work perfectly, as your companion Paramite often runs back to the right and freezes, not obeying any more of your commands. You can just do the job yourself, by chasing the Fleeches to the left end, then running up to them and eating them all by repeatedly pressing down on the D-pad. If the Fleeches are counter-attacking so much that you fear for your survival, leave the screen once you take a couple hits then return and try to attack some more. They may jump off the ledge too. However you accomplish it, once the Fleeches are all gone, still in control of a Paramite,

continue left, climb up to the Ghost Lock and pull the ring to lower the lift. Continue left some more, jump over the gap, and climb down the web at the end. Pull the ring above the platform on the right to raise the lift here for Abe to use. Advance to the end and take out any remaining Fleeches, then leave the Paramite on a ledge where he won't cause Abe any trouble and dispossess him. If your Paramite gets eaten by the Fleeches, possess the other one and go finish the job. Even if you can't clear them all out, Abe will still be able to get by them without getting killed, so no worries.

As Abe, from the starting screen slap the Ghost Lock, go left and take the first lift up to the next Ghost Lock, slap it too, then go back down. The second lift to the left takes you down. Go all the way to the right along the bottom and climb up to the next Ghost Trap, then return to the start the same way you came down. The exit door on the left here will now be open.

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= MUDOMO VAULT 2 = (Upper left vault) = 4.2 =
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MUDOKONS: 0
SECRETS: 0

Go all the way left in the background, pulling both levers along the way and slapping the Ghost Lock at the end. On the screen with the wells, a Paramite comes down. Possess him, then go right to get the other Paramite. Have him follow and attack all of the Fleeches, then bring him all the way back to the right. Release the Paramite, and cross the background to where you entered this vault. Jump in the well on the right end. Jump over the Paramites, go left and stop on the first pressure plate beside the Ghost Lock to trap them outside. Easier said than done, right? My best advice is to release the 'Run' button just before you reach the first pressure plate and walk for the last step onto it. Be sure to stop directly on the pressure plate, or you're pretty much toast. Slap the lock, then run to the next one, dropping the gate ahead as you cross the pressure plate on the other side of the Ghost Lock you just opened, stopping on the first pressure plate again. Do a QuikSave after the first successful screen if you're having a lot of trouble. Now, you must run left some more and jump into the well before the Paramites eat you. This launches you up to the exit door.

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= MUDOMO VAULT 3 = (Middle left vault) = 4.3 =
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MUDOKONS: 3
SECRETS: 1

Drop down and get a quick view of the area. At the bottom, climb up and hit the Ghost Trap, then use the invisibility to climb past the Fleeches (though it's easy to do while visible too). Above, possess the Paramite, then make him come down and hang on the web at the bottom of the screen. Climb to the ledge it's attached to and go right off-screen.

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SECRET 17 (3 Mudokons)
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Talk to the other Paramite and have him come down to you. Make sure that he stays on the lower level, he has a tendency to grab onto the web. If he does, climb up so that he follows you to the top, then jump to the ground and have him "Follow me" again, then make him "Wait" on the ground

as you make the Paramite you're controlling climb the web and stay on the upper right level. Now release the Paramite and bring Abe here. Climb up the left ledge and go through the door. Sneak one step left and pull the ring when the drill below is on the left, then hold right to roll under the pipe and drop off the edge. Below, crouch and wait for the bottom left drill to move toward the right, then follow the top left drill as it goes left and roll off of the edge when the top drill is all the way to the left, over the lower drill. Crouch in the left corner and wait for the Fleeches to come. They should all get chewed up as they try to come down to you. Roll right under the vertical drill, then climb up on the left side of the right gap. Hop over to the pair of Mudokons and climb up past them back to the screen above. Go up to the angry Mudokon and say you're "Sorry", then have him follow you down to the others. You might have to fart to get him to walk over the edge. Bring them all to the lower level and chant to free them, then climb back up on the right and jump into the well.

Roll back out at the lower left and slap the Ghost Lock to get the invisibility ring. Chant, then climb past the Paramite, and hop across the three narrow ledges and climb up to the next screen. Hop over to and slap the Ghost Lock, then hop into the well. You may now exit.

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= MUDOMO VAULT 4 = (Upper right vault)
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= 4.4 =
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MUDOKONS: 2
SECRETS: 1

Slap the first Ghost Lock, then run to the right as Paramites give chase. Roll under the rocks and jump into the well without stopping. Up above, slap the next Ghost Lock, run to the right again, drop to the ground and roll under the rocks at the edge of the screen, then let yourself fall out the other side to land hanging beside the exit. Pull up, but don't leave yet, because there's a secret. Jump right from the door to a tiny ledge, and roll off-screen to the right.

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SECRET 16 (2 Mudokons)
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Roll past the pressure plate. The instant that you land, start chanting. Once you possess the Paramite, move him to the right under the ledge until the rocks stop falling. Go left, pull the ring to activate the well below, then dispossess him. Have Abe jump into the well. On the next screen, immediately start chanting again. As the Paramite, jump left and hold up on the D-pad to grab the web. Climb up and jump left again, slide down, jump left again and climb up again. Quickly pull the ring to save poor defenseless Abe. Have the Paramite climb up the last web to the next screen. At the top, once you're standing on the pressure plate, say "All o' ya" to the Paramites (it comes out sounding like "scrrrhrr", though), then "Work". Say "All o' ya" again, then "Follow me", and "Work" once they're under the left pair of rings. Now release the Paramite and have Abe jump into the well on his current level. Chant to free the two Mudokons and jump back into the well to exit (after releasing the Paramite that you unintentionally possessed while keeping the bird portal open).

Enter the door to leave.

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= MUDOMO VAULT 5 = (Middle right vault)
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= 4.5 =
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MUDOKONS: 0
SECRETS: 0

Walk off to the right and fall into the well. Sneak right to the lever, pull it and run to the right. Climb up past the Ghost Lock as the Fleeches chase you. Walk right off the top level onto the pressure plate, which drops the gate. Once the Fleeches are coming down to meet you, run left over the other pressure plate to trap them. Slap the lock and go left to the lift. Ride it up to the next level. Hit the left meat sack. You can take the meat from the Paramite and roll right quickly before he attacks you, then ride the lift up further. At the top, toss the meat up to the right, then climb up left and run to the exit on a small ledge on the other side of the bridge.

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= MUDOMO VAULT 6 = (Lower right vault)
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= 4.6 =
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MUDOKONS: 0
SECRETS: 0

Climb down on the left side and roll right to the next screen. Climb up near the gate and pull the lever, then possess the Paramite that appears in the background. Take him to the right, climb the webs up and down and jump across the gaps between falling rocks. Get to the top right and pull the ring. Continue to the next screen for more of the same, pulling the ring in the middle along the bottom you pass. On the last screen, jump across two gaps and pull the last ring, and release the Paramite. If he dies throughout any of this, another will appear at the start to take his place. As Abe now, climb down and roll right, then just follow the path, slapping the Ghost Lock in the middle, and exit at the end.

Now take the well back to the foreground and lower yourself down to the left of the story stone. Enter the trial door.

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= MUDOMO TRIAL =
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= 4.7 =
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MUDOKONS: 0
SECRETS: 0

Pull the lever and start running to the right. Jump and hoist up to each ledge as you approach it, and roll under rocks along the bottom until you roll over an edge and end up hanging while Paramites descend behind you. Hoist up and run right. On the next screen you have to roll under rocks shortly after entering. You'll fall down, but keep running right and quickly duck again on the next screen, then immediately jump to the ledge above. Hoist up, run right and jump across the gap. You'll slide into the well, which shoots you to a screen below. Keep running to the right and roll under rocks. You'll reach a ring, and a gate will go up behind you, but another Paramite is coming down so you can't rest yet. Pull the ring and keep running to the right. Duck under the series of rocks. Be sure to let go of the 'Run' button so you don't stand back up between them. On the next screen, jump the gap and keep running. Next screen, jump up to the ledge at the end. Slap the Ghost Lock, then hop into the well from the edge of your ledge. Now you have to run left, jump across the gap, and roll under those rocks again. At the end on the left, slide and

boys. Press up while standing in front of the Brew Dispenser to drink a Brew, then walk over next to the mine, turn around so that your butt is facing it, and fart. Walk away and wait as the gas cloud explodes, clearing away the mine in the process. You get nine tries for some reason. Continue through the door. Another SoulStorm Brew Dispenser awaits. Drink one, possess your fart and blow up the mines in the next screen. Do it again if there are any left. Drink another, possess your fart and take it another screen further to the right to blow up the Sligs. Keep going until you've cleared them all out, then leave the terminal through the door they were guarding. Note the 'No Farts' sign over the door. This means that even if you drink a Brew before going in, your fart will lose its explosive power. Heaven only knows what kind of device the Glukkons have come up with to achieve this effect (an automatic fart extractor of some kind, perhaps?). You will encounter this limitation many times through the coming areas.

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= TERMINAL 2 =
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= 6.2 =
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MUDOKONS: 0
SECRETS: 0

Drink a Brew and pull the lever while standing on the trapdoor to drop yourself down. Possess a fart and fly it down to the bottom. I suggest blowing up the second flying Slig, the one who flies at a higher altitude than the other. Lower Abe all the way to the bottom (if you just keep going down, you'll avoid the Sligs detection until it's too late) and run to right along the ground. Jump over the mines and jump up to the raised platform. Keep climbing up from here. When you reach the mines at the top, pull the lever to drop the gate above, then cross to the left through the air duct to get another Brew. Possess a fart and blow up the mines preventing you from reaching the door. Enter the door.

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= MAIN LOBBY =
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= 6.3 =
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MUDOKONS: 0 (for now)
SECRETS: 0 (for now)

Go right and climb down through the gap in the floor, then go left along the upper level. You'll see that to enter SoulStorm Brewery, you'll need to deactivate the security gates from FeeCo Depot, the Slig Barracks, and the Bonewerkz. Go right along the bottom (watch out for the Greeter), and you see that to enter the FeeCo executive offices, you need to deactivate the gates from the Slig Barracks and Bonewerkz. So go to those places first! Climb back up to the screen above.

Drink a Brew from the machine and take the upper path to the left. Stand by the mines and fart, then clear out until it blows. Repeat for the remaining mine, then climb up on either side of the gap above. Notice that RuptureFarms has been shut down. Now when did that happen? Go right and take the well up to the other areas.

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= PATH TO SLIG BARRACKS =
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= 6.4 =
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MUDOKONS: 0
SECRETS: 0

around, hoist up and run off the other side. When the Slig is turned left, pull the lever, take a step forward and hoist up to the upper platform before he shoots you. When he walks towards you, run over him and jump to the far platform, hoisting up immediately, then jump into the well.

Above, wait for the flying Slig to leave, then immediately hoist up, swivel and hop to hang on the other side of the gap. As soon as he goes off-screen again, stand up, walk forward and jump to hang on the far right side. Pull up and hoist up once more. From there, possess the flying Slig. Fly him upwards and blow up the Sligs there. You'll often have to wait for them to turn around before rising to their level, because they'll shoot you if they look straight at you. Do the same on the next screen above. There, the right lever deactivates the electric walls and opens the door, while the left lever drops the Slig above to your level, ripe for a grenade. If your flying Slig dies, another appears to take his place, so take as many tries as you need. Once you've cleared everything out, blow up the flying Slig and climb up to the top, starting from the left side of the little alcove where you possessed the flying Slig from. Enter the door.

Sneak one step forward, hoist up and then sneak off the left side of the short platform when the lower Slig is absent. Sneak to the shadows on the left when it's safe to do so, and cross to the next screen. There, sneak forward and hoist up to the higher level when the Sligs are turned away. From the left edge of the upper platform, hop to the Boom Machine when the Sligs are to the right. Sneak forward and hit the button when they're facing right as well. Sneak to beside the grenade and crouch to pick it up. At least that doesn't make a noise. Stand and sneak right when the left Slig is at the very left (and the other Slig is off-screen) and hoist to the upper platform again, then hop over the right side and return to the first screen. From the shadows on the far left, toss the grenade to the middle ledge. If it lands on the ground beside it, that's okay too, because it'll still catch the Slig in the blast. Crouch before the grenade goes off, or you'll fall over and make a noise. If you're lucky, the blast will also kill off the upper Slig. If not, go back and get another grenade. Stand on the middle ledge and toss it to the Slig at the top. This is best done by a high-arc toss (press the D-pad away from the direction Abe is facing when throwing) from the left edge of the middle platform. Climb up, turn the wheel and enter the door.

In the last area, possess the Slig and blow him up. Take the lift down and pull the lever. Say "Hi" and "Sorry" to each Mudokon in turn, then have them all "Follow me" onto the lift. Take them up and move two of them in front of the unmanned wheels. Have "All o'ya" "Work", then get everyone back onto the lift and go down to chant them free. Go back up and enter the open door to enter the Barracks hub.

Take the wells to each of the other 4 blocks. You have to watch the TV first to activate the wells. You may also find the map useful.

~~ MUDOKONS RESCUED SO FAR: 113 ~~

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= BLOCK 1 - RIFLE RANGE =
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= 7.2 =
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MUDOKONS: 6
SECRETS: 0

Take the lift to your right up, crouch on its left side and roll to the pipe at the end of the platform. Stand up, hop and take one step forward so that you're behind the pipe at the bottom left. Advance. Roll to the space under

the Boom Machine when both Sligs are moving left. When they're both moving away from the middle, roll out, stand and hoist up, and move right to behind the boom Machine. Get a grenade and jump to the left ledge, then move off screen quickly.

When all 3 Sligs on this next screen are moving left, take a step forward from the shadows and hop behind the first Mudokon cutout. Roll to the next when all Sligs are facing away from your current spot. Jump up and move left when they're all moving right. On the next screen, run, jump and roll under the Mudokon worker. Roll off to the left again.

Jump up to the pair of Mudokons. Stand over the left Mudokon and throw your grenade downwards to blow up the Chant Protector. Payback time. Possess the Sligs and kill them. Now go back one screen to the right, and from safety tell the lone Mudokon there to "Follow me". For some reason the Sligs don't shoot the other Mudokons, presumably because they only have specific orders to kill Abe. Anyway, bring the Mudokon left to the safe screen, have him "Wait" there, then climb up on the left side and go to the final screen.

Walk to the lift, ride it down when the Sligs are facing away, and run over to the Mudokons. One by one, say you're "Sorry", and then get back to the lift and make them all "Follow me" to the very middle of the lift (say it repeatedly once they're beside you) so that they will be protected by the pipe when you rise to the top, in case the Sligs start firing. Ride up, run to the right edge, and have them "Follow me" again to the next screen. Apologize to the other two Mudokons if you haven't already and save everybody. Go back to the left, pull the lever and leave through the door below.

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= BLOCK 2 - WORKERS' CAMPUS =
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= 7.3 =
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MUDOKONS: 7
SECRETS: 1

Jump over the Floating Mine when it's at the bottom of its path to reach the upper left ledge, then walk off the edge and crouch while it's at the top of its path. Roll left. For the next flying mine, jump and hang off the ledge while it's at the bottom, then hoist up once it passes over you, quickly walk forward and crouch. Stand and jump to the lift once the Mine passes over you again. Take the lift down, hop to the other lift and take it down too. Pull the lever to bring the third lift up and walk right. Hop across the gaps when the Flying Mines are rising. Climb up the right side and hop back across the top to pull the lever in the upper left corner. Go back across and down to the Mudokon. Say "Hi" and "Sorry", then "Follow me". Walk across to each platform with the Mudokon behind you. Make sure you stop on the left edge of each platform (the sections between the closed trapdoors) so that he'll be clear of the Flying Mines too. Take him to the right-most lift and ride down. Run and jump to the lever, pull it, then have the Mudokon down "Follow me" to drop to the bird portal's level. Chant to free him, then ride the new lift down.

Go left to the screen with all of the UXBs. Run and jump to the middle platform, stand and crouch to deactivate it. They all go [red-red-green]. Stand and hop to the upper left one, deactivate, then step right off the edge to the lower one. Climb up and hop from the middle inactive UXB to get to the top. Turn off the pair there, say "Hi" and "Sorry" to the angry Mudokon, and bring him back to the bird portal by having him "Follow me" off the right edge and to the next screen, then up the lift. Return to the screen with the UXBs and go left from the upper ledge all the way to the door. Enter it.

Sneak onto the next screen, hoist up to the first raised platform and possess the sleeping Slig. Use him to blow up the Flying Mine. Now go down and roll right along the bottom to enter a secret area.

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SECRET 19 (2 Mudokons)
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Climb up behind the mine, crouch, and roll under it as it passes, falling down the right side of the raised platform. Immediately crouch, then jump into the second well, the one with the down arrow. Wait hanging until the slow Flying Mine starts going up to the top, also the second time that the Slig leaves, and hoist up and hop three times to hang below the Slig's ledge. Once he leaves, hoist up and sneak right. On the next screen, once the Slig leaves, hop across the ledges and down to the Mudokons. Chant to free them and jump into the well. Hoist up once the Flying Mine has gone down past you and run left, then roll back to the normal area.

Climb up where pebbles are falling, just above the edge of the right upper platform. Climb over to the left side of the screen and walk to the next, roll through the tunnel and continue left. Walk to the UXBs and turn them off [red-red-green], then jump up to the green ledge, stand and swivel around, then hop to the other ledge. Pull up when the Flying Mine has passed and crouch. Move to the right side of the lever, turn to face it, then wait until the Flying Mine moves away from your end, stand, pull the lever, and crouch again. Roll left off the edge and slap some sense into the Mudokons. Bring them right to the lift. Ride the lift up. Stop at the next screen above. Wait for the top Flying Mine to move all the way right and then left again, then for the bottom one to be clear, and go all the way up off the screen. Make your moves here when the Sligs are facing away, of course. Above, hop right and hoist up, then left and hoist up, then step forward and hop to the other lift. Take the lift down and have the Mudokons "Follow me" when the Sligs are moving left. Ride the lift up to the very top. Take the Mudokons left to meet another Mudokon, and rescue all 3 at once to get the Shrykull power-up! Go left and use it, turn the wheel and exit.

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= BLOCK 3 - SLIG BUNKS = = 7.4 =
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MUDOKONS: 9
SECRETS: 0

Go left and get the naked Sligs to chase you. Stand to the right of the lever and zap them as they come through. Go left again and possess the Slig (if ever you need another one, pull the lever on the upper left, and immediately run right to fall to the lower level). Move him to the ground and take him right 2 screens to talk to the Slig Lock (high grunt, low grunt, high grunt, laugh), then shoot the other Sligs. Kill your host, the have Abe turn wheel 'A'. Go right all the way and possess the flying Slig. He may run away, but he'll be back and you'll get him then. Fly up and kill the other Slig (if you die, have Abe climb up here and pull the lever, then run left off the edge. Possess the new Slig on the screen below). Talk to the Slig Lock (low grunt, low grunt, high grunt, laugh), then fly your Slig all the way to the bottom, then left, then up the middle of this area. Kill the Sligs along the way when their backs are turned. At the top, blow yourself up (and no, you can't fit through the gap in the floor on the next screen up). Back with Abe, climb up and turn wheel 'B', then go back down, left, and up the middle like your flying Slig did, jumping up beside the hand panel on the right side. There are 2 suites open so far:

*** Suite A ***

Possess the Slig and blow him up. Bring the 2 Mudokons down to your level, then walk off the screen on the bottom right and back to regenerate the bird portal. Chant and free them. Pull the lever above to open the door and leave.

*** Suite B ***

Pull the lever from the right side and immediately lower yourself down the ledge. Possess the Slig, then have him open the Slig Voice Lock (high grunt, high grunt, low grunt, high grunt, laugh). Return to controlling Abe, walk off-screen on the upper left and back to make the bird portal reappear, and chant to save the pair of Mudokons here, then leave through the door below.

Climb up beside the entrance to Suite B to locate the doors to suites C and D, which are currently closed. Climb up to the next screen on the left side, and climb to the upper left platform and sneak to the next screen while the patrolling Slig is gone. Sneak to the Boom Machine, hit the button and run and roll to the right, stopping as soon as you cross to the next screen. Sneak back. As soon as the top Slig turns away, sneak to the grenade, crouch over it to pick it up, and stand and sneak back to the shadows. Throw the grenade forward on the fifth beep to blow up the Chant Protector along with the Slig. Possess and kill the bottom Sligs, then go down to pull the lever and turn wheel 'C'. Get another grenade and sneak back to the right. From the ground, toss the grenade up to the right ledge and blow up the Slig there. Get another grenade and blow up the Chant Protector on the next screen to the right. Now possess a naked Slig (fun!), move him in front of the green button controlling the slam doors and hold up on the D-pad to press it. All of the Sligs will go and get pants, then shoot your Slig, and the Sligs move from screen to screen to you can't possess them. You'll just have to go and keep getting grenades and toss them down to the Sligs until all are dead. After that, turn wheel 'D' then go back down to the Suites.

*** Suite C ***

Climb up and pull the lever, then possess and destroy the Slig. Get the Mudokons to the bottom, then step off-screen on the bottom right, step back and chant to save them. Exit.

*** Suite D ***

In Suite D, say "Sorry" to the angry Mudokon up top. Leave him in place, then go down to the lower level and have him "Work" the lever. Chant to possess the Slig, and have him talk to the Slig Voice Lock (low grunt, high grunt, low grunt, low grunt, laugh). Kill him. Bring everyone down, walk off-screen on the top left and come back in, then chant to save them. Exit this final suite.

Go back up top and exit the block.

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= BLOCK 4 - TROPHY ROOM/BOMBING RANGE =
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MUDOKONS: 13
SECRETS: 1

*** Trophy Room ***

The key is to sneak. Sneak forward one step and climb to the teleporter. Use it when the bottom Slig has left. Sneak ahead and climb up when the middle Slig's back is turned, sneak forward and climb to the top. Sneak ahead one more step, crouch and roll into the tunnel. Roll all the way across to the Mudokons, and drop down when the patrolling Slig below has left. Slap a single Ghost Lock, then run left and jump up to the ledge. Wait for the Slig to come and go, go down and slap another Ghost Lock. Repeat once more for the last one. Chant to become invisible and go right one screen. While invisible, pull the lever to fry the Sligs as they walk into the electric wall. Now go back, say "Sorry" to all of the sad Mudokons and lead them right to the bird portal. Exit via the door accessible by climbing over the left upper platform in the room where the Mudokons were working.

*** Bombing Range ***

Go left and drop into the main part of the room. Run, or even walk and jump to the well, then jump in just as the flying Slig lobs a grenade, blowing up both himself and the land mine. Pull the lever and run to the right, falling through the trapdoor. Roll left to the bottom, then climb up and enter the tunnel. On the other side, fall and run left, past the Mudokons in the cage, and roll under the far side to the last screen. Pull the lever, then run and jump into the well to get propelled up to your friends. Possess the summoned flying Slig from here. If he dies, climb down, pull the lever twice and jump in the well again to get another. Fly the Slig to the right and blow up the other Sligs you encounter, then on the screen with the larger cage, pull the lever to drop the Mudokons and release another flying Slig. Blow him and yourself up. Now, as Abe, climb down out of the cage and walk left to get the wired Mudokon to drop down to you, slap him silly, then go free the 2 Mudokons in the gas on the far right, bring them left to meet up with 2 others and chant to free a bunch of them. Return to the lone Mudokon on the far left and chant to save him too. Don't leave yet, though, because there's a secret back on the screen where you jumped down out of the tunnel in the upper right corner (check for the green SoulStorm Brew bottles on the left side of the screen). Duck behind the rocks on the right side of this screen and drop down.

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SECRET 20 (2 Mudokons)

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Chant to open the bird portal and jump through. Possess the flying Slig. Now for some precision Slig flying! You may want to QuikSave here. Pull the lever at the bottom, then go up and right through the deactivated electric wall. On the next screen, go over the wall, down and continue right. Go up through the space in the ceiling, carefully so that your propellers clear it. Continue right. Go over the last fence and pull the lever at the top right from the left side, so that the Flying Mine destroys you and it after you pull the lever, rather than it destroying the poor defenseless Mudokons below. Now, as Abe, quickly go right and jump into the bird portal, which is still open. It takes you to the Mudokons. Chant to save them then jump in the well to exit.

Now you can go left and exit the block via the upper right corner of the last screen. And with all four blocks completed, the center door is now open.

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= WAR ROOM =
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= 7.6 =
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MUDOKONS: 8
SECRETS: 0

Read the hand panel to get a taste of what's in store. Pull the lever from the right side, then run, jump and hoist to the upper level. Climb up where the pebbles are falling above this platform. Up there, go right. Sneak to the gap, hop over and sneak to the lever. Pull it, then run left as the Slig gets his pants and gun. You'll end up hanging from the left side of the gap. When the lower Slig walks away, hoist up, swivel around, hop and jump into the well. When the top Slig looks away, hoist up and press forward to roll one space only into the tunnel, which is in shadows. Whenever the top Slig turns away, roll forward a couple of spaces, then wait. When you reach the next screen, drop down, walk to the lever and pull it, then walk back to the well and jump in. Continue through the tunnel at the upper right. At the end, stand and hop when the Slig is gone. You'll land in the well and end up hanging from the other side. Climb up and wait for the Slig to leave again. Walk off the edge, swivel around and hop, move beside the lever and pull it. Turn around, hop, and jump into the well. Up top, carefully walk to the lever on the left, never moving when the Greeters' motion sensors are over you. The lever turns on the well on the right, so make your way over to it and jump in. Pull the lever up top, then possess General Dripik!

Move him in front of the Glukkon Phone, say "Hey", then "Do it" to teleport him. Walk off the ledge, walk ahead one step more to the mine, then hop over the mines. Continue left and tell the other Glukkon Voice Lock to "Do it". Get a Slig to "C'mere", then "Kill 'em" while he's standing on the same spot as you to kill the other Sligs. Continue left, hop over the small gap, then fall in the gap at the left end. Drop to the ground and walk left. From behind the gate, shout "Help!", "Hey", then "C'mere" to the Sligs to blow up the mines. You have to do this four times. For the last one, stand one step back from the gate, or Dripik will blow up too. Not that that's a bad thing, but you still need him to do stuff for you. Get another Slig, bring him near you and tell him to "Do it" to pull the lever. Have him follow you to the left and pull the lever there while you're standing on the trapdoor. Go to the ground and tell the Security Fone to "Do it". Enjoy the amusing FMV.

Have Abe RUN off the ledge so that you don't fall into the well, while the right Greeter's beam is all the way to the right. Enter the door behind you. Go left, pull the lever and get all 8 Mudokons to "Follow me" back to the bird portal. Chant them free, then enter the lower door to return to FeeCo Depot.

~~ MUDOKONS RESCUED SO FAR: 156 ~~

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8. FEECO DEPOT - 2ND TIME
---+---

~~ Total Mudokons: 26 ~~
(3 last time, another 5 for now, then 18 later)

Go right and climb to the SoulStorm Brew Dispenser. Drink a couple Brews and fart to blow up the mines blocking the way to the area above, as you did last time you were here. Get another Brew, go up and follow the signs to the Bonewerkz. Fart underneath the Slig guarding the door on the raised platform and clear out until it blows. Hit the Bone Sack and pick up the bones. Enter the door.

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= PATH TO BONEWERKZ =
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= 8.1 =
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MUDOKONS: 0

SECRETS: 0

Stand at the hand panel and throw down a bone to the Sloggies. Walk down, throw down another bone for good measure, and pull the lever before climbing back up. You have to run to make it through the trapdoor in time. Walk right, past the well. On the next screen, climb up to the ledge while the Sligs in the background are moving to the right. Toss a bone through the electric wall; the Sloggie will walk over the pressure plate that turns it off. Throw down your last bone and run to the exit.

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= TERMINAL 4 =
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= 8.2 =
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MUDOKONS: 5

SECRETS: 1

Go to the right. Climb up to the raised platform, walk forward and crouch, all while the Sligs are facing right. On the far edge, stand and climb straight down. Hop over the mines and run and roll right behind the crates. On the next screen, a secret awaits. Stand and climb down behind the domed object just a step out past the crates.

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SECRET 21 (1 Mudokon)
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Drop to the floor, crouch and roll into the lower tunnel. Roll to behind the tall box, climb up to the ledge when the right Slig is facing left, and take a step forward. Jump into the well. On the other side, run and jump across the top to the next screen, starting when the Slig is facing away. Possess the Slig there and blow him up, so there's one less thing to worry about. On the previous screen, pull the right lever to trap the Slog, then have the Mudokon "Follow me" to beside the gate. Pull the lever again to drop the gate, then run and jump across the top. Pull the left lever to trap the Slog over here now. Run across again and make the Mudokon "Follow me" to the other screen. Chant to save him. Lower yourself down to the ground without stepping on the pressure plate with the green cross-hatches, as this would release the Slog. Jump into the well on this screen, then go back past the Sligs the same way you came. Climb up on the left where the pebbles are falling. Be quick to roll to the safety of the crates on the left once you return to the non-secret area.

Run right, jump over the mines and roll behind the far crate. On the next screen, roll to the next stack of crates and stand up. Hop to the lift and go down. Hop to the other lift, go up and get some bones, then go down all the way to the bottom.

Go left along the upper ledge. Throw a bone down and run to the next high ledge. Repeat on the next screen, except that you run another screen ahead before jumping up. Go across the top into the cage on the left to get the Sloggie to chase you back to the previous screen. Throw another bone and roll through the tunnel on the bottom left, climbing back up on the other side. Climb up on the left where pebbles are falling.

Go right and take the lift up. Get each blind Mudokon to follow you onto the lift, and pull both levers, once each. Go down to the bottom and leave the Mudokons on the lift. Climb back down to the Slogs, throw a bone down and drop

to the ground. Throw another bone so that you'll have time to pull the lever and get back up. Go back to the Mudokons. Get all 4 Mudokons (the 2 you brought down and the 2 on the right, behind the sign) onto the right lift and take them down. Chant to free them, then go all the way back to the top and exit. Go for a little train ride.

~~ MUDOKONS RESCUED SO FAR: 161 ~~

9. BONEWERKZ

~~ Total Mudokons: 31 ~~

Hop across the first gap, then the second between falling crates and pull the lever. Hop back to the lift and ride down to the bottom. Get off on the left side. From one step back from the edge of the gap, hop across to end up hanging down from the other side. After a crate hits, hoist up, run and jump over the mine. On the next screen, sneak to the floor then run and jump to the middle platform. Pull the lever, and hop from directly over the lever to the middle of the lift when the Slig faces left, and immediately go down. This facility doesn't have a hub, but rather a series of Annexes that must be completed in order. Be sure to catch the latest edition of 'Magog on the March' at the hand panel before you begin.

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= ANNEX 1 = = 9.1 =
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MUDOKONS: 8
SECRETS: 2

Wait for the Sligs to leave, then talk to the Mudokon and have him "Follow me" to the right down to your level. Lead him left, and have him stand by the first lever. Hop across to the second lever, say "Work" and pull your own lever at the same time. When both Sligs are vaporized, chant to free him. This will also turn the electric walls back off. Go back right one screen and take the upper platform to the electric wall generators, then press up at the door hidden in the shadows to the left of the SoulStorm Brew bottles.

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SECRET 22 (2 Mudokons)
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Sneak to the teleporter. Use it when the Slig starts to walk left. Sneak right three steps and pull the next lever to teleport elsewhere. Sneak ahead two steps behind the Slig and teleport to the background, then run past the Slig there and jump up to the raised platform. Teleport when the top Slig in the foreground turns left, and run right off the screen. Don't stop, just keep running and you'll land on the pressure-plate-activated teleporter. Run left past the upper Slig to the next teleporter, and possess a Slig from the background. Kill the other Slig and pull the lever at the bottom from the right side to teleport to the background and join Abe. Go left and shoot the Sligs in the foreground, shouting "Look out!" first if the Mudokons are potentially in your line of fire. Blow up your Slig. Bring Abe back to the Mudokons. When the remaining rear Slig goes left, walk to the left Mudokon, say "Sorry", then do the same to the right one. Bring them both right, walk off the edge and chant to save them. Use the well to return to the first screen, and

enter the door to get back to the non-secret area.

Pull the lever up here to open the gate over to the right along the lower level. Walk past there, sneaking to the next screen. Sneak as close to the Slurgs as you can get, then start running. Two screens later, jump and pull up to the ledge. Hit the bone sack, pick up the bone and throw it so that the Slog gets crushed by the falling boxes. Now go down and roll off-screen to the right, past the falling boxes, for another secret area.

O=O=O=O=O=O=O=O=O=O=O=O
SECRET 23 (5 Mudokons)
O=O=O=O=O=O=O=O=O=O=O=O

Stand outside of the tunnel, run and jump. It's a wide gap, so you have to jump from the very edge. Pull yourself up, pull the lever, then chant to save the Mudokons above. Go back out the same way you came in.

Go across the upper level all the way to the left to pull the lever, then go back right, down and left across the bottom to where the Slurgs continue their bottom feeding. Climb up to the ledge and jump to the lift. Go up. Exit to the next annex.

===== =====
= ANNEX 2 = = 9.2 =
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MUDOKONS: 0
SECRETS: 0

Teleport in the background, then sneak to the door. Go through it. Roll right under the bricks and come back out as the right drill is rising. Hoist up to the ledge above. Jump over both drills, get a bone from the sack and go back through the door. Sneak past the Slog when the background Slig is gone and crouch behind the wall at the end before passing to the next screen. There, roll from cover to cover, then climb up to the final ledge when the Sligs are facing left.

===== =====
= ANNEX 3 = = 9.3 =
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MUDOKONS: 0
SECRETS: 0

Go left and enter the door. Walk to the mines and Motion Detectors. Hop between the first two mines from a space behind the first one, and again over the second. Walk right up to the second pair and hop over them. Continue right to the mine car. Create some mayhem as you go up, climb out and go through the door at the other end.

===== =====
= ANNEX 4 = = 9.4 =
===== =====

MUDOKONS: 0
SECRETS: 0

Go right, climb to the upper level and crouch, then roll back to the left. Drop down on the other side when the awake Slig leaves. Walk left past the door. When the Slig in the background is leaving this screen, go back and

enter the door. Quickly chant and possess the Slig in the foreground, then teleport him back to you. Shoot the other Sligs, go right and pull all three levers, then blow him up. Have Abe return to the foreground and go past the deactivated electrical walls to the door on the right.

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= ANNEX 5 =
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= 9.5 =
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MUDOKONS: 0
SECRETS: 0

Wait for the flying Slig to leave, then enter the door on the left. Stand beside the first mine, and hold the hop button to triple-jump over all of them. On the next screen, do the same, but wait for the Slig to spot you, saying "Hey!", just before you start jumping. Just make sure to jump or walk forward after you clear the last mines, or you'll fall back onto one when the Slig blows himself up. For the last set of mines, start from one space behind the first one, and triple-jump as before.

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= ANNEX 6 =
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= 9.6 =
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MUDOKONS: 0
SECRETS: 0

Go left and roll past the bricks to pull the lever. Go back and climb up. Go left across the top and sneak through the shadows, avoiding the Sligs. At the end, get a bone from the Bone Sack. Go back right, and continue right past where you climbed up. Throw down the bone, then step on the pressure plate. Hurry up and go through the door before the Slogs finish their snack. Jump into the well to exit.

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= ANNEX 7 =
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= 9.7 =
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MUDOKONS: 10
SECRETS: 1

Climb up to the right and pull the lever, then come back down. Run and jump to the top left lever between falling crates. For the bottom left lever, stand beside the crate impact point, and smoothly press left, pull the lever, and run back out, starting immediately after a crate hits.

On the next screen, say "Hello" to the Mudokon, then say "Follow me" as a crate starts to fall. The Mudokon will pass by after it hits and before the next one comes down. Have him "Wait" here for now. Climb up where he was, go to the right across the middle platforms, and back left across the top. You can hop over the impact point of the right-most falling crate, then hop again from where you land past the left-most falling crates and hoist up just in time. Pull the lever, then run right off the edge and back up to the top right, walking off-screen there.

Go right and jump to the lever. Pull it, then have the two Mudokons "Follow me" onto the lift. Go down. Bring the Mudokons to the immediate right of the impact point, and get them to "Work" (you can fart on the other side of them to make them take a step back to where you want them to go). Run past the falling crates yourself, then get only one Mudokon to stand, and say "Follow me" just

after a crate lands. Bring the Mudokon to the left screen and down to the floor, make him "Wait" there, and go get the other one in the same way. Now bring all 3 Mudokons right along the ground to the lift and go down. Leave them there, because you need all 5 together to get the Shrykull power-up. Fall through the gap over the well, go left and climb down the ledges. On the next screen, hang from the edge and let yourself fall far down to a secret area.

O=O=O=O=O=O=O=O=O=O=O
SECRET 24 (1 Mudokon)
O=O=O=O=O=O=O=O=O=O=O

Go left and sneak onto the next screen. Jump and hang from the right ledge, hoist up, turn around and hop after the Slig turns away, to hang from the middle platform. When he turns again, immediately hoist up and pull the lever to kill him. Run and jump to the left upper platform, get up, turn around and move so you can pull the lever. You should pull that Mudokon out of the fire in the nick of time. Take him right and fall to the ground. On the next screen, every other drill is now active. Go through yourself, then have the Mudokon "Follow me" when the drill ahead of him has just hit bottom and "Wait" between each one. You have to say "Wait" while he's in front of the one drill runner so that he'll stop in front of the next. Once he's past the third one, make him "Wait" there while you leave the screen and come back, then chant to send him through the bird portal. The other drills activate, so roll your way past them when the opportunity arises. It will help to stop in each of the slow-moving drill's lanes. Jump back into the well to exit.

Go back up to the very top screen, making the 3 Mudokons get off the lift before riding it up. Go left and climb up to the first ledge above you. Go back right, pass the falling crates and jump up to the next ledge. Roll through the gap and climb down the ledges. Pull the lever to bring up the right lift. Roll down to it and ride it down to the bottom. Bring the Mudokons there onto the lift and carry them back up top. Now, pull the middle lever to close the trapdoor, then jump over to the left and pull the lever at the top there to bring the left lift back down. Leave the screen and come back if you need to bring back the bird portal, and chant to free everyone at the same time. Take the left lift up and chant to transform and destroy all of the mines. Go left, up and back right, and through the gap in the right wall as before. Continue to the right. Chant to save the 3 Mudokons on the last screen. Make your way up, across and down to the exit door.

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= ANNEX 8 =
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= 9.8 =
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MUDOKONS: 4
SECRETS: 1

Go through the doors and climb up to the gate. Read the hand panel to open it. Climb down the left side of the drills, and cross over at the bottom. Enter each of the boilers in turn, climbing up the right side of the drills. Door number 5 at the bottom won't open until you complete all of the others.

*** BOILER 1 ***

Step on a Slurg and run right. Jump up to the ledge at the right of the next screen and run ahead of the drill. On the third screen, lead the Slogs through the bone drill. Suckers. Next, go right and roll under the vertical bone drills. Jump up to the ledge, hoisting up when both horizontal drills are to the left. Pull the ring and turn the wheel. Wait until all of the color

drains from the pressure gauge and the door opens. Exit through it. Climb up to the next boiler control room.

*** BOILER 2 ***

Pick up some bones and throw them however you like until the mines are all destroyed. Go right along the top and repeat, hopping across the gap between falling crates. Go back for more bones whenever you like. On the screen with the drill, toss the bones over the first mine to blow up the further ones, then hop over the first mine and blow it up from the right side of the screen, or else you'll be caught in the blast. The next screen is tricky. From the very edge of the landing you start on, do a pull-back throw to get the middle mine. From one step back, throw a far one to hit the right mine. Run and jump across the gap, then drop down to enter a secret area.

O=O=O=O=O=O=O=O=O=O=O=O=O=O=O
SECRET 25 (4 Mudokons)
O=O=O=O=O=O=O=O=O=O=O=O=O=O=O

This one's no trouble at all. Just get everyone to "Follow me" to the bottom and chant to save them. Climb back up.

Start climbing up on the right and blow up the rest of the mines as you go along. Check the next screen, then come back here and toss mines off-screen while crouching to avoid getting blown up yourself. Turn the wheel until the color in the pressure gauge starts to fade, then wait until the door opens. Enter it, and climb up to the next boiler control rooms.

*** BOILER 3 & 4 ***

Sneak left to the next screen, climb up and go up to the boiler pressure gauges. Turn the wheel for Boiler 3 until the color fades. Go back to the Slogs. Jump and hang from the edge of the left platform. The Slog will wake up and run past you. Hoist up when he does. Jump to the middle platform, then hop to the right one from one step back from the edge of the middle one. Hang for a moment while the second Slog runs past, and hoist up before the one below pulls you down. Throw a bone down first to make this easier. Hoist up to the next screen, hop left and pull up, then run and jump past the falling crates to reach the door and enter it. Turn wheel 4 all until the drills stop, and wait for the door to open, then exit. Climb down to the bottom for the final boiler.

*** BOILER 5 ***

Go right. Start to turn the wheel, then run left and jump into the well. Run right when you land and jump up to the ledge at the far end. Enter the door to exit.

===== =====
= BONEWERKZ EXECUTIVE OFFICE = = 9.9 =
===== =====

MUDOKONS: 9
SECRETS: 0

Roll through the tunnel, wait for an opening and roll to the well, and jump into it right away. On the other side, stepping through the red sensor drops the slamdoor behind you and lets out the Slogs. Run right, and roll into the tunnel on the next screen. Next, don't roll into the tunnel, but jump up to the top instead, or the Slig will shoot you. Jump over him and keep going.

rear door when the Slig's just arriving at the right end of his patrol route. On the next screen, sneak one step forward to the edge of the shadows. When the bottom Slig is facing left (and you won't hit the drill), hop to hang from the far ledge. Drop down when he isn't looking again. Sneak behind him to the shadow left of the lever. This shadow is only one step wide. When both Sligs are facing right, sneak one step to the left and hoist to the upper level. When the top Slig is over the right-most trapdoor, sneak forward one stop and pull the ring to drop both you and he to the ground. Now, when both Sligs are moving to the right, sneak one step left and hoist to the upper level again. With both Sligs on the ground, you can safely possess them each in turn and kill them. Go down to the ground and pull the lever. Carefully roll past the new fast-moving drill and walk onto the next screen. Wait at the edge for the Slig there to notice you, then step back into the previous screen and climb up to the first ledge. When the Slig who is chasing you runs onto the screen, he'll get chopped up by the drill. If he doesn't chase you, go to the ground and get his attention again. Just don't wait long enough for him to shoot before you move back to the left screen. Now, get the Mudokons one by one and lead them RUNNING past the drill. Start at the right edge of the screen, and run just after the drill hits the ground. Another way to time it is to press the D-pad left in between the beats of the drill sound. Keep running until your buddy is through safely, and make him "Wait". QuikSave after each successful one. Once you've got all three, chant to save them (leave and come back if you scared away the bird portal) and leave this area the same way you came in, via door and well, then climbing up from behind the barrels.

With that out of the way, you can now enter the door leading to SoulStorm Brewery.

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= TERMINAL 5 - PATH TO SOULSTORM BREWERY =
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MUDOKONS: 5
SECRETS: 0

Go left. Turn the wheel to open the gate and climb down into the gap in the floor. Don't worry about these Mudokons for now. Below, have the one Mudokon "Follow me" one step, then "Work" the wheel to open the gates. Chant to free him, then drop down and enter the door below you.

Drop to the ground and carefully walk to the left, making sure the way is clear before each step. On the next screen, crouch, wait for the Greeter and his beam to be way over on the left, and quickly roll half-way across the screen, stopping behind the crate. Wait again for the Greeter to move to the right and roll the rest of the way. On the next screen, there isn't any cover. You have to run past the Greeter and hoist up to the door before he zaps you. Wait until his beam is on his left side before doing this, so you'll already be past him when you alert him to your presence. Enter the door.

Take the lift up, jump to the upper left ledge and climb up again, then pull the lever on the left on the screen above. Drink a Brew and take the second lift up to the next landing, still on the same screen. Fart and possess it, and fly it up top to blow up the Chant Protector on the screen above. Now bring Abe up and roll left under the crates and stand up. Chant when the flying Slig appears to possess him. Use his grenades to blow up all of the mines on the next screens to the right, then blow him up too. Run Abe all the way right and off the edge past the lever. You'll drop down to the blind Mudokons from earlier.

Go to the lower pair of blind Mudokons and have them "Follow me" onto the lift. Do NOT say "All o' ya", only get the attention of the one or ones that you want to move at the time, then make them "Work" when you want them to stop listening. Bring the lower Mudokons up via the lift, then move all 4 onto the right lift. Take them up to the top and have them "Follow me" all the way to the left, where you possessed the flying Slig earlier, and stop on the lift there. Go down. Now you have to move them to the other lift, but without letting them walk off the far end. Do them one by one just to be safe, with "Follow me", "Wait" once they step onto the lift, and "Work" to keep them there. Go down, then walk them all right off the edge onto the next lift. Go down again. Make "All o' ya" walk left and let them go. They'll stop in front of the wheels. Make them "Work" the wheels to open the way to the door below for you, then pull the lever twice to make the lift go back up. Have them "Follow me" to the right and fall to the bottom level, then chant to save all four. If you scared away the bird portal, call the lift back using the lever, go up and back down, then use the lever to get rid of the lift once more.

Freeing your brethren drops the gate on the right, so enter the door that was behind it and take the train to SoulStorm Brewery, the last stop in your noble quest.

~~ MUDOKONS RESCUED SO FAR: 210 ~~

 11. SOULSTORM BREWERY

~~ Total Mudokons: 90 ~~

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= HUB 1 =	= 11.1 =
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MUDOKONS: 23
 SECRETS: 0

Go through the door on the right after watching the TV. Step through the next door to reach the foreground. Say "Hi" to the Brewmaster Glukkon. He'll call for help and wake the sleeping naked Slig in the upper right corner, who will proceed to get pants and chase you. Go to the right, climb to the ledge on the left, and pull the lever once the Slig comes in, trapping him. Possess him and have him pull the lower lever to bring down the lift. Ride it all the way up and shoot the other Slig (wait until he's turned left to rise to the top), then bring the lift back down and blow yourself up. Take Abe up the lift to the top and drink a Brew, then go back down to the bottom. Pull the lever on the upper ledge again to drop the barrier. Fart and possess it, then blow up the Chant Protector on the screen with the Glukkon. You can now go possess the Glukkon from the background, where you're safe from the Slig (who regenerates even if you blew him up with your fart). The Glukkon can tell the Glukkon Voice Locks to "Do it" to operate all of the lifts on his own. Have him ride the right lift all the way to the top, and tell the Voice Lock to "Do it" to open the slamdoor. Blow up the Glukkon. Bring Abe up here again (use the lower lever to summon the lift) and jump into the well.

The Zulags are numbered as follows: |5|
 You can check the map for the ---
 layout of screens in each if |1| |2|
 you like. -----

*** ZULAG 1 ***

*** 11.1.1 ***

(2 Mudokons)

Go right and sneak into the shadows on the next screen. When the Slig leaves, crouch and roll into the tunnel when the trapdoor is closed. Wait for the trapdoor ahead to close again and roll over it to end up hanging from the far ledge. Wait for the Slig to come and go again and climb up. Sneak behind the Slig to the shadows on the next screen. When he goes left again, roll through the first tunnel, stand in front of the mine and hop over it. Pull up and roll through the next tunnel once the Slig returns and leaves again. Walk right and stop beside the mines. When the trapdoors close, hold the Triangle button to hop 4 times to safety. On the next screen, roll and hang from the lower ledges to avoid the patrolling Slig, and climb up to the upper level via the yellow ledges on the right.

Go right and pull the lever to summon a Glukkon. Possess him, have one Slig kill the other, then bring him to the lift and pull you up. Have him follow you to the next screen, and hop over the gap to make the Slig run through it and fall to his death. Continue left, opening the Glukkon Voice Locks as needed. At the end, have the Glukkon walk onto the mines, blowing one up in the process. With Abe, bring the lift back down, climb back up via the yellow ledges to the left, and summon another Glukkon. With him, follow the same path as the last and blow up the other mine by the lever. Bring the lift down and get yet another Glukkon, go across the top again, picking up a Slig along the way (you can also yell "Help" at the Slig Machine to get one if you have to), and have the Slig pull the lever at the left end. Go down and tell the Glukkon Voice Lock to "Do it", have the Slig "C'mere" and fall into the open trapdoor at ground level. Go down each level in this way with the Slig at your side.

At the bottom, stand over the trapdoor. Get the bottom Slig's attention with "All o' ya" and have him "C'mere" to beside the lower lever, then "Do it" to pull it. Bring the top Slig down (if he's still there, as one time he just disappeared on me) and kill any other Sligs on the ground, then blow yourself up. As Abe, go left across the top and pick up the two Mudokons, saying "Sorry" to quell their anger. At the end, walk them down through the same holes the Glukkon went down, then right at the bottom to the bird portal. Chant them free, turn the wheel to open the door and exit.

*** ZULAG 2 ***

*** 11.1.2 ***

(5 Mudokons)

Run right and jump to the ledge. Go through the door, go right again and take the lift all the way down. Run through the electric gate when it is turned off. Take the bottom path right and hop or jump over all of the mines. At the end, pull the lever and run left from the flying Sligs, jumping over the mines until you reach the screen with the electric walls. Climb to the upper right ledge on this screen and go right, then possess a flying Slig from safety here. Use him to blow up the other Slig (if he hasn't done this himself already) and all of the mines, then fly left past Abe. Fly past the lower electric gate and go down to pull a lever. Fly him back up, past the lower electric gate, then past the upper one and up along the path of the lift. By the Mudokons in the cage, pull the lever, and blow up the other flying Slig. Go up the tunnel in the upper right corner. Above, take the right-most tunnel up and to the right, then pull the lever to fry the Slig chasing you. Pull the lever again and go back and up the left tunnel. At the end, blow up the final flying Slig and pull the lever, then destroy yourself. As Abe, go through the door and chant to save 3 Mudokons. Go back through the door and left, apologize to the pair

of Mudokons there, and bring them down to the lower level. Run right with them all the way to the bird portal and chant them free. Move yourself right to the end, turn the wheel and exit through the door.

*** ZULAG 3 ***

*** 11.1.3 ***

(5 Mudokons)

Go down, crouch and roll through the drills when the time is right. Repeat for each set of drills as you move to the right. On the screen with the Mudokons, roll past the drills, climb up on the right side, hop across and say "Sorry" to each of the top Mudokons. Now continue left across the top, jumping across each gap and pulling the levers to stop most of the drills. At the end, go down to the ground and go back to the Mudokons. Get the ones on top to "Follow me" off the edge to the ground, then lead everyone together to the left. The drills move slow enough now that you can lead the whole group past them as they go up. On the last screen, make them "Wait" on the right and hoist up to the ledge. Jump to the top platform when the 2 right drills are down and pull the lever. Go down, stand one in front of a wheel, take the other wheel yourself and "Work" together. Chant to free the 5 Mudokons and exit through the upper right door.

*** ZULAG 4 - Part 1 ***

*** 11.1.4 ***

(5 Mudokons)

Go down and roll left. Drop to the ground and walk right past the Greeters when safe to do so. At the gate, pull the lever, then jump up to the right upper platform. Pull the lever and immediately run off the ledge, then jump and hang from the left ledge. As the Slig drops to the ground, hoist up before he sees you and possess him (if he doesn't seem to want to drop down, drop to the ground yourself and immediately jump up again to hang from the ledge again). As the Slig, shoot the Greeters. It takes a good dozen bullets or so to blow each one up. Once you've destroyed all three Greeters, blow yourself up, and have Abe bring the 3 Mudokons to the middle screen and chant them free via the bird portal (pull the lever by the left Mudokon to drop the gate there). The Mudokons will escape even while wired. Now, where the well is 'out of order' on the right, climb down through the floor to another area. Though the "secret" chimes sound, you have to go through here to reach the exit, so I won't count it as a secret.

Roll right under the wall. You can jump across the gap by running for the one step you have, and hoist up without touching the floor. To the right, pull the lever to release the Sloggies, then roll back left and jump across the gap. Jump back again and go pull the next lever up top on the right, immediately running forward as the Slig appears. Pull up to the ledge as he walks off of it, hop across the gap and stay at the left end of the screen. Possess the Slig. Position yourself to the right of the lever, shout "Look out!", pull the lever and shoot. Kill all the Slogs and Sloggies before the laughing gas takes effect and the Mudokon runs into them. Once they're all dead, kill the Slig and go left across the top to the far lever. Pull it, then lead both Mudokons to the right screen. You'll have to stay at the top to avoid scaring away the birds. Chant them free, then climb up to the right and exit this area.

*** ZULAG 4 - Part 2 ***

(3 Mudokons)

Go right through the tunnel. At the end, climb straight up a series of ledges, then roll across the top. Out the other end, jump to the middle platform. When the left side is clear of Greeters, pull the lever and run left. Hang from the left ledge, and hoist up as the Slig jumps down. Possess the Slig, shoot the Greeters and blow yourself up. As Abe, continue to the right along

the top. On the next screen, only roll a couple spaces at a time when the top Slig on the right turns away. Stand and hop across the first gap, sneak forward, and hop across the next gap only when both Sligs are facing away, hoisting up immediately. When they're facing away again, hop over to their area. Sneak to the lever and pull it, then sneak back a bit and hoist up to each ledge as they turn away. At the top, sneak forward one step to the well and jump in, then walk left right away to get under cover from Slig fire. Enter the door for a FMV.

Run across the space to the end. There's no point in possessing these Sligs because new ones just reappear. On the left, pull the lever to free the Mudokons. They're sick, so they can't follow you yet. Climb down the left side. Pull the lever to summon a Slig. When he passes right, climb down behind him and run left. He'll chase you, so jump into the well on the next screen. Possess him from the background. Talk to the Slig Voice Lock [high grunt, low grunt, high grunt, high grunt, laugh] and blow yourself up. Bring Abe back through the well to the foreground, go right and walk off the right edge. Say "Hi" to get a chant ring, and go back up to your sick buddies. Chant, then make them follow you off the left edge and down to the ground. Take them left and chant to free them, then turn the wheel and exit.

*** ZULAG 5 ***
(3 Mudokons)

*** 11.1.5 ***

Go through the doors and follow the path left past the wheels. Sneak on the next screen behind the Sligs to the middle. Pull the ring when they're over the trapdoors to drop them to their doom. Say "Sorry" to the Mudokon above and bring him to the wheels on the right, then go left via the top level to the next new screen. Get the Sloggies to chase you past the right barrier. When they're caught behind it, run to the ring, then pull it when the Sloggies are running towards you to drop them through the trapdoor. Bring the Mudokon here to the wheels on the right as well. Go left across the top again. At the Slogs, jump to hit the sack and keep running, jumping up to the left ledge. Run and jump back to the right ledge and get the bones. Throw one down, jump down, throw another just in case, and pull the lever to open the right gate. Quickly climb back up again. Go right across the top. The Slog will chase you. From the center upper platform, toss down a bone, then climb down and get under the pull ring. When the Slog is finishing his meal and starts to run back towards you, pull the ring to send him crashing down. Go left and have the last Mudokon "Follow me" to the right to join the others, then "Work" all four wheels together (you have to join in, too). Now, bring them all together to the gate where the Slog is trapped and have them "Work". Release the Slog, lead him right and trap him again there. Now, bring the Mudokons all the way to the left, pull the lever on the screen with the bone sack, keep going left and chant them free. Go back right to the wheels on your own and enter the door to finish.

Enter the lower middle door to move to the next hub.

~~ MUDOKONS RESCUED SO FAR: 233 ~~

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= HUB 2 =
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= 11.2 =
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MUDOKONS: 39
SECRETS: 0

The Zulags are arranged as so: |6| |7|

Jump into the well to reach them in the background. Jumping back into the lower well takes you to the top, and the top well returns you to the foreground.

*** ZULAG 6 ***
(9 Mudokons)

*** 11.2.1 ***

Go up and left to the door. Go right to another door. Walk through the electric fences when turned off. At least the pattern is predictable. Be sure not to run off the top through the second fence, or you'll hit the lower one on your way down. Say "Sorry" to the 3 angry Mudokons below. Make sure the bottom electric fence is deactivated, pull the ring and lead them all to the left. Stop on the next screen and chant to save them, then use the teleporter. On the next screen to the left, once you pull the lever to activate the well, the Mudokons get showered, making them angry. If they keep on slapping each other like that for too long, some of them will die. Roll across each electric fence as it's deactivated and jump into the well. Say "Stop it!" once you're up top so that they'll stop slapping each other, then walk down the line saying "Sorry" to each in turn. Get everyone to "Follow me" and lead them right to the lift.

Ride up to the top, and make the Mudokons "Wait" to ensure that none follow you. Now, as soon as the first electric fence deactivates, go forward and stand over the right edge of the trapdoors, so you'll drop down to the Mudokon below. You have to do this quickly before the Slig comes in and sees you. Say "Sorry" to the Mudokon and have him "Follow me" to the right, then chant to free him. Pull the lever repeatedly until you hear the Slig above get zapped. You can use the TV monitor here to see the current situation above and get a better sense of when to pull the lever. Once the Slig is zapped, jump into the well. Go left on the lower level and bring the Mudokons to the right edge of the trapdoors (if the electric fences are active, go back through the well and turn them off first - you can also use the TV monitor down here to see the current status of the fences). Go back through the well and pull the lever under them to drop them down. Take them right and free them. Jump into the well again, take the top path left, turn the wheel and exit.

Thanks to Kirby for the tip on saying 'Stop it' to give you more time to apologize to all of the fighting Mudokons.

*** ZULAG 7 ***
(8 Mudokons)

*** 11.2.2 ***

Go down and lead the blind Mudokon under each drill as it rises. Make sure to say "Wait" early enough for him to stop somewhere other than under the drill. Bring him right to the lift and go down. Leave him there for now and take the right lift all the way down to the lower screen. Watch out for the drill on the way down!. At the bottom, again have the blind Mudokon walk under each drill in turn. Stop on the lift and carefully go back up past the horizontal drill. Go all the way back up, get the other 2 blind Mudokons, go down one level and take them all the way to the right, to yet another lift. Get some bones from the sack and go down.

With the Slog below, get all of the blind Mudokons to move to the right edge of the lift. Stand on the left edge, say "All o' ya" and "Follow me", then immediately throw a bone down to the ground. Drop to the ground, swivel and throw another bone to the right, as the blind Mudokons all make their way to the lift on the left. Run over there and pull the ring as soon as the Slog goes for the second bone, trapping him behind the slamdoor. Repeat this method

for the next three screens below, switching left and right as necessary. At the bottom, bring the blind Mudokons to the right and onto yet another lift. Take them up, then right, and then chant to rescue all 3 at once and get the Shrykull power-up! Go back to the last lift and go all the way down, then chant to kill the Slogs. Roll through the tunnel on the bottom right and chant to save the other 5 Mudokons. Go back up to where you got the power-up, turn the wheel and go through the door.

Thanks to Fredbar10drjones for the easier method of getting the blind Mudokons past the Slogs that I described above, rather than the one included in an earlier version of this guide.

*** ZULAG 8 ***
(4 Mudokons)

*** 11.2.3 ***

Go right and pull the first lever you come to, then run left and jump back up to the ledge where you started. Jump over the Slog and run right again, climbing to the ledge above where it came out. Continue right and do the same trick again, hopping over the Slogs to get past them after leading them left. The third time, only a Sloggie comes out, so jump over top of him and up to the right ledge. Go right, pull the lever and chant to possess the flying Slig, have him pull the right lever to drop the gate then take him back along your path, killing the Sloggie and Slogs, the latter by bouncing grenades off the walls of the Mudokons' cells to drop down onto the Slogs. Go up where the arrow points up, to the left of the last Mudokon cell. Go down into the fenced enclosures and pull the levers to drop the Mudokons to the ground as you go across the top, pulling levers to open gates and blowing up Sloggies and Slogs. Go through the tunnel at the end and blow up the Slog before you trigger the Motion Detector. At the end of that tunnel, descend to drop the last Mudokon down before blowing yourself up. As Abe, go back left, picking up Mudokons as you go, then chant all 4 free at the end. This will wake up the Sloggies in their hut, so run right all the way back (or walk, really, since the Sloggies don't run very quickly at all, what with their stumpy little legs and all), turn the wheel and exit through the door.

*** ZULAG 9 - Part 1 ***
(7 Mudokons)

*** 11.2.4 ***

Tell the Mudokon to "Work" the lever, then hop off the edge of your platform to land in the shadows while the Slig's back is turned. Roll into the gap and fall to the bottom. Notice the level numbers along the way down. Lower yourself over the edge when the Slig is facing right, drop and immediately sneak one step forward to the shadow. When the Slig passes you, sneak right to the shadow beside the SoulStorm Brew Machine. Sneak one step more and drink a Brew after he starts walking left, then sneak left back to the shadow again. Sneak back left and hoist up to the upper platform, fart while on the edge and move all the way right before it explodes, taking out the Chant Protector. Possess the Slig and explode him. Drink more brews and fly your farts up the shaft on the left to destroy all of the Sligs EXCEPT THE ONE ON LEVEL 3. Pull the lever by the well and jump in to return to the very top. Pull the lever to drop the Mudokon to your level, and both of you drop through the gap in the floor between you. On level 6, bring your Mudokon down to meet the other, and place both of them on the trapdoor here and pull the lever, then jump down through that space yourself. And now for the executive offices on level 5. I will number the offices as so:

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|1|   |3|  
---  ---  
|2|   Teleporter
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EXECUTIVE OFFICE 1:

Go right and pull the lever to summon a Glukkon. Possess him, then walk down and tell the Glukkon Voice Lock to "Do it". Now go left past Abe and do the same on the next screen. Now, tell the Slig to "C'mere" to beside the gate, then "Do it" to pull the lever and activate the electric fence. Saying "Kill 'em" will then make him back into the electric fence and fry himself. Kill the Glukkon, move Abe left and pull both levers, then go up and say "Sorry" to the Mudokon. Bring him down and right, then chant him free. Go back out through the upper door on the left screen.

EXECUTIVE OFFICE 2:

Go left, pull the lever and immediately jump to the upper platform. Possess the Glukkon and walk him off of the left edge. Tell the Glukkon Voice Lock to "Do it" to drop the trapdoor, then tell the Slig to "C'mere" and fall through it. Hop over it and go to the next screen. Tell the Slig to move to beside the lever, pull it, then follow you through the gap to the floor. Bring him left and make him fall into the same hole by saying "C'mere" from the other side, then fall in yourself. Have Abe go right, get the Mudokons down to the floor, then lead them left and chant them free. Exit through the door on the right.

EXECUTIVE OFFICE 3:

Go left and jump up to the left ledge. When the Slig leaves, go down and drink a Brew, then climb back up. Fart and possess it, then fly right and blow up the Chant Protector. Run and climb to the right upper ledge, jump the gap on the right and pull the upper lever. Possess the Glukkon, then stand next to the gate and tell a Slig below to "C'mere" and "Do it" to pull the lever below. Kill one of the Sligs using the other, then go left along the ground and use the Glukkon teleporter. You end up outside the executive offices.

Stand the Glukkon over the trapdoor and tell the Glukkon Voice Lock to "Do it", dropping you down a level. Repeat below. Now, on level 3, use the Slig to pull the lever (aren't you glad you kept him alive now?) Go down via the Voice Locks all the way to level 1, then blow up the Glukkon.

Have Abe drink a final SoulStorm Brew, then leave the executive office by the door on the upper left. Fall down the tunnel along the left side to return to level 2, fart and possess it, then fly it up to blow up the Slig on level 3. Abe can now pull the lever by the well, jump in to return to the top again, then make his way down, bringing the two Mudokons down through the series of gaps in the floors. On level 2, have the Mudokon in the cage "Follow me" one step and "Work" the lever to free himself. Bring all three down to level 1, pull both levers, and chant to free them. Enter the door down here that was opened by completing all 3 executive offices.

*** ZULAG 9 - Part 2 ***

(4 Mudokons)

Go right and pick up the wired Mudokons. Don't slap them yet. They'll follow you, so lead them back left. Climb up and roll to the far left. Stand and pull the lever. Immediately start chanting. Once the 4 Mudokons are free, pull the lever again once any Fleeches climb up to your level, and they'll fall through the gap as they race towards you. Keep pulling until all Fleeches have fallen through and are trapped behind the slamdoor that raises and drops each time you use the lever. Alternately, with the slamdoors up, roll right and run to the next screen, and if any Fleeches are chasing you, stop by the lever there and pull it to fry them. This also opens the gate and the door above, so head up there regardless of whether the Fleeches are trapped or dead. On the other side, turn the wheel and exit through the door on the right.

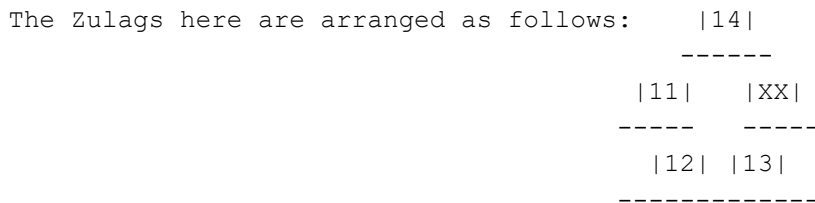
Roll through the tunnel below you, go through the door and run right until you reach the electric fence. Enter the door beside it, pull the lever in the background and then return. Climb to the left ledge and pull that lever, then possess the Slig that appears. Go right and kill the other Sligs as you go. At the end, use the teleporter to reach the top level, kill the Slig up there (be sure to yell "Look out!" if he's around Mudokons when you shoot him) and teleport back down. Take the lift to your right down and teleport, hop down and use the lower teleporter there. Shoot the Sligs in the foreground, watching out for the Mudokon, teleport back and go left. Drop down the gap, teleport again and shoot the Sligs, yelling "Look out!" first. Teleport back and go left. Pull the lever by the Mudokon to summon the lift and ride it up. Go left and teleport to the background near Abe, and pull the right lever to turn off the last electric fence. As Abe, retrace this path, rolling under drills as needed and rescuing Mudokons. The first two are on the upper level only reachable by teleporter. The next one is after taking the lift down, and you have to run with him under the drill to the right. The fourth one is easy, just bring him to the right. For the last 3, you have to take them right to the wheels first and "Work" them all at once, then bring them back down the lift and right to the bird portal. Go back up the lift and exit through the door by the wheels.

~~ MUDOKONS RESCUED SO FAR: 272 ~~

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= HUB 3 =
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= 11.3 =
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MUDOKONS: 22
SECRETS: 1



Go right, jump up and pull the lever. Possess the flying Slig and take him right. Go down on the next screen via the tunnel on the right and blow up the other flying Slig without hurting the Mudokons. Continue down and go past the Slig when he's turned away. You can't get him because of the cage. Continue all the way down past the arrow. Hide from the Sligs in the background by staying in front of crates as you move to the right. Use grenades to dispatch the patrolling Sligs below you. Go up after the door marked 'A', kill the flying Slig and pull the lever. You may now blow yourself up. If you didn't accomplish all of this, just have Abe pull the lever again and possess a new flying Slig.

When done with your flying Slig, roll Abe through the tunnel to the right. Say "Hi" to the free Mudokon on the next screen for a chant ring. Go down, use it, then go back up and get another for the next pair. You'll need 3 chant rings in total. Go down the lift bringing each pair of Mudokons aboard, going past the Slig when his back is turned. Get all 6 to follow you off the edge, first right then left, at the bottom of the lift's path. Now, have them all follow

you over the ledge behind the boxes, then run across to the next screen. After the 'A' door, make them "Wait" while you cross, then call them all over; the Slig only shoots at you, but he'll hit them if they're with you when you cross. Go up the lift when the Slig faces left. At the top, lead all 6 Mudokons right and chant them free. Turn the wheel and go through the door above it.

*** ZULAG 12 ***
(2 Mudokons)

*** 11.3.2 ***

Go left very carefully past the Greeter's motion sensors. Climb up to the SoulStorm Brew Machine, drink one, fart and possess it. Take it left and blow up the Slig, then drink another and get the Slig two screens over. Drink one last brew, but save your fart for later. Go left two screens yourself and climb to the right ledge, then across the top to the wheel. Turn it then go back over and drop through the gap with the down arrow. When you land, sneak right. Sneak to the end of the ledge and hop to hang down from the other side. Drop, and sneak forward while the Slig's back is turned, hoisting up to the other yellow ledge. Possess the lower Slig and talk to the Slig Voice Lock [high grunt, high grunt, low grunt, high grunt, low grunt, laugh]. Go left and kill the Slogs, calling "Here boy" if they're still on the upper platforms. Blow yourself up. As Abe, climb back down and go left. Climb up to the right ledge and jump across the top to the left well. Jump in, say "Hi" to get the yellow chant rings, jump into the new well here, and go back through the gap under the down arrow to reach the bottom. Go right along the bottom and stop on the first empty screen. Now, fart and possess it, fly it right under the tunnel and blow up the Slig. Now bring Abe right through the tunnel, climb up and turn the wheel. Go back down and chant to cure the 2 Mudokons. Have them "Follow me" all the way back left to the bird portal. Free them, then climb back up to the left well and go to the very top. Run back to the right. At the Brew machine, there's one Brew left, so drink it, fart, possess, and go destroy at least one Greeter. On their screen, climb up and enter the left door to exit.

*** ZULAG 13 ***
(8 Mudokons)

*** 11.3.3 ***

Note: Most of the signs mistakenly say this is Zulag 14. It isn't. Pull the lever and go down. Lead the wired Mudokons right past the various barriers. On the screens with gates, make sure you get all 5 Mudokons through. Be patient, moving ahead one section at a time, using the buttons up top to let the Mudokons through on the bottom when they get stuck. This is a most annoying level. With the electric walls, just wait until the path is clear and all the Mudokons have stopped running around before proceeding. At the end, it may seem like you can't get both you and they past the last slamdoor on the right. At this point, go ahead to the next screen, down to ground level and back left to free them with the bottom right pressure plate. On the screen ahead, slap them all better and bring them onto the lift. Go to the very top and chant them all free at once to get the Shrykull power-up. Turn the wheel, but don't enter the door yet. Go all the way back down the lift and run across the bottom all the way to the left. Amidst the laughing gas, jump into the well, which you activated by turning the wheel. This will shoot you up to a secret area.

0=0=0=0=0=0=0=0=0=0=0=0
SECRET 27 (3 Mudokons)
0=0=0=0=0=0=0=0=0=0=0=0

Shrykull-blast the many, many mines to smithereens, then enter the door. Drop off the ledge into the shadows while the Slig's away. When he comes back, sneak along immediately behind him to the next screen, stopping in

the first shadow. Now, wait a while for the Slig's patrolling patterns to synch up so that you sneak to the right immediately behind the right Slig, making it all the way off-screen before the left Slig returns and spots you. On the next screen, stop in the first shadows. You may need to wait a while again for the patrol patterns to match up, ultimately you want to sneak to the right behind the one Slig that always stays on this screen, while the other two Sligs are each moving off-screen in their respective directions. Stop in the next shadows. Now, when the Slig that comes from the right has passed you and is facing left, run right off the screen and keep running. Jump and hoist up when you can, then take the top level back left one screen. Pull the lever and possess the Glukkon. Get a Slig and have him shoot all the others as you move left. Go to the end and hop over the gap, then make the Slig run and fall into it. Return to the tear extractor machine and talk to the Glukkon Voice Lock, saying "Do it" to release the Mudokons. Kill the Glukkon. Get Abe to run back to the Mudokons, picking up the yellow chant ring from the Mudokon in the background on the way by (say "Hi" to him). Take the Mudokons to the right after curing them, and chant to save them at the bird portal. Go through the door that opens on the upper right ledge.

Having finished the secret, you automatically return to the hub, rather than having to cross those annoying pressure plates again.

*** ZULAG 14 ***
(6 Mudokons)

*** 11.3.4 ***

Walk left along the ground and enter the door. Continue left, then make the longest jump of your life, jumping off the very last step before the end. Hoist up and continue left. Climb to the upper wheel and turn it to summon a Slig. Jump over him, running right, and jump over the long gap again. Hoist up, run and jump to the upper right platform, and possess the Slig from there. Move him left and talk to the Slig Voice Lock [low grunt, low grunt, high grunt, low grunt, high grunt, laugh]. Take the lift down. Kill all of the Sligs, moving left to the end. Remember to tell the Mudokon there to "Look out!" before firing around him. Blow up the Slig and bring Abe down here, using the wheel to call the lift.

When you reach the Mudokon, have Abe climb up to the right and turn the wheel to summon a Glukkon. Possess him. Work the Glukkon Voice Lock here, and the other one to the right that drops down the Mudokons. At the very right end, shout "Help!" and get the Slig to follow you back left to the lift. Go down and bring the Slig to the right. Walk past the Mudokons, then kill the Sligs that walk in here. Drop down on the right with your Slig and work the last Glukkon Voice Lock. Leave the Slig under the two working Mudokons and kill yourself. As Abe, get the 3 Mudokons along the top level and take them left to the lift, which you can call back up by using the lower wheel. Bring them all down. Possess the Slig on the bottom and kill him. Get all Mudokons down to the bottom level, and bring 2 of them all the way to the left. "Work" all 3 wheels at once with them, then bring them and all the rest all the way to the right to free all 6. Go left all the way again and enter the door to exit.

At the hub, use the well to return to the foreground and enter the door on the left there for the final Zulag.

~~ MUDOKONS RESCUED SO FAR: 294 ~~

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= ZULAG 15 =
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= 11.3.5 =
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MUDOKONS: 6

SECRETS: 0

Roll right 3 screens, climb up and read the hand panel. Enter the door and watch the amusing FMV.

Climb above the timer display and roll back and forth through the tunnels to the wheel. Turn it to start the countdown. Immediately step left, climb up and roll ahead of the top drill. Follow the middle drill to the right and run as soon as you hit the ground. Enter the door on the right. In the background, step right and turn the wheel to eliminate the flying Sligs, then enter the next door on the right. Run right and roll into the tunnel, and keep running ahead of the flying Slig on the other side. Roll and drop at the end of the run and enter the door.

Run left, assuming you're ahead of the drill, to the next screen (if you're behind the drill, wait for it to reach the end of its track and it'll stop). Crouch and wait for the drills to start rising, and roll to each UXB and deactivate it. They go simply [red-green-red-green]. You can do all 3 in one quick pass across. Say "Hi" and "Sorry" to the Mudokon, then get him to follow you. He'll stop at the left wheel while you run or roll to the right one, then "Work" together and get him to "Follow me" again right past the drills to the lift on the next screen. Go down as soon as he joins you. Below, get him to "Follow me" then run across the lifts when they're even. Take the last lift on the right down.

Lead him to the first wheel and "Work" both together. Enter the door. In the background, run left and slide-enter the door at the end. In the foreground, go right under the drill and turn the third wheel on the next screen to drop the gate. Bring the Mudokon with you back to the left. Run under the drills. On the next screen, wait for the trapdoor to close and lead the Mudokon to the bottom wheel. Run and jump to the upper wheel on the right, then "Work" both together. Say "Sorry" to the angry Mudokon. Bring both of your buddies to the lift on the left and go up. Above, place them each in front of one of the wheels on the bottom, and climb up to the third yourself. "Work" all of them together. Quickly have "All o' ya" "Follow me" to the lift on the right and ride it up before the drill arrives. Up top, chant both free at the Shrykull power-up portal. Roll left 2 screens, stand and chant to destroy all that stands in your way. Climb up and turn the wheel marked 'Final Exit'. On the ground, chant to save the 4 Mudokons in the background and jump through the portal that remains open as the Brewery goes boom. Watch the final FMV.

~~ MUDOKONS RESCUED: 300 ~~ Congratulations!

One final note: as you fell after turning the 'Final Exit' wheel, you may have noticed that you fell past a screen with three UXBs and a bird portal. If you replay the game and rescue less than 150 Mudokons by the end, the trapdoor on this screen will be closed and you will land here. You must then deactivate the UXBs, chant and jump through the bird portal, and all just to obtain... the bad ending. Try it, it's definitely worth watching.


~~~~~  
I. URGE TO KILL... RISING...  
~~~~~  
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So you want to kill as many Mudokons as you can, do you? Alright, here's what

you do. First of all, get some personal counseling. Seriously. Second, keep reading.

In order to get the special ending, it's not good enough to just not save your people. You have to go out of your way to see them dead, so that they go up on the Mudokon status boards as 'Casualties'. Remember the ones in secret areas, too. If you just pass them by, all you get is the 'bad' ending. You can speed through the game awfully quickly that way, though.

Unfortunately, you can't kill absolutely every one of the green dudes, because you need to rescue a few just to be able to progress through the stages. Here are the Mudokons you who must escape your vengeful hand:

==> At the very start in Necrum Mines, you must save the first 2 Mudokons (excluding the ones in the secret area) to open the gates so you can advance.

==> Even before those two, there are 9 Mudokons at the end of the first secret area that you cannot reach, and consequentially cannot kill. These will have to simply be left alone to wallow in their despair.

==> The first 2 blind Mudokons you encounter, in Tunnel 4, each have to jump through their respective bird portals to open the doors.

==> In Tunnel 5, rescuing the first blind Mudokon summons the lift, and the second opens the door.

==> In the Slig Barracks, Block 2, you have to rescue 3 Mudokons to get the Shrykull power-up. Otherwise, you can't exit.

==> In the Bonewerkz, Annex 7, you would think that you need to send some Mudokons through the Shrykull portal to get to be able to get to the exit. But, if you have at least 2 bones from Annex 6, you can use these to blow up the mines blocking your way on the very right. QuikSave before you try, because you have to throw them just right and hit the last 2 mines, then jump down without falling onto the first mine. If you think you can accomplish this, go ahead and kill the Mudokons here.

==> In the final Zulag, you have to save 2 Mudokons to get the Shrykull power-up so that you can finish the game.

Other times, you will need to have Mudokons follow you to work wheels and such so that you yourself can advance, but you don't have to send them through a bird portal.

So you are obligated to save only 11 Mudokons, and allow 9 to live unrescued. The other 280 are fair game. There are many ways to kill them: zapping them, walking them off cliffs, blowing them up, getting them shot... The fun never ends. For those Mudokons whose mode of death is not so obviously at hand, you have the default of slapping them repeatedly until they die. Remember, too, that if a Mudokon sees another die, he will become depressed, and if he is already depressed, seeing another Mudokon die will then drive him to commit suicide. Those crazy Mudokons.


~~~~~  
J. MESSAGES FROM THE ODD  
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#####

Abe's Oddysee had many wonderful rhymes built into the story stones and FMV's, and for my guide to that game I included all of these in a section at the end, just to highlight the poetry and wonder of Oddworld. Abe's Exoddus doesn't have the same kind of poems, opting rather for educational (but still highly amusing) panels instead. But there are still lots of completely unnecessary messages flashed across the LCD screens peppered throughout the industrial environments, so I thought to include all of the ones I've seen here.

Smuggling bones in your pants is grounds for immediate termination!

Keep yer employees in the dark with the all-new Eyestitch 2000. The ultimate blinding machine.

Vykker's Lab reports Soulstorm Brew totally safe! Don't think, drink!

FeeCo Depot: Where will we send you today?

New from RuptureFarms: Weenie Babies! Sausage has never been this much fun!

Wanted: Bullet catchers and grenade testers. Apply in person to General Dripik. Qualified recruits only.

Find the secret prize inside every specially marked package of RuptureFarms Mystery Meat!

AzGasCo: Growing one fart at a time.

FeeCo Food Extractors...Eat twice... Feels nice...One price!

FeeCo Fatvats. When you got serious fat, you need a serious vat.

Vykkers Labs. Molding the future out of you.

Blowco Bonesaws. Perfect powder - every time.

Moolah ticker...Solstrmbrw up...FeeCo up Bnwrkz up...Rptfrms down! down! down!

Wanted: Mudokon Fleech flusher. No experience required.

Phleg's Bonepaste...Good to the last glop.

SoulStorm Brew: Just drink it!

SoulStorm Brew...our spew is your brew.

New and improved SoulStorm Brew...twice the flavour...twice the bones...twice the price.

Scrab cakes. Mmmm mmmm. They'll cost you an arm and a leg!

You break it, you bought it.

Need a (permanent) vacation? Consult a Slig supervisor.

Depressed ...? Then work harder!

Drink cool, clear, depressing SoulStorm Brew.

Legz iz uz: If you can find a better leg, buy it!

And last but not least, if you achieve Perfect Quarma, you get a very special and taunting message from the developers:

Your the bestest, Abe!!!
You found all the Glukkon secrets,
Blew up Necrum Mines, put SoulStorm Brewery
Out of business and saved every single Mudokon!!!
And don't even worry about your long lost Mudokon mother. Yet...
You'll know all about it when you meet Munch...

Of course, at this point we know that these hinted-at elements didn't end up making it into Munch's Oddysee. Lorne has stated in interviews that they were unable to put everything into that game that they wanted to due to their commitment to have the title ready for the Xbox's release date. Maybe someday, far in the future, we'll see another Oddworld game that properly addresses Abe's parentage.

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K. CLOSING AND LEGAL INFO  
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Well, that's it. I hope you enjoyed the game, and that this guide provided some moderate assistance to achieving that elusive perfect status. I am always open to comments and suggestions for improvements to my work, so if you have burning need to talk to me about it, please send me a note to:
[syonyx_faqs at yahoo dot com].

And if you want to see other game guides that I've written, including for other Oddworld games, you can find my gamefaqs contributor page at:

<http://www.gamefaqs.com/features/recognition/35729.html>

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A few thank-you's are in order, I suppose, so shout outs to Mark Lundeberg, Kirby, Fredbarl0drjones for writing and suggesting alternate ways of doing things from the first version of this guide, and many others whose questions helped me to clarify various sections of the walkthrough, to the benefit of all, and to many more who just wrote to say thank you for my efforts. You all completely made my day, and I thank you in turn.

Thanks for playing!

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