

Oddworld: Abe's Exoddus Missing Mudokon Guide

by Inoffensive

Updated to v3.1 on Oct 2, 2009

ODDWORLD ABE'S EXODDUS: THE MISSING MUDOKONS

Created by Inoffensive
Version 3.10
Started July 4, 2002
Last updated August 27, 2009

Playstation is a registered trademark of Sony Computer Entertainment Inc.
Oddworld: Abe's Exoddus (c) Oddworld Inhabitants, Inc. All rights reserved.
All other trademarks are property of their respective companies.

Copyright 2002-2009 Inoffensive

00. PROLOGUE

001. INTRO ID#00.001

This is a guide for the missing Mudokons. This means that I will not be giving any explanations on how to actually beat the game. The walkthroughs described pertain only to the hidden Mudokons and that's it. This is a guide for people who have already finished the game at least once.

Spoilers do run free in this guide. I didn't make any attempt to avoid them so if you don't want to know how it all goes down I would avoid continuing reading further if I were you. You won't be warned again.

CURRENTLY IN STOCK

Oddworld Abe's Exoddus: The missing Mudokons
Final Fantasy IX: Secrets of Gaia
Chrono Cross: Secrets of El Nido

002. COMMONS DEED ID#00.002

You are free:

- To copy, distribute, display, and perform the work

Under the following conditions:

- You must give the original author credit.

- You may not use this work for commercial purposes.
- You may not alter, transform, or build upon this work.

For any reuse or distribution, you must make clear to others the license terms of this work. Any of these conditions can be waived if you get permission from the copyright holder.

Your fair use and other rights are in no way affected by the above.

More information on these links:

<http://www.creativecommons.org>

003. INDEX ID#00.003

If you need to find a specific section of this guide, just pop-up the find form and use the ID numbers to get just about anywhere pretty darn fast.

00. PROLOGUE

001. INTRO ID#00.001
002. COMMONS DEED ID#00.002
003. INDEX ID#00.003

01. INTRODUCTION

001. PROPHECY ID#01.001
002. STORYLINE ID#01.002
003. CHARACTERS ID#01.003
004. NON-PLAYABLE CHARACTERS ID#01.004
005. EMOTIONS ID#01.005
006. QUARMA ID#01.006

02. THE MISSING MUDOKONS

001. WALKTHROUGH ID#02.001

03. ENDING STATEMENTS

001. VERSION HISTORY ID#03.001
002. OUTRO ID#03.002

01. INTRODUCTION

001. PROPHECY ID#01.001

His scarred hand branded
On moons odd face

This hero may free
The Mudokon race

With skin of blue and
Spirit guides too

Only he can save our
Bones from brew

But shall he fall
To Glukkon yoke

Mudokon nation...

Be doomed to croak

002. STORYLINE

ID#01.002

Selected by the fickle finger of fate, Abe, floor-waxer first class for RuptureFarms, was catapulted into a life of adventure when he overheard plans by his boss, Molluck the Glukkon, to turn Abe and his fellow Mudokons into Tasty Treats as part of a last-ditch effort to rescue Molluck's failing meat-packing empire.

During his escape from RuptureFarms, Abe received a vision from the mysterious Big Face, showing Abe that he must not only rescue his fellow Mudokons, but also protect all of Oddworld's creatures from the predatory Magog Cartel.

After completing arduous Temple trials, and journeying across a wasteland with his friend Elum, Abe was granted the awesome power of the Shrykull. Returning to RuptureFarms, Abe destroyed the foul slaughterhouse, rescued his buddies, and brought down some righteous lightning on top of Molluck's pointy head before heading back home to kick back and relax.

But Abe's peaceful retirement was shattered when visited by a vision from the Three Weirdos. Abe learned the Magog Cartel was mining Necrum, the sacred Mudokon city of the dead, to collect bones to make super-addictive SoulStorm Brew.

After freeing the Mudokon spirits imprisoned in the Mudanchee and Mudomo Vaults, Abe gained scary powers from the Weirdos, including the ability to heal his Mudokon friends of SoulStorm addiction, and the power to turn invisible. Infiltrating the transportation hub of FeeCo Depot, and using explosive farts to survive adventures at the Slig Barracks and Bonewerks, Abe broke into SoulStorm Brewery.

There Abe learned the truth behind the secret ingredient of SoulStorm Brew... just before blasting the place to atoms with the combined power of the sobered-up Mudokon he'd rescued. Then Abe joined his brew-addled pals at Alf's Rehab & Tea to take the cure - the journey of a lifetime starts with one step. Or is it twelve?

Now let's meet the guys that will stand in your way (at least most of them). I'm going to let you in on a little secret, you can possess almost every single one of them. That's loads of fun guaranteed.

 ABE

He's a victim, he's a dreamer, he's a klutz, and he's the first great hero in the Oddworld Quintology. Former slave laborer and RuptureFarms Employee of the Year, Abe didn't ask to be the savior of his people...and if his people had a choice, they'd throw him back.

GameSpeak

L1 + L2	Chant
L1 + TRIANGLE	Hi
L1 + CIRCLE	Work
L1 + X	Wait
L1 + SQUARE	Follow me
L2 + TRIANGLE	All ya
L2 + CIRCLE	Sympathy
L2 + X	Anger
L2 + SQUARE	Stop it!

 GLUKKONS

Typical of Oddworld's Industrial species are the Glukkons. An aggressive cohort of slash & burn capitalists, they eat rain forests for breakfast and televise toxic spills on prime time. Sharp-dressed, cigar-smoking, merciless corporate masters of RuptureFarms. When these creeps make a killing in the market, they use a butcher, not a stockbroker.

Vice-President Aslik	Glukkon in charge of FeeCo Depot. The Trains will run on time! Loves decorating and wearing designer suits. Returns videos unrewound.
General Dripik	General Dripik is the stern taskmaster of the Slig Barracks. It used to be about the brew, now it's all about profit.
Director Phleg	Head boner at the Bonewerks. With the meatpacking plant now closed, the first item of business was to find a new source of bones for their brew, which they found to be plentiful at the Necrum Mudokon burial grounds. The bones were processed at Bonewerks.
BrewMaster Glukkon	Half the heart but twice the flavor! After the fall of the RuptureFarms meatpacking plant, Molluck, the CEO of RuptureFarms, entrusted the company's SoulStorm Brewery to this less than competent Glukkon.

GlukkonSpeak

L1 + TRIANGLE	Hey!
L1 + CIRCLE	Do it!
L1 + X	Stay here
L1 + SQUARE	Commere
L2 + TRIANGLE	All O'ya

L2 + CIRCLE	Help!
L2 + X	Kill'im
L2 + SQUARE	Laugh

SLIGS

Sligs are leased out at birth as corporate security personnel. They are given mechanical pants or wings, batons, tear gas, various types of weaponry, but are never taught to use any of them all that effectively. They are easily impressed and even misled by anyone who sports larger or more exotic weaponry than their own. Status is very important to Sligs.

Sligs	Gunned-up slugs in mechanical pants, with itchy trigger-fingers and room temperature IQs. Cruel taskmasters of the sadistic playpen that is RuptureFarms. Corrupt, lazy and sadistic, Sligs are soldiers bred by the Glukkons. Shooting first and asking questions later is their forte, that is, when they aren't catching a quick nap while the Glukkons aren't looking.
-------	--

Flying Sligs	The only thing worse than a walking Slig is a Flying Slig. Discarding their legs for a pair of vibrating rotors, Flying Sligs are the snobby finks of the Magog Cartel. Whether they're hunting down fugitives or spraying grenades on each other, Flying Sligs are everything their walking cousins are not - efficient, deadly, and never asleep on the job.
--------------	--

Crawling Sligs	Normally brutal enforcers of the Glukkon's will, Sligs without their pants become cowardly worms, victims of even the lowliest Mudokon. Sligs without their pants are despised by Glukkons, Mudokons and especially other Sligs. If you see a Slig without his pants, step on his head before he gets to his locker... Everybody has to start someplace.
----------------	--

SligSpeak

L1 + TRIANGLE	Hi
L1 + CIRCLE	Freeze
L1 + X	Git 'im
L1 + SQUARE	Here boy
L2 + TRIANGLE	BS
L2 + CIRCLE	Look out
L2 + X	S'MO BS
L2 + SQUARE	Laugh

SCRABS

Scrabs are viciously territorial monsters straight out of a nightmare. Pair off a couple dominant Scrabs and you've got a brouhaha for the ages - the one thing they hate more than upstart Mudokons are other Scrabs. Finding yourself between a couple of Scrabs is a great way to boost your insurance premium. Not much to look at, but terrific dancers.

ScrabSpeak

L1 + TRIANGLE	Shred power
L1 + SQUARE	Howl

PARAMITES

Scrambling, scurrying, chattering, and conniving, Paramites seem pathetic enough at first, but don't be fooled. Following a Paramite is to invite doom; after a twist and a turn through the Mudomo Vaults, you'll find yourself backed into a tight corner, with a wild brood of paramites swarming out of every shadow. Wrestling a Paramite is like having a hornet's nest explode in your shorts, only not as much fun.

ParamiteSpeak

L1 + TRIANGLE	Howdy
L1 + CIRCLE	Do it
L1 + X	Stay
L1 + SQUARE	C'mon
L2 + TRIANGLE	All a ya!
L2 + X	Attack

004. NON-PLAYABLE CHARACTERS

ID#01.004

Besides all those you can possess there are also some other characters. They'll either help you out or try to hunt you down and collect that reward you have hanging over your head.

BIGFACE

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

WIERDOS

Deceased denizens of the sacred city of Necrum, the Mudokon Spirit Guides were roused from their comfortable slumber by greedy Glukkon bone ranchers who have been plundering Mudokon graves for the main addictive ingredient for SoulStorm Brew. After granting Abe mystical powers and helping him to destroy SoulStorm Brewery, the Mudokon Spirit Guides returned to their crypt where they are still kvetching about Abe's performance.

NATIVE MUDOKONS

Not all Mudokons are enslaved by the Industrialists, but those that live in the wild are a vanishing breed. They don't take kindly to city-folk. These Natives fight to for the right to roam free on Oddworld.

WORKER MUDOKONS

Robbed of their proud and ancient legacy by profit-crazy Glukkons, the Mudokons are the slave labor force of RuptureFarms and SoulStorm Brewery. Because there are no animals left to slaughter, these chumps are the flavor of the week. Worker Mudokons are divided into the Employed Worker Class or Freed Worker Class. The Employed Worker Class or Scrub Mudokons are the lowest of the low.

FLEECHES

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

SLURGS

If a surly garbage truck driver from the Bronx was reincarnated into the body of a banana Slug, you'd have a Slurg. Slurgs wait for unwary travelers and maneuver themselves underfoot. When stepped on, their gaseous bodies emit a high pitched screech. This alerts anything in the vicinity - usually Fleeches.

SLOGS

There's nothing more wholesome than a Slig with his Slog. Regular beatings by their Slig masters from the time they are little Sloggies ensure Slogs are pathologically temperamental. Slogs are ever alert for the smell of fear. They bark, eat live flesh, and are definitely not good with children but they're a Slig's best friend.

GREETERS

Greeters are rolling robots originally designed to follow Mudokons and give the SoulStorm Brew sales pitch. Unlike the MameGame Generators, Greeters are happy-looking, festive robots, their sides festooned with the SoulStorm logo and slogans like: "Our Spew Is Your Brew." A voicebox is built into Greeters as well.

005. EMOTIONS

ID#01.005

This is the only part of the game I'm going to discuss in this FAQ because it matters for the way you play the game. Mastering the moods of the Mudokons is essential for their survival. Oh, and yours too...

ANGRY MUDOKONS

These guys are angry and they want everyone to be too. They won't follow you unless you tell them you're sorry. Sometimes they'll start slapping around and a peaceful scene can quickly become a bar brawl after last call. Tell them to stop before they kill themselves.

WIRED MUDOKONS

That's what you get when a Mudokon stops by the laughing gas lounge. They are totally out of control and will follow you around, running back and forth, left and right, making loud noises that can wake up even the laziest Slig. Slap some sense into their heads.

DEPRESSED MUDOKONS

A whole life of slavery makes them not care at all about any other thing besides their own pain and suffering. They are on the edge and ready to jump, one shock and they will turn suicidal so show some sympathy.

SICK MUDOKONS

Drunk from Brew, these guys are good for nothing, before they even stand up you'll need a healing ring from a Shaman.

BLIND MUDOKONS

They can't see a thing, so you need to give them a special attention. Telling them to "Wait" will be crucial if you want to save them all, otherwise they'll just keep going against walls, off the ledges, over electric fields, right into mine drills and stepping over those nasty land mines. This will be funny the first 30 or 40 times but don't forget that you need to save all the 300 Mudokons to get the very special ending.

Those that point out that blindness is not actually an emotion are correct. That means that blind Mudokons can still become angry or depressed. Blind Mudokons require extra care when trying to save them, so help the poor guys out.

006. QUARMA

ID#01.006

Quarma is good for the soul. Actually, Quarma is the soul. Good Quarma can take you far, bad Quarma will probably get you dead in the end. Quarma saved your ass back in RuptureFarms when Molluck had you hanging over the meat grinders. It means that to win the game you need to save at least as many Mudokons as those that are left behind. After you leave an area the Mudokons you didn't save will be permanently lost. Check the Status Displays throughout the game to know how you're doing.

The ultimate challenge is to save all the 300 Mudokons, and if you're reading this guide, that's probably why you're here. A special bonus awaits those that leave no Mudokon brother behind. But if you're trying a funnier approach, try to kill every single Mudokon you can. The sick part of his quest is that you can't just leave them to die. You're going to have to take a more active role on exactly how they die. Mudokons can be shot, beaten, crushed, smashed, eaten, sliced, shocked, vaporized and they can commit suicide. Inventing new ways to kill a Mudokon is all part of the fun. You're going to have to kill the Mudokons in the secret areas too, so this guide can serve a double purpose.

There are a total of 11 Mudokons that require saving. 2 of them are right in the beginning and you need to save them to open the gate. You need to save two blind Mudokons in Tunnel 4. In Tunnel 5 you'll also need to save a couple of Mudokons. In Block 2 of Slig Barracks you have to save 3 Mudokons. You also need to save a couple of Mudokons right in the end so you can get Shrykull and finish the game. That's a total of 11 Mudokons saved and 289 dead you sadistic bastard.

It's time to go on to the chapter you're all here for, let's begin our quest for the missing Mudokons. Now, you remember those little strange numbers and letters on the top right corner of the screen when you hit pause? Those work as a sort of an exclusive ID number. If the number presented on a specific location matches the one you're in, that you are on the right spot to find the secret location.

If you're having troubles finding out the right spot you can also look for the bottles of SoulStorm Brew. They are pretty easy to see so you really can't miss although they sometimes look like mushrooms. If there are bottles of SoulStorm Brew on the screen, that means there's also a hidden location present, so look alive.

LOCATION #1: MINES - START POINT

[MIP01C04]

These guys from Oddworld Inhabitants are the devil in disguise, I tell ya. They've hidden a group of Mudokons right on the first screen of the game. Get down behind that bone carrier on the ground. Despite what I told you about the SoulStorm Brew bottles, there aren't any on this particular screen.

Go through the door. As soon as you get there start climbing down and hide. You will come across 2 Flying Sligs. Your goal is easy: 3 slave Mudokons. As soon as the Slig flies off make a Mudokon follow you to the next screen and tell him to wait when they get there. You need to hide from the Slig before you can carry on with the rescue. When you're safe, tell the Mudokon to follow you once again, then all you need is to pull the lever and let him fall down to the next screen. Hide again from the Slig and repeat the process for the other 2 Mudokons. Jump to the well and you will meet up with your friends. Tell them to open the gate and then save them. After that just go save some more Mudokons and when you're done just get our of there. That makes 15 already saved. Great start.

LOCATION #2: MINES - TUNNEL 1

[MIP02C03]

Near the end, you will go through a well, after that you'll come across a screen with a Slig patrolling and a transporter on the background. See the bottles of SoulStorm Brew? That means a secret.

Possess the Slig and use the teleporter to transport the Slig to the back row. This is important because you need the Slig to kill another Slig. Eventually you'll come across the Slig in the front row. Just shoot him (try not to shoot the poor Mudokon while you're at it) and blow yourself up. After that, use the screen above you to get to where the Slig was. Just use the teleporter once again and save all your buddies. Don't forget to go back and save that Mudokon you couldn't save before.

LOCATION #3: MINES - TUNNEL 2

[MIP02C04]

In the beginning of Tunnel 2, the section of the tunnel in which you need to roll under the ventilation system, just press DOWN when you're standing on the right corner, below you'll find a well that will get you to 5 Mudokons. Give them a shout and save them.

After running from the Flying Slig right after the previous location you'll end up in a well that will transport you right to a door, but don't go in yet. Run and jump to the left, and you will fall on another well that will get you back on the lower ledge, now keep moving left.

Go through the door on the previous screen and convince the Sligs to follow you. Go through the door and possess the Slig. Kill the other Slig and blow yourself up. Once the path is clear, go on to the next section, possess the Slig there and make him blow up the mine. Proceed and save your 3 pals before going through to the well.

The important part of this specific location is to possess the Flying Slig right after you go through the door at the end of the previous location (the one I told you not to go in). Use the Flying Slig and go up, blow up the Sligs before they kill you. Now, cross the drilling zone and kill the final Slig. If you don't do this you might have a hard time getting to the spot without being killed in the process.

After that just get Abe on another of those wells. Before moving on, get down to free some more Mudokons. If the Slig is still there you can still make it, but it will be hard. Either way, save your pals and go back up.

In the beginning, use the rocks to clear your path. On the screen with the Status Indicator simply jump so you can hand on the ledge on the other side. Go down, through the door and into the well.

3 Blind Mudokons are working. Throw a rock to blow the mine (this is optional but I advise you to do it just in case you miss the timing) and pull the lever to raise the first trap door. Call a single Mudokon and tell him to "Wait" and pull the lever again to raise the second trap door, tell him to proceed to the next screen, pull the lever here to save him from falling and tell him to follow you once again. Press the lever once more to make him fall to the next screen. Repeat the process for the other 2 Mudokons and follow them.

Now, notice the SoulStorm Brew on the ground? That means a secret within the secret. In fact there's an extra location on this hidden spot. Ignore the bird portal and tell them to follow you left. Just make them work to bring down the platform and give them a lift after that. You'll meet up with 4 more pals of yours. Save them all.

Tunnel 5 starts with a couple of Mudokons that require some rescue before you move on. After that scene, you'll get to a place straight out of nightmares. Mine drills, very fast mine drills. All you need here is timing. Give a good running jump and you'll end up hanging in a hidden projection. Just go up and you'll see a couple of Mudokons working. Save them.

From the previous mine drills, go left and you'll see once again a couple of mine drills. Quickly climb and jump right. You'll get to a hidden level. Just move on up and pull the ring to stop the drill. Although you can't save the Mudokon now, you might want to remember him later. Do not leave Tunnel 5 before saving this Mudokon and all the others. I'm not going to explain how because apart from the ring that shuts down the drill, they are not hiding.

LOCATION #9: NECRUM - START POINT

[NEP02C202]

Necrum, the ancient city of the dead. By now, Necrum Mines are already destroyed so if you forgot to save anyone, you won't be able to do it anymore. You should've saved 75 Mudokons at this point. This screen's right next to the starting point, you can't miss the SoulStorm Brew on the ground. Once you're there, jump to the right on the lower level. If you got it right you should fall in a well.

The hardest part of this location is getting to your pals alive. There will be 3 Sligs on each screen and you need to use the environment to your advantage. Either way you'll eventually reach the Mudokons and you can clearly see the problem here, the drill and the 3 UBX bombs. Call the 3 Mudokons and tell them to follow you to get them out of danger. Be careful not to let any of them touch the UBXs, now they should be out of the drill's range, but if they're still in danger try to get down and fart near them to make them step aside. Now, slowly disarm the UBXs and save your buddies.

LOCATION #10: NECRUM - BEFORE MUNDANCHEE VAULTS

[NEP05C01]

For the sake of this guide, I advise you to choose the Mundanchee Vaults first. After you choose Mundanchee Vaults you'll come across the well that will actually lead you inside the vaults. Don't go in yet. Just crouch and roll all the way to the left.

You'll get yourself in a pretty awkward position. Once the Slig is facing away just pull yourself up and jump right. Pull the lever and move on. The explanation to this puzzle is quite simple but hard to pull off. You need to disarm the UBXs before the trap doors open. If you fail you'll fall down and you'll have to start over (provided that the Greeter doesn't kill you). After you reach the Mudokons, pull the lever to bring down the gate. Activate the UBX and have the Greeter chase you. Once you get rid of the Greeter just say you're sorry to your pals and save their asses. After that just head to Mundanchee Vaults.

LOCATION #11: MUNDANCHEE VAULTS - BEFORE MUNDANCHEE HUB

[SVP07C02]

This screen is the one that has an Abe portal leading to Mundanchee Hub. Check for the SoulStorm Brew if you have to. Simply crouch and roll to the right to get into a secret area. Chant to open the portal and when you get a clear run simply jump before the Scrab has a chance to get you.

This time, you will have to be fast, and I mean really fast. Once you pull the lever, it will take only a few seconds for the Fleeches to reach you. A trick to save a few seconds is to call your 2 pals and telling them to follow you before you push the lever. On the lower screen, push the lever to open the gate. Unfortunately, this will also activate the drills. Cross on to the other side and deactivate them. Then, chant to free your buddies and get out before the Fleeches get to you.

Vault 1 is the top vault in Mundanchee Hub. When you get there, go right and drop down. Roll all the way to the left, stand up and drop down. When you reach the intended screen you will have to go through a little hidden passage in the lower right corner of the screen, right next to the bottles of SoulStorm Brew. After that just open the portal and get in.

Darn it! It's those Fleeches once again. The lever controls the electric wall but be careful for even though there are two electric walls they don't always work together when you pull the lever. Just crouch and move to the next screen. The moment you go through the trigger, the gates that separate the Fleeches from your 3 friends will start to open. When you get to the next screen simply lower the gate and lure the Fleeches. Be fast and pull the lever to vaporize them. Repeat the process if any of them got away. All you need now is to save your Mudokon brothers.

Vault 6 is the leftmost vault in the Mundanchee Hub. As soon as you enter just move left. You can see the Fleeches down there and also the bottles of SoulStorm Brew, indicating where you need to climb down. At this point the Fleeches can't do anything to you so don't worry about it yet. Just climb down and as soon as you touch the ground start running. A Scrab will be on your tail. Once you get to the well you'll be safe. Just chant and jump in.

Inside, some drills are threatening to turn your pals into Mudokon sushi. Cross to the other side as quick as you can without getting yourself killed. Possess the Scrab and make him go all the way to the right. Leave his body and quickly pull the lever to raise the gate. Don't possess the Scrab before you reach the lever, otherwise he'll just chase you and you'll end up having to do the whole thing again and you don't have the time. Anyway, as soon as you have the Scrab under control just pull the other lever and call your friends. Before moving on, leave the 2 Mudokons here. The next section will require speed above all and you can't waste time talking to all 4 Mudokons. Just go down and quickly tell them all to follow you before the drills get them. Be careful not to let them fall. After that just free them and get out.

Vault 1 is the top right vault in Mudomo Hub. From the door that ends the level, jump to the right. As soon as you press the trigger a rockslide will begin. Quickly possess the Paramite and lead him to safety (if you fail, you'll have to start over). After that just pull the ring to activate the well and jump in. Be sure to Quicksave.

As soon as you land, another rockslide will start. Possess the Paramite and make him jump through the webs to reach the ring and pull it. That will lead Abe to safety, now move on. Quicksave. As soon as you reach the top yet another rockslide will commence, this time a couple of your friends are in danger. Talk to the Paramites and tell them to pull the rings that will lower the gates and once they finish that task talk to them again and tell them to follow you and to pull the rings again to put your brothers in safety. After that, leave the Paramite's body, jump in the well, save your friends and get the hell out of that place.

Vault 6 is the middle left vault in Mudomo Hub. Use the Invisibility Ghost Trap to pass by the Fleeches. Climb up, possess the Paramite, tell him to come down and jump to the platform to your right, keep moving right and you'll get to the hidden location. Now tell the Paramite on this screen to follow you down. You need to do this because the Paramite is blocking the door and if you try to get there you'll end up cornering the Paramite, and there's nothing worse you can do than that. Afterwards, get rid of the Paramite you control. Do not leave his body, otherwise you'll have two Paramites and they'll attack you on sight, instead just let the Fleeches eat him. Another way is to simply use the Invisibility Ring. Anyway, just go through the door.

Once you pull the ring it will only take a few seconds for the Fleeches to break free. Simply crouch and roll to the screen below. The place is filled with drills but don't worry because they'll be your friends this time. Simply attract the Fleeches and let the drills do the rest. Be careful not to let them get anywhere near the Mudokon slaves, although the drills usually take care of them. After they're gone, tell the angry Mudokon to knock it off and save them all.

Feeco Depot... and you're on the right path to saving all 300. By now, 104 Mudokons should already be enjoying freedom. Right on the first screen of Feeco Depot we have another group of Mudokons to save. Just crouch and roll to the secret place and you'll get yourself in a well.

The entire section will be patrolled by Sligs and unless you want some nice vacations, you will need to sneak in. Remember that shadows are your friends. After reaching the 3 Mudokons and saving them, it's time to go all the way back.

The Workers Campus corresponds to Block 2 of the Slig Barracks. In the middle of this block you'll come across a sleeping Slig and a threatening moving bomb. Use the Slig to blow up the bomb and roll your way to a secret room. Avoid the moving bomb in this screen and go through the tunnel that points down and you will be hanging near a couple of bombs.

When the Slig isn't looking, go up and jump through the gaps avoiding the Moving Bombs and the Slig. You can take as long as you like. You won't be so lucky on the next screen. A moving bomb is threatening your friends and you'll have to be quick. Hide in the shadows so the Slig doesn't see you and when he's gone get near your friends. If the Slig spots you and shoots he will scare away the birds and you'll have to start over. After saving your friends get out of there before the bomb blows you away.

Here, you will need a lot of training. This is Block 4, the Trophy Room and Bombing Range, although they are on the same Block, the secret location is on the Bombing Range, after you save your 6 Mudokon brothers and free the 3 ghosts from their traps. Move left, avoid the Flying Slig, pull the lever and quickly run for the trap door. After you fall to the lower screen just get out and move left. See the SoulStorm Brew? It's secret time! Behind a little mound of sand, you can get down to a secret room. Get in the portal. This is going to be tough!

Be sure to Quicksave!

When you enter you'll be stuck. Possess the Flying Slig and Quicksave. Prepare to fly, a lot. Make him pull the lever and start flying, avoiding the electric walls and the moving bombs. It may take some time but you'll eventually learn to avoid all the obstacles. If you succeed, pull the lever at the end of the section and that will shutdown the electric walls. Now take the Slig all the way back and let him get a hit from the remaining bomb. Now just go all the way to the end and save your pals. If the bombs get the Flying Slig before he can reach the lever or if he goes through an electric wall you'll have to start over.

LOCATION #19: FEECO DEPOT - PATH TO BONEWERKZ

[FDP04C04]

This location can only be accessed after you entered to the Bonewerkz part of Feeco Depot but before the train ride, in Terminal 4. This part will be tough and I mean really tough. On the third screen of Terminal 4 you'll see the SoulStorm Brew bottles on the ground. Just get down behind the container. Be careful not to get shot. Below there are also Sligs patrolling. Try to get to the well alive.

As you can see, the gate system here is a bit different than normal. The levers only open the gates of the corresponding color. Below there are also triggers that only open designated gates. You have a Slig on patrol and a Slog below. As long as the Mudokon is working the Slog will not attack him and the Slig will never attack the Mudokon no matter what. Also, don't forget that even though the Slig is in the back row, he still has a sense of left and right, so if he's facing right, he can't really see that's happening to his left, use that to your advantage. So, first of all, go on to the next screen and dispose of the Slig patrolling this area. Get the Slog to follow you way to the back of this section and pull the lever to trap him. Be sure to leave the green gate closed because if you don't the Slog will eat your friend. After that open the green gate and lure the Slog to the beginning of the section and trap him there. Now open the green gate and tell your friend to follow you. You can open the red and yellow gates. Don't close the yellow gate because the Mudokon will do that when he steps on the green trigger. After that just chant and set him free. All that work for a single Mudokon... jeez.

LOCATION #20: BONEWERKZ - ANNEX 1

[BWP07C06]

As soon as you enter, let the Sligs leave the screen and call your pal (you don't have to do this to get to the hidden location but you really shouldn't leave a Mudokon brother to be beaten by Sligs). Either way, follow the Sligs closely. As soon as you enter the screen it might seem that you are visible but the Sligs won't spot you. Once they leave, go on to the shadows ahead. You can't see it but there's a door there. Get in.

As soon as the Slig turns away, teleport yourself, sneak and pull the lever to teleport yourself before he sees you. In the next section you'll need quick thinking and quick fingers. As soon as you enter, sneak behind the Slig and teleport yourself to the back row. When you get there run quickly to the upper level and teleport yourself near your friends. A Slig will be patrolling there so just run. Let yourself fall (don't jump, otherwise you might skip the teleporter's trigger) and you'll get transported to the upper level. Once again, run quickly to your left and you'll step on yet another trigger, this time transporting you to the back row and to safety. Now, possess one of the Sligs, kill the other and transport yourself to the back row. Use the Slig to kill the other Slig on the front row (be careful not to kill any of the Mudokons). After that just blow yourself up, show some sympathy for your friends and save them.

You can leave by jumping into the well.

LOCATION #21: BONEWERKZ - ANNEX 1

[BWP07C08]

An easy one for a change. After leaving the previous location, you'll eventually set off the alarm. Up ahead you'll get chased by a Slog. Just lure him into the falling objects. Luckily Slogs aren't that smart. After getting rid of him just crouch and roll all the way to the right. You will see the 5 Mudokons, a long gap, and a lever. Jump, pull the lever and save your pals.

LOCATION #22: BONEWERKZ - ANNEX 7

[BWP03C09]

This part is very complicated, filled with falling objects. To get to the intended location first, open the three electric gates, keep moving on, use the lift to go down. Keep going down. See the SoulStorm Brew? You guessed it. Just drop down from the ledge and you'll get in a well.

Be sure you're prepared before going on to the next screen. As soon as you get there, hoist yourself up and jump. You'll be hanging right next to the Slig. Once he turns away, pull yourself up and give him some permanent vacations by pulling the lever. After that just jump and pull the other lever to bring your friend to safety. Now the drills on the other screen will be activated as well so you're going to need some pretty good timing to save your pal without him losing a leg. If you manage to save him, the remaining four drills that were offline will be activated. Turns out that leaving this location is actually harder than the rescue itself.

LOCATION #23: BONEWERKZ - BOILER DOOR 2

[BWP04C19]

Just move on to the last screen of this section. If you're having troubles just look for the SoulStorm Brew. Don't worry about the mines. Give it a good jump and you'll hang from the ledge. After that just let yourself fall down and you can save 4 more buddies of yours.

LOCATION #24: FEECO DEPOT - MAIN LOBBY

[FDP02C09]

At this point you should have 202 Mudokons rescued. You're almost there. The next secret spot is right next to the door that leads to SoulStorm Brew. Don't go in, just take a step left, go down and into the well.

The Mudokons will be on the front row, so go through the door as soon as the Slig turns back (in fact, you have to go through the door before the Slig turns back because your window of opportunity will be extremely short and Abe takes a few seconds to appear), follow him and go up the projection. Proceed to the next screen and jump over the drill so you can end up hanging on the ledge, in the shadows. When it's safe head down and hide in the shadows on the top left corner of the screen. When the Slig faces away, pull the ring and both Abe and the Slig will fall down, but Abe will remain hidden in the shadows. When it's safe, go up again and possess a Slig and pull the lever. When you pull the lever you'll activate the other drill so you'll need some good timing to cross with the Slig still intact. Anyway, once you do, just shoot the other Slig and blow yourself up. But the real difficult part is just getting started. You'll have to escort the Mudokons pass the same drill. It's a difficult task but with a good timing you can do it. After that just leave the place.

As soon as you pull the lever, your friends will be bombarded with laughing gas. You'll have to go through a series of screens filled with gates, electric walls and a good amount of triggers to activate them. Anyway, after you save the 5 of them turn the wheel and go all the way back through the path your friends took. At the end of that path there is a well (you needed to turn the wheel to activate it) so get in to reach the hidden location. Use Shrykull's power to blow up the mines and after that just move on.

You'll need to use the shadows efficiently to avoid getting shot. Once you reach the end of this section just go up and turn back. Pull the lever to summon a Glukkon. Use the Glukkon to deactivate the Tear X-Tractor and after that just call a Slig and have him shoot all the other Sligs. After that go all the way to the beginning of the zulag and get the Slig to fall down the precipice. All you got to do now is save the last hidden Mudokons. At this point you should've saved around 288 Mudokons, depending on the Zulags you have completed. The remaining Mudokons are not hiding so you shouldn't have too much trouble in finding them. 6 of them are in Zulag 14 and the remaining 6 will be waiting for you in Zulag 16.

03. ENDING STATEMENTS

001. VERSION HISTORY

ID#03.001

- Version 1.00 Added the Acknowledgments section, plus all of the info about The Actors, the Emotive Mudokons, the Environments, the Work and Quarma Section, the Game Cheats, the Prophecy and some other details.
- Version 1.10 Added the Getting Started section and some extra-info on the game play. Now this FAQ is also available at neoseeker.com.
- Version 1.20 Changed the Hints and tips Section and some minor mistakes. Also added a spoiler alert in the beginning of the guide. Added some acknowledgements and changes a bit of the ending section. Some rules about e-mails were changed. A new thief was added to the banned list.
- Version 1.30 New website rules to attend for, minor mistakes corrected, a new website hosts this FAQ. Acknowledgments section has been updated.
- Version 2.00 Major change in layout. Various sections suffered significant modifications. The guide is now much more organized.
- Version 2.10 Mailing rules altered. Copyrights section modified.
- Version 2.20 Many goodies added. A new site hosts this FAQ. Copyrights and Mailing sections altered.
- Version 3.00 Major layout modifications. Section about the Gameplay was removed. Full update on all parts of the guide. Corrected spelling errors. Some chapters were reorganized and ended merging with others. Re-wrote the entire Version History in order to follow the standard version numbers.

Version 3.10 Rewrote, remade, slashed, changed and moved some chapters.
This FAQ is officially done. No more updates.

002. OUTRO

ID#03.002

Copyright 2002-2009 Inoffensive
The revolution will not be webcast.

THE END

This document is copyright Inoffensive and hosted by VGM with permission.