

# Oddworld: Abe's Exoddus Walkthrough

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TIP: hit Esc to see your room number. This walkthrough takes into account all the secret areas. Just before a secret area, "Split path" will be shown. SAVE here, and if a particular secret area proves too difficult, RESTORE and jump ahead to the section titled "After secret area." But you really ought to do this first secret area to release 3 Mudokons and have access to 9 more.

LEVEL 1. MINES 1: MIP01C04. "Split path." SAVE! Climb down behind the mine car full of bones. SECRET MINES 1. MIP01C22. Go through the door, quickly step left once, climb down twice and roll under right barrier. MIP07C12. Just as flying Slig is out of sight, say ALL YA and FOLLOW ME. Roll to next screen left. Quickly say WAIT before Mudokons get fried.

In this area, or any other during the game, it helps to Quick Save every time you accomplish a difficult task. This way, you avoid doing it over again.

MIP07C13. Roll under left ledge to hide. When it's safe, stand at lever, tell Mudokons to follow and pull to let them safely pass through (it's safer to do one at a time.) Finally, jump into the well. MIP07C14. Use gamespeak commands to position the 3 Mudokons next to the 3 valves and tell them ALL to work. The barrier opens. Chant to release the Mudokons and walk to the left.

MIP07C37. Go to the left. MIP07C15. Keep chanting to free 9 Mudokons. After you're done, be careful of flying Sligs as you backtrack to the beginning of this level and back to C04.

MIP01C04. "After secret area." Go to the right. In C05, climb down gap to next area. MIP01C25. Drop to bottom and roll to the right. MIP01C26. Read the story stone then work your way to the upper left ledge and pull up. TIP: to run/jump, hold down speed key, then press and hold left arrow and tap jump key at last instant.

MIP01C06. Continue chanting to hold open bird portal. When Mudokon jumps through, the right barrier vanishes. Continue right. MIP01C07. In front of the valve, hold up controller (PC arrow) to open barrier. Mudokon get drenched. Tell it sorry (7 on a PC.) Continue right. MIP01C08. Hold chant till Mudokon jumps through bird portal. Continue to the right.

MIP01C32. Open the barrier and two Mudokons are gassed. Lead the to next screen right. MIP01C33. Slap (anger button) each Mudokon to bring them to their senses. Say "all a ya" then "follow" and continue right. MIP01C34. With the two Mudokons lined up with the valves, say WORK and the barrier to the right will open. Slap a Mudokon more than once, it'll slap back. You have to say SORRY.

Lead the Mudokons to next screen right. MIP01C16. Chant to free the two, then climb over the ledge and go up the lift to the next screen. C24. Read the sign. Continue to the top and go right to MIP01C21. To avoid gassing the Mudokons above, say ALL YA then FOLLOW and go left a screen. Tell them WAIT, then go back, pull the lever and enter the bottom doorway. Return to the Mudokons.

Tell them ALL YA and FOLLOW. Sneak (Alt and left controller) through C19 past the Slig. MIP01C18. With everyone at a wheel each, say ALL YA and WORK, then hit up controller. All three valves should be turned at the same time. Go below and pull the ring to open left barrier. Move to next screen left. MIP01C17. Chant to free the four Mudokons, then climb down two cliff ledges.

MIP01C34. Sneak left and barely enter next screen, standing in the shadows. MIP01C33. When Slig turns to walk away, sneak behind it and wait in shadows on the left side. When Slig turns away again, keep sneaking left two screens to just enter the shadow.

MIP01C08. When Slig leaves again, sneak to shadow on the left side. Call Mudokon and take it to just enter shadow in next area (C07) and say WAIT. When it's safe, take it to the shadow on the left side of C07 and say WAIT. When it's safe, take it to just inside next screen and say WAIT. MIP01C06. Crouch next to first bomb (alternating RRRGRG) and slap it just as it turns green. Ease to next bomb and disarm it, and so on.

With all bombs disarmed, take all the Mudokons (ALL YA and FOLLOW) left two screens to C04 and free them. Now return right one to C05 and pull up to next area. Here you can Quicksave. MIP01C10. Climb to ledge, jump across and into the well. Go left. MIP01C03. Possess Slig and walk it left. MIP01C28. With Slig in front of teleport gate, have it pull the lever. Slig appears in background. Walk it right to C03 and use next teleport gate. Walk it right all the way to C07.

MIP01C07. If you didn't get rid of the Slig in C08, wait for it to walk by, then shoot to the foreground (PC: down arrow plus Z.) You can do the same thing by teleporting your Slig to C33 and shoot the Slig when it is past the Mudokon. Chant to destroy the remaining Slig. To free any missed Mudokons, climb to C02. MIP01C02. "Split path." SAVE! Jump across and climb down the left side where you see the falling debris.

SECRET MINES 2. You land in C03 where the Slig was near the bottles. Continue to the left. MIP01C28. Pull the lever to use the teleport, then run right and use the next gate. C05. Run to the right, bring the Mudokons back to C05 and free them. Now run right again and use another teleport. Free one more Mudokon, then jump in the well and return to C02.

MIP01C02. "After secret area." Jump in the well. MIP01C01. Walk to the right through C09. The Slig below can be taken care of later. MIP01C35. Six valves! On the bottom path, sneak back through C09. Continue to C01 and climb the right side to MIP01C36. Five Mudokons! Tell them ALL YA and FOLLOW, then sneak back past the Slig. With everyone at a wheel, including Abe, say ALL YA and WORK. Quickly have Abe to turn his wheel (up arrow on PC.) All 6 valves should be turned together. Watch a movie.

MINES 2. MIP02C16. Jump the gap and go right. MIP02C17. Roll right and drop into lower area. MIP02C04. Roll along the passages until you get to the bottom. "Split path." SAVE! Climb down the hidden ledge behind the rock on the right edge and drop into the next area. SECRET MINES 3. MIP02C05. Roll to the well and jump in. MIP02C19. Talk to all Mudokons and have them follow you to next screen right. MIP02C20. Chant to release the Mudokons, jump the gap, then into the well on the right. MIP02C16. Jump the gap and go right. In C17, roll right and drop into C04. "After secret area." Roll along the passages again to the bottom. This time, climb up the right ledges and carefully roll right to just enter MIP02C18. Here's a flying Slig. Carefully consider the following before trying it: run/roll to right through 19 and 20, jumping a gap, and roll into tunnel in C02. Keep rolling through next screen and fall to hang on a ledge. MIP02C27. "Split path." SAVE! Pull up, stand on the extreme right and face left. Run/jump and land in a well at a lower screen.

You're bounced to the left. Go left to next area. SECRET MINES 4. MIP02C31. Enter door to background. Briefly enter area to right, run back and enter door. A Slig follows. Safely in foreground, chant to possess Slig. Send it to shoot other Slig, then chant to destroy final Slig. Go through the door to the background, then go right. MIP02C27. Enter door in background.

MIP02C21. Possess Slig, walk it down onto the mine to destroy it, then enter lower door. MIP02C22. Get three Mudokons on lower level and chant to free them. Enter the well to return to C27. "After secret area." Enter the door. MIP02C18. Chant to possess flying Slig and fly it up to MIP02C15. Drop a couple of grenades on the Sligs, then carefully fly to the left.

MIP02C14. Carefully time your flight past the drills. MIP02C13. Fly to just above the Slig and drop a grenade on it. You can explore a bit, then just destroy the flying Slig. MIP02C18. Back in Abe's body, run back to C16 and jump in the upper well. MIP02C11. "Split path." SAVE! Climb down to the area below. SECRET MINES 5. MIP02C13. Roll to the left. MIP02C12. Chant to free the Mudokons, slowly roll right and climb to C11.

MIP02C11. "After secret area." Roll to the left. MIP02C10. You can't do anything with the sick Mudokons. Climb to the next screen up and jump across. MIP02C06. If you've left anyone behind, you can use the Return to 2 tunnel. Otherwise, jump in the Boiler Access well. BOILER 1. MIP03C01. Slogs! Start running to the right. You'll be using a series of lifts down and continually running to the right to new areas, increasing the pack of Slogs as you go. MIP03C11. The Slogs and their pups are on the upper path right now. MIP03C12. Here's a switch that temporarily turns on an electrical barrier! Just enter next screen right, run back and pull lever at correct time to kill some Slogs.

After you're successful with the big ones, go back and lead the slower little ones back to kill them. Now return to MIP03C13. Turn the valve to open the door; it closes the trap above. Go in the door.

MINES 3. MIP04C01. Get under rock sack and use up controller to get 9 rocks at once. Roll to the right. MIP04C02. Stand where the sign says so and face right. Throw with the controller down. While still facing right, throw again with the left controller. Turn on the spot to face left. Throw a rock with the right controller to get the final bomb. Switch the two levers, then on the lower path carefully roll right.

MIP04C03. Stand at the left side of the screen and throw a rock with controller forward (to the right.) If necessary, move two steps forward and throw another rock to get the final bomb. "Split path." SAVE! Stand on the left edge of the gap while facing screen right. Hop to hang on the right edge. Drop down and land on a platform in C31. Jump down and go through the door.

SECRET MINES 6. MIP04C19. Jump into the well. MIP04C17. Here are Mudokons, mines, drills, levers, and trap doors. Blow up the mine with a rock. Move the lever to raise the left trap door nearest the Mudokons. Play it safe and take one at a time past the right trap door. Finally, lead the Mudokons to the next screen, down to the lower path, then back to C17 and to the area below by using the lever one more time. Use the lever again and run through the trap door to join the Mudokons below.

MIP04C19. DON'T free them yet! Take the Mudokons back left to MIP04C21. Each Mudokon should stop at a valve. Climb to the upper valve, say WORK (everyone turn a valve.) Take the Mudokons up on the lift. MIP04C20. Here's more Mudokons. Different colored ones are blind and they keep moving till you say WAIT. Use FOLLOW ME, WAIT, and WORK to best control them. Sometimes you might have to move one at a time. Hold chant to free all Mudokons.

Take the lift down to C21 then go right to C19, and through the door to C31. Jump in the well. MIP04C03. "After secret area." Climb to the upper path, go left and through the door in C02. MIP04C32. Go down the stepped path and barriers appear behind you. Carefully continue right. MIP04C33. If you're out of rocks, jump over the bomb and get more rocks. From a safe distance, blow up the mine and carefully roll to the right.

MIP04C34. From left edge, use rock to blow up a mine. One step closer and blow up another mine. Get too close and you're history. With all mines gone, make sure you have a new batch of rocks (if you have one, throw it away and get more.) Continue on. MIP04C35. Bombs and a drill that comes at you. Start throwing from a safe distance, then roll back left away from the drill.

Destroy all bombs. Notice the drill only goes a certain distance left. Carefully follow it and climb the left ledge and pull up. Jump the gap and pull lever to stop drill. Drop back down and climb down either side to next area below. MIP04C36. More bombs and rocks. Clear the area and continue left along bottom path. MIP04C37. Pull lever to lower barrier, then backtrack and enter this area on the upper path.

You don't have to clear all bombs, just the ones in your way (get a fresh supply of 9 rocks before leaving.) Jump over remaining bombs and go through the door.

BLIND MUDOKON ZONE. MIP04C22. You have to be extra careful saving these Mudokons. First tell the Mudokon FOLLOW ME, and pull lever to let it fall to lower path. Chant to free the Mudokon and the lower door opens. Run through the trap door (stand just left of the lever and face right, hold Shift, hit Ctrl and quickly hold down right arrow.) Go through to MIP04C23. Pull the lever to turn off the drill. Continue right. MIP04C24. Consider the following before trying it; Roll under the drill, stand up, pull lever, kneel (down controller.) Roll on.

MIP04C25. Roll to just next to lever. Stand and pull it. When safe, roll on. MIP04C26. Pull lever on upper ledge, backtrack and bring Mudokon here, chant to free it, then enter doorway.

MINES 5. MIP04C27. Use a rock to blow up the mine. If you don't have any rocks, roll under the first saw, jump over the mine, and roll under the second saw. MIP04C28. Stand in left shady area of the large boulder and throw a rock (control up), then step forward and throw again. Continue to next area. MIP04C29. The valve removes the upper barrier. Return to previous area C28 and take the upper path right and you can get more rocks. Return left to C28, climb down to

lower path, jump across and climb up.

Return along the upper path to C27 and pull the two levers to stop the saws. Take the Mudokon to C28 and quickly chant to free it. The lift rises. Now you can get the remaining Mudokon and take it down with you. MIP04C30. Chant to free the Mudokon and the door opens. Go on through. MIP04C04. More saws. "Split path." SAVE!

Get on the extreme right of the door and face left. Run/jump to the left. You'll catch an unseen platform. Pull up. SECRET MINES 7. MIP04C06. Chant to free the Mudokons, then carefully drop back to MIP04C04. "After secret area." Make your way to the small mesa in the middle of the screen. As the saw goes up, jump under the saw; a simple jump takes you safely across. Pull up and carefully roll left.

MIP04C05. This time you have to time it so you can roll to the ledge, stand up, and climb before you get ground up. Or roll/run/jump to the ledge (it's faster.) "Split path." SAVE! Look to the right of the vertical saw. Notice anything? When the saw is out of the way, Run/jump across and pull up.

MIP04C10. Jump and grab the ring to turn off the saw. If you missed the previous secret, walk to the right and chant to free the Mudokons. Drop back to MIP04C05. Step left 1 step at a time till you just become visible. Time it, leap and pull up. Jump back across to the upper path. "After secret area." Continue to the left. MIP04C07. Roll under 3 saws and continue. MIP04C08. Jump the gap and continue. MIP04C12. Continue on.

MIP04C11. DON'T pull the lever. Take the Mudokons right one screen to C12 and tell them to wait, till you figure a way to free them. Now in C11 pull the lever and go down 2 areas on the lift. MIP04C14. Stop at the first platform with the blue splotch. Wait until the Slig leaves the area. Get the Mudokon to FOLLOW, then WAIT before he gets to the edge. When Slig is under the saw, jump and pull the ring.

Take the lift down the rest of the way, then go to the next area. MIP04C15. Climb to upper path and return to C14. Climb up to next area. MIP04C13. Climb and jump to the well and into it. MIP04C12. Walk to the right and pull the lever in C08. Return to well and back to C13. Make your way back to the lift in C14, collect the Mudokon and take it all the way up the lift. Leave him in C12 with other working Mudokons. Go right to MIP04C08.

Ride the lift to upper path and return right to MIP04C07. Turn off the saws. Climb the ledge where dust is falling. MIP04C09. Run/jump across the gap and roll under the saw. Jump to catch ring and turn off the saws. Back across the gap, take the three Mudokons with you, down to the 3 levers in C08 to wait. Take them one at a time left to wait at the lift. Don't forget the 3 Mudokons in C12. With all Mudokons collected around this area, free them in C07.

You might have to look for strays; blind Mudokons tend to get lost from the group. Once you clear this area, go back left to C11 and take the lift down. Go right, jump gap in C15 and continue to the door in C16 to exit.

MINES 6. MIP05C27. Carefully just enter the next screen. MIP05C01. Sneak to the right past the Slig, and stop when the motion sensor is near you. When it's safe, drop to the next level (C02) and sneak right to just enter next screen. MIP05C03. Sneak past Slig and avoid the motion sensor. C04. Another motion sensor and bombs. Drop down and disarm the two left bombs. Sneak on lower path, through C03 to MIP05C02.

A slow motion sensor this time. Jump over the bombs, stand in front of the mine car and press your up control. Roll the car to the right, blowing up bombs and mashing Sligs. Keep riding to MIP05C06 where there's a Slig and 3 Mudokons below.

Wait till Slig walks below you, to far left of Mudokons, then press square (Ctrl for pc) to drop car on Slig. Hit Ctrl to exit the car, take Mudokons to C07 on the right, quickly chant to free them. Get back in the mine car and take it over the edge in C07 and down to C08 to mash another Slig.

MIP05C08. Hit Ctrl to climb out of the car, then walk to right edge of screen. Roll to the bomb in the next screen, disable it without activating the motion sensor. Wait too long and Slig appears. Use platform to hide and try again. After bomb is disabled, return left and tell Mudokon to follow, then return to C08. Make sure Mudokon is on left side of car. Make sure there aren't any Mudokons hiding in the shadows.

Get in the mine car and roll right to mash some more Sligs in MIP05C09. Leave the car and sneak into C10. Roll up to the mine and disable it without triggering the motion sensor. Roll left, tell both Mudokons to follow, and quickly return to C09. Position Mudokons safely out of way, then use mine car to roll over another Slig. Collect all remaining Mudokons and take them to MIP05C11. Disable bombs, then chant to free the Mudokons. Get in car and go to MIP05C15. Leave the car, climb to upper path and go left to MIP05C14. Roll along the path, then stand and carefully lower down the left side ledges. MIP05C12. Enter the door to appear on other side of tracks. Tell Mudokons to follow, and continue right.

MIP05C13. Free the Mudokons, return through the door, climb up then return to C15. At the mine car, sneak into next area right.

MIP05C16. Sneak behind Slig, who's busy beating a Mudokon. Disable bomb before you're seen, and roll back to previous area. Get in the car. Slig has followed so roll over him. Get 3 Mudokons, free them in C17, then go through the door.

MINES 7. MIP10C18. You enter the tunnel in the background. The exit's in the foreground. Sneak into next area right. MIP10C19. Sneak past Slig, pulling lever on your way. Climb small platform on right and chant to possess Slig. Walk it all the way right and shoot Slig in foreground when it's directly in front of your Slig. TIP: press down control and Circle (pc, down arrow and z) simultaneously for short burst when Slig in foreground is also on right edge of screen.

Destroy your Slig and continue right. MIP10C20. Carefully consider the following several screens before continuing: jump in the well, RUN right, pull lever, keep running. In C23, drop down the ledges (or run over them) to next area. Keep going right, past a lever, and jump onto platform at end. MIP10C26. Wait till Slig appears, and possess it.

Bring it back left, killing all Sligs in background and in the foreground. Then have Slig pull the lever in C25. Finally, chant to destroy your Slig. Yourself again, stand in front of the teleport gate and pull lever to return to foreground. Go left. MIP10C25. Enter the car and roll left. Blow up some mines in C22, then continue left and carefully down to just reach the bottom in MIP10C20.

Get out of the car, collect Mudokons in C20 and C19 and free them all in C18. Enter the door.

RETURN TO BOILERS. MIP06C10. When you appear from door, run/jump to left. MIP06C09. Run/jump to the left and make your way to upper path. Careful! There's a flying Slig here. Try to stay out of its way. You're going to play cat and mouse with it. Use shadows to hide, and jump between them to confuse flying Slig as you continually climb up and to the left.

MIP06C01. Pull lever, run right, run/jump to upper right in C02. Turn on valve. As pressure starts to rise, jump down and continue right. Listen for sound of flying Slig and hide. MIP06C04. Run/jump, turn on another valve, jump down, continue right. MIP06C06. Run/jump, turn on third valve and a counter starts. Keep RUNNING right through about 8 screens and roll under a ledge in C07. You just make it as everything blows up.

LEVEL 2. Necrum: NEP02C01. Go left to C02. NEP02C02. Jump across left to the lower central platform. "Split Path." SAVE! Turn around on the right edge and jump right to fall into a well and fly to another screen. NEP02C08. Without getting shot, jump the gap and continue right (try chanting to temporarily confuse the Sligs.) NEP02C09. You have to pause behind each of the 9 columns (quick saving) as you work your way right and left to exit at the top-right.

NEP02C10. Immediately SAVE GAME! Quickly tell 3 Mudokons ALL YA and FOLLOW, immediately say WAIT before they hit the bombs. Carefully drop next to the bombs and disable them. Climb next to the well, then run/jump left. Return briefly to C09, come back to C10 and chant to free the Mudokons. Go to the well, jump in. NEP02C01. Go left and jump across to lower ledge. NEP02C02. "After secret area." Jump left across to the ledge. NEP02C03. Jump gaps and climb to C04. NEP02C04. Get on the upper path and climb down the left edge to fall in a well.

NEP02C05. Hop to the right, down to lower path, and keep going right. NEP02C11. Read the stone. Chant to open portal, walk to within one step of it and jump through. Walk right to C07 and jump

in the well. NEP03C01. Go right to C02, roll under tree and fall.  
NEP03C03. Two shut doors here. Climb down the left side. NEP03C04.  
Go left along the upper path, jump in the well, read the stone. Jump  
in the well back to C04.

Now go right along the upper path and read the stone. Go back left  
and continue left along the lower path. Go down the lift and read  
the stone. Go back up the lift and right one screen. From C04, roll  
right along the lower path. NEP03C07. Roll over the ledge to land in  
a well. NEP03C08. Read another stone, then lower from ledge and into  
the left well back to C04. Climb to C03 and enter the upper door.  
NEP03C09. Go to the right. NEP03C10. Read the stone. Go through the  
door to the right.

NEP03C03. Chant and go through the bird portal. C19. Climb the right  
ledge and continue right. C11. Enter the door. NEP01C05. Climb ledge  
and go right. NEP01C01. The sleeping green things are Fleeches who  
like snacking on Mudokons. The crawling oil puddles are Slurges,  
rather harmless, but they make lots of noise when stepped on. Roll  
to the right and read the stone. Leap across and drop to the next  
screen.

NEP01C02. The next area down has no protective walls. On the left  
side, continue down. NEP01C03. Jump down, run/jump to ledge and into  
well. NEP01C04. Read the stone about ghost traps, then hit the trap,  
climb and go through the door. NEP06C01. Sneak to the left ledge and  
pull the lever. Without landing on a Slurge, jump down and carefully  
jump to the right.

Climb up and pull the second lever. Before the Fleech can get you,  
go down and enter the door.

NOTE: In the following areas, make good use of your quick save at  
strategic times.

NEP06C02. Sneak to left lever. When it's pulled, Fleech awakens.  
Turn, hop, pull second lever. Run/jump and pull third lever. Jump  
down, enter door before getting caught. NEP06C03. Same routine; pull  
left lever, turn, hop right, pull next lever. Walk?, hop to right,  
pull third lever. Go down and enter door.

NEP06C04. Carefully sneak right, pulling each of the 3 rings. Sneak  
to left, climb up and pull lever. Run/jump to right, pull second  
lever and go for the door. NEP04C01. Sneak left and read the stone.  
Sneak to right ledge and drop into a well. NEP04C02. Read the stone,  
sneak left one step and down. NEP04C03. Slap the Ghost Trap to see a  
large green ring of invisibility. You'll use it shortly. Quick Save!  
Jump in the well.

NEP04C01. Quickly run left and carefully lower twice to C03. At  
bottom, chant for invisibility, run/roll to right. NEP04C07. Climb  
ledges and go back left on upper path. NEP04C03. Climb to next  
screen. NEP04C02. Chant again to stay invisible, climb to C01 and  
enter open door. NEP04C04. Go left and enter door in next screen.  
NEP05C06. Run/jump over left gap, continue left. NEP05C05. Chant to  
open bird portal. Jump in to clear gap. Continue left. NEP05C04.  
Jump in the well to the background and go right. NEP05C05.

Background. Read the stone. Then, jump in the well. NEP05C02. Walk  
to the left. NEP05C01. "Split path." SAVE! (This secret area is  
difficult and you only lose a couple of Mudokons, should you decide  
to jump in the well and go directly to Level 3.)

Roll left to secret area. NEP06C10. Chant and jump through the  
portal.

NEP05C11. Sleeping Sligs. Pull up and jump to right. Pull lever and  
jump gap to hang. Sneak left. NEP05C12. Run/jump to ledge. Roll onto  
trap doors, disarm bombs, quickly roll forward. Pull lever,  
carefully drop down, crouch at right side of bomb, face left and arm  
it. When Greeter's motion detector hits you, roll to the right. Get  
the Mudokons and free them.

Finally, jump in the well back to main path. NEP05C01. "After secret  
area." Jump in the well.

LEVEL 3. Mudanchee (Scrabs): SVP06C23. Run to the right and through  
the door in next screen. SVP06C03. Read the stone. Walk right to  
next screen, pull lever, return left and jump in well. C01. Continue  
to next screen right. C02. Read the stone. Possess Scrab in  
background and use it to destroy the Fleech (1 then Ctrl for PC.)  
Explode the Scrab, jump the gap, then climb down.

C04. Pull the ring, then pull lever. Return left to C03. Slap Ghost  
Trap, then go through door. SVP06C09. Quickly go left several

screens to C05 and jump in well. Slap the trap, chant, then run right to C06. Pull lever and continue running right. C07. Pull lever, run/roll, continue to exit door on ledge in C09 (hopefully you're still invisible!) C13. Go across the gap, go right, jump in well, climb up.

SVP06C11. Carefully climb to top path and sneak left. C10. Run/jump to left ledge, read stone, then pull lever. Possess Scrab, move it right to C11, kill Fleech and return Scrab to C10 and chant to un-possess it. Pull lever and trap it again. Return to C11. Drop, pull lever and slap Ghost Trap. Climb over small mesa. Drop to C14 and continue right. C15. Sneak to well, fly up to small mesa. Chant and run right.

SVP06C16. Quickly climb ledges and keep going (you may not have to use Scrab to kill Fleeches.) C12. Slap trap, go down and through the door. C18. Read the stone. Walk right. C19. Possess Scrab, take it left to C18, make it Howl; L1+T (2 on PC), step on pressure plate, Shred (1 then Ctrl on PC) other Scrab.

C20/C21. Walk Scrab right, lower next barrier, Shred another Scrab. Run Scrab all the way left to C17 and release it. SVP06C19. Climb down, go one screen left and along top path to C17, slap Trap. Run right, avoid Fleech in C21 and slap Trap. Run back to C19 and through the door. C22. Run left, enter door in C25. SVP07C01. Run left to SVP07C02. "Split path." SAVE! Roll under ledge, drop to area below.

SVP07C07. Avoid Scrab, chant and run/jump through portal. C08. Be quick and careful. Say ALL YA, pull lever, say FOLLOW. Run right, drop to area below. C09. Pull lever, go left, drop to lower path. Roll under saws, climb carefully to third lever area. When safe, climb, roll under saw, stand and pull lever to stop lower saws. Roll to safety, get Mudokons to walk off left side, and chant to free them. To return to C08, climb down, return past saws, climb to C09, go right and climb to C08. Jump in the well to return to main path. SVP07C02. "After secret area." Climb up, chant and jump through the bird portal. C04. Read the stone. Possess background Scrab and practice Scrabing (1 then Ctrl.) When you're through fooling around, release it and jump in the well.

SVP07C03. Mudanchee Scrab Nests. Enter the second level screen-left foreground door. SVP02C02. Background. Go left, climb mesa, jump gap and roll to next screen. C01. "Split path." SAVE! Make your way left, then down and back right. On the right edge of the green bottles, lower off an invisible ledge. C05. Run and jump into well, then chant and jump through portal.

SVP02C06. When Scrab is on right, run/jump to left ledge. Possess Scrab and put it in box on the right. Un-possess it and quickly pull lever. Say ALL YA, jump down and lower barrier. Say WAIT, then Quick Save. Go down lift to first stop at portal. Say ALL YA, FOLLOW, WAIT. Collect all Mudokons, chant to free them, then jump in well at right. C05. Climb up.

SVP02C01. "After secret area." Pull the lever, wait till Fleeches start at you, then run/roll to Ghost Trap and slap it. Jump in well and fly to top. Jump right, then roll right to C02. Climb down to the bottom path and roll right past the well. Climb down last platform to another screen. SVP02C03. Notice the well. Roll right to next screen. C04. Lure both Fleeches to the middle path in C03, then jump in the well there. Run/roll back right and slap the Ghost Trap. Now jump in the well or run/roll to C03 and jump in that well. Roll left, climb to C02 and enter the left exit door back to the many door screen.

SVP07C03. Enter the ground level door at screen-right. SVP01C01. Climb to upper path and roll right. C02. Right now, ignore the Scrab. Jump the gap and roll to the right. C03. Continue rolling right. C04. You have to slap 2 Ghost Traps to open the door. Drop to lower path and walk left to previous screen.

C03. Pull lever, run right to C04, jump to upper path and roll left. Continue to C01 and as you get near the Scrab in C02, the Fleeches stop. Possess Scrab and stomp Fleeches before it's eaten. Un-possess the Scrab. Return to C03, slap the Trap and return to C02. Chant for invisibility, go down and pull lever. Slap that Trap and climb before Scrab sees you. Return to C04 and exit the door.

SVP01C06. Walk left. C05. Say ALL YA. When Fleeches are grouped at right of screen, go right to C06. Jump into foreground well. In background, run and jump in left well. C05. Quick turn. When Fleeches start at you, jump to Trap, slap it and jump in well. C06. Return to foreground and run left to C05. Chant for invisibility, run right to C06 jump in well. Continue right and jump in another

well.

SVP01C07. Slap Trap and back to well before you're visible. C06. Go through door back to SVP07C03. Jump in right well. Go across to left side. Enter the screen-left top level door. SVP05C02. Carefully notice everything in this screen. Run right to P05C03. Stand on upper platform edge. When Scrab approaches, hang from edge. After Scrab jumps down, pull up and run left to C01 and pull lever. Walk and roll left. Quick Save and wait at edge till a second Scrab approaches. As they fight, drop to lower path, slap Trap and climb back up. Roll right to C02. Stand at top well. When Scrab leaves screen, jump in well and enter the door. SVP05C04. Run right to C05. Jump in well to foreground. If Scrab is near, wait till it go to other screen. Drop down, slap Trap then stand at well. When Scrab runs back, jump in well to screen C04.

Run/jump to ledge, wait for Scrab to start going away. Slap the Trap, then stand at well. When Scrab runs back, jump in well. C05. When safe, jump to upper ledge and enter it's well. Go through door in the background. SVP05C07. Jump in the bottom well back to foreground. Quick Save. When Scrab is on the right, run left and immediately jump to ledge by trap in C06.

DON'T slap it yet. When Scrab is at far left with back turned, slap Trap to drop, run right and jump in well. You're in background of C07. Climb to top. Go right to C08. Jump in well, run to C09, slap Trap and jump in another well. Go right to C09 and through exit door. SVP07C03. Go through the door directly in the middle of the background, surrounded by the other doors. SVP03C06. Go left to C05. Jump in well, keep running. C03. Jump in well.

Slap Trap and start running again. C01. Stand at well. When foreground Slurg is out of way, jump in well and avoid stepping on Slurg. C01 Foreground. Continue right, careful not to awaken Fleeches. C03. Jump off cliff, slap Trap, jump in well. C02. Slap Trap, jump in well and fly to C03 and C04. Run right avoiding Scrab. SVP03C05. Jump onto ledge, run right, come back on lower path and slap Trap. Run right, jump onto ledge, and through door in C06. SVP07C03. Go through the very top door in the background. SVP08C01. Walk right, ignoring the lever. C03. Avoid the well, lower from the edge, and carefully roll left. C01. Carefully lower off the right ledge.

SVP08C05. Sneak/drop to bottom. "Split path." SAVE! Without stepping on Slurg, drop down a secret ledge on the right. C06. Chant and jump in the portal. SVP08C07. Roll right. C08. Pull lever, quickly jump to upper path and roll left to C07. Use lever to sizzle Fleeches. Take Mudokons right, and free them in C08. Jump in the well. C06. Climb. C05. "After secret area." Sneak without stepping on the Slurg, slap Trap and run into the well.

SVP08C01. Run right to C03 and jump in well. C02. Walk to first lever, chant for invisibility, then pull lever. Quickly pull second lever when you drop. SVP03C03. Run right to C04. Slap Trap, run/jump to ledge at right and hurry back left on middle path and through door in C03. SVP07C03. Go through the far right door, just above the very bottom one.

SVP04C01. Run right (jumping 2 gaps) and quickly get past Fleeches. C02. Jump in well. When Scrab is to the right, pull lever to trap it. Jump down and sneak left. C01. Pull lever and sneak right. C02. Sneak/jump onto ledge, sneak/pull lever, and chant to possess Scrab. Use it to kill Fleeches, then return it right and trap it again. Climb down, go left to C01. Slap Trap and return right to C02. Again release Scrab, chant for invisibility and go through door. SVP04C05. Drop down to lower path and roll left to C03. Pull lever and roll back to C05. Quickly possess Scrab. Kill Fleeches. Send Scrab all the way left to C03 and leave it there. Roll back to C03 and pull lever to trap Scrab. Return to C05, get on upper path and return to C04.

SVP04C04. Jump in well, sneak to lever and pull it. Sneak back to well and jump in. Return to C03 on lower path. Pull lever to open barrier in foreground and background. If Scrab in foreground is in the way, possess it and move it to C05 and leave it there. Then possess Scrab in background and kill the Fleeches. Bring Scrab back to C03 and release it. Bring other Scrab all the way back left to C03. Roll there and pull the lever to trap both Scrabs behind the barriers.

Return to background and slap Trap. You have to open the barriers a final time. In C05, get on the platform, ready to go left on the upper path. Chant for invisibility and run left through the exit. Jump in the well, then the left bottom well. SVP07C04. Go through the door. SVP09C04. Run left to C01. Walk to teleport door. Quickly

run/roll to right. C02. Roll under beam and enter the teleporter. Run/roll to the right. C03. Keep rolling and fall off ledge. Go back left and into teleport ahead of Scrab. You land to the right, keep going.

C04. Jump in well. From top of mesa, roll right and drop into teleporter. C06. Quickly go left. Go into the teleporter in C05, then run/jump right onto ledge. Again jump right and return to C06. Drop to lower path and head back to teleporter ahead of Scrab. Go right to C07. Run over pressure plates and protective barriers rise. Consider the following paragraph before doing it:

Walk off ledge to SVP10C02. Run/jump left to ledge away from Slog. Jump/run over Slog and through teleporter in C03. Roll under beam. You land on a ledge and continue rolling right. C04. Quickly stand up, possess Slig, take it through teleporter and shoot many Slogs. RUN right from Fleech. C05. Go through teleporter, slap Trap and chant for invisibility. Climb, quickly go right and slap 2 more traps. Run through another teleporter before becoming visible.

SVP10C01. Quick save. Take 2 steps toward door. As Fleeches start, climb and slap Trap. Turn and run/jump to pull up on opposite ledge. Jump back and enter door. SVP11C02. Go to the left. SVP11C01. Slap Trap to turn off electric barrier. Collect all the Mudokons, take them back to C02 and chant to free them. Finally, go through door. NEP05C08. Walk right to C09 and jump in the well.

LEVEL 4. Mudomo (Paramites): PVP01C01. Go right and climb ledges in C15. Continue right. C16. Read the stone. Go right and the Paramite will retreat. C17. Run/jump to the ledge and continue. Read all Story Stones throughout the area! PVP01C18. Run/jump to right, keep running to next screen and jump on low ledge. C02. Continue right. C03. Read the stone. Possess the Paramite and make it eat the Slurgs. Move Paramite under the ring and push up for it to pull the ring and lower the barrier. Un-possess the Paramite. Continue right. C04. Possess a background Paramite, climb the web and pull that ring. Un-possess the Paramite and continue right.

PVP01C05. Stand on trapdoor and chant. Use Paramite to climb web and pull ring. Release Paramite and continue right. C06. Climb over ledges and down to next area (C07) and run/roll left. C08. Possess Paramite, climb and pull ring to lower the lift. Release Paramite. You'll have to quickly pull a lever (2 areas below in C10) before Paramites attack. Continue down lift to C09 and climb down to next screen. Quickly turn, pull lever. Get on lift and go down.

PVP01C11. Pull lever, quickly run/jump to right ledge. NEVER corner a Paramite! Continue right. C13. Pull lever, RUN right, through C14 and leap up on ledge in C19. Continue right. C12. Enter door and walk right. PVP07C07. Jump in well, continue right in background. C08. Keep going and roll all the way to C10. Jump in well and go back to C09. Read the stone to learn about speaking Paramite.

Possess a Paramite and get others to follow (6 then 2 on PC.) Go left. At Fleeches in C08, say ATTACK (5 on PC) to kill all Fleeches. Get possessed Paramite to pull ring and open doors. Release Paramite. Go through doors. Walk left to C07. Drop through hole and jump in well. C11. Run/roll to right before Paramites get you. C12. Enter door. PVP10C01. Go left and climb over in C02. Continue left to barely enter C03. Carefully walk under first ledge and climb up. Read stone.

DON'T crowd Paramite. Climb over to meat sack and jump up to release meat. Crouch just left of the meat and hit Ctrl to pick it up (when an item is on an edge, you have to use this method to pick it up.) Continue left. C04. You have to get the Paramite away from the Ghost Trap. Throw meat to the right. Jump down and slap the Trap. Climb and continue left. C05. Read stone. Chant for invisibility and run left to C06. Drop down, slap Trap, run/jump to left ledge before becoming visible. Go through door and continue left in the background.

PVP10C07. Slap 3 Traps and go through door. PVP07C01. From the door, RUN! to next screen, jump onto ledge, chant and jump through portal. Mudomo 1: PVP08C01. Read stone, then jump in well. At screen left, go through the lower door. PVP09C01. Slap first Ghost Trap. Possess a Paramite. Have it jump and pull ring to release it from the barrier. Carefully move Paramite to next screen left.

PVP09C02. Eat all Slurgs, without stepping on them, and Fleeches continue to sleep. Continue left. C03. Have Paramite pull ring to lower lift. Continue Paramite left. C04. Quick save. Run it left and use Space bar to make it jump the gap. If it's killed in the attempt, kill yourself and try again, or get the extra Paramite in C01 and try again. Climb it down the left hand ledge. C05. Use

Paramite to pull ring that raises lift. Move Paramite over the edge. C01. Yourself again, sneak left past Fleeches in C02.

PVP09C03. Slap Trap and continue left. C04. Take lift down to C05 and go right to C06. Get on center mesa, leap left then to Trap and slap it. Leap back right twice. Go left and take the lift up to C04. Go right sneak past Fleeches in C02. In C01, go through the door. Mudomo 2: PVP08C01. Go through the lower right door. PVP05C01. Climb down and roll right. C02. Climb, pull lever. Possess Paramite in background, move it right to barely enter next screen.

PVP05C03. SAVE! Move Paramite across the gaps, up the webs to ring at upper right and pull it. Move Paramite right. If it's killed, another appears in C02. Just try again. C04. Move Paramite down the long web and jump it to small area in middle. Jump and pull ring to open barrier above. Continue up other web and to the right. PVP05C05. Jump gaps and avoid falling boulders.

Pull the ring. Finally, release Paramite. C02. Climb down. Roll right to C04. Carefully climb and leap, slap the Trap (you're safe.) Continue to C05 and exit. Mudomo 3: PVP08C01. Enter the left door on the middle level. PVP12C01. Drop off the ledge and fall 3 screens to C05. Fast, slap Trap and chant for invisibility. Climb ledges on right, then center to next area. C04. "Split path." SAVE! Slap the Trap, get on lower ledge at right. Roll to C08.

Chant for invisibility, climb and enter left door. PVP15C06. Sneak! Wait till saw below is directly under you, going left, pull ring and roll right, then drop down. C07. Quick save. Time your way through saws to left, crouch and quickly roll to just left of the vertical saw at ground level. When Fleeches appear, roll about to get them into the vertical saw. Now you have to work your way back up the right hand ledges to screen above:

Time your move and roll right just past vertical saw. Carefully roll under right edge of center platform and face left. Time your move and quickly hold you up control to pull up. Leap right and climb up. Climb to Mudokon at wheel, slap him (5 on PC), then say SORRY (7.) You have to reposition yourself several times to get Mudokon to follow over the edges to screen below.

PVP15C07. Get all Mudokons to floor and free them. Return to C06 and jump in the well. In C08, roll left to land on the center of PVP12C04. "After secret area." Quick save! Slap trap and chant for invisibility. Climb to next area. C03. Hop to each occupied mesa and climb to next area. C02. Climb to second ledge, hop right, slap Trap, take 2 more steps and hop into well. C01. Exit the door. Mudomo 4: PVP08C01. Enter right hand door on middle level. PVP04C01. Quick save! Walk off the ledge into the well. Sneak right. C02. Sneak and pull lever. Run right. C03. Jump onto ledges and ignore Trap right now. Get Fleeches to follow to other side of rocks, then go back across pressure plates, trapping Fleeches. Slap Trap, return to C02 and go up the lift.

PVP04C05. At left-hand meat sack, knock some loose but DON'T pick it up. While Paramite eats, run to other sack and pick up some meat. Take lift up to next area. C06. Throw meat right to get both Paramites there, then quickly climb and RUN left. C07. Jump to ledge and go through door. Mudomo 5: PVP08C01. Enter left-hand door of top level. PVP11C01. Walk left in the background.

PVP11C02. Ignore lever, go left. C03. Jump in first well to land all the way left. Pull lever and Paramite appears in foreground. Continue left. C04. Slap Trap and return to C03. Possess Paramite and let it get eaten by Fleeches. Jump in left-hand well, continue right. C02. Pull lever and continue right. C01. Jump in well to foreground.

Drop to bottom path and walk left. C02. As Paramite retreats, it drives Fleeches away. Slap Trap. This raises protective barriers farther left. Quick save! Possess Paramite and have it eat the Fleeches there, including the ones in C04 (you'll have to play cat and mouse with this bunch.)

Finally, release Paramite and continue left. C03. Slap final Trap and go left. C04. Jump in well and exit. Mudomo 6: PVP08C01. Stand on right edge of middle level, leap right, pull up. Enter right-hand door of top level. PVP03C01. Slap Trap. When Paramites appear, run/roll 2 screens right to C03. Jump in well and land in C04. Slap Trap and roll right. C05. Run off ledge and roll in narrow space. Keep rolling to fall off ledge.

PVP03C07. "Split path." SAVE! Ignore the door for now. Jump right to tiny ledge and roll right. C08. Roll right. Pressure plate causes rocks to fall. Quickly possess Paramite and hide it under ledge till

rocks stop. Move Paramite to pull ring that activates the well. Release Paramite and jump in well. FVP14C10. Quickly possess Paramite, move it left across webs and pull ring. Quickly move Paramite up.

PVP14C09. Have Paramite quickly say ALL YA-6 then DO IT?-4, ALL YA-6 then C'MON-3, finally ALL YA-6 and DO IT?-4. Then release the Paramite. C10. Abe again, jump in well. C09. Free the Mudokons, then jump in the well. PVP03C07 "After secret area?" Jump in background well. In foreground, lower down from right edge by the Story stone. Go through door. PVP13C01. SAVE GAME! This is one of the more difficult segments of the game. Just keep trying and you eventually start to get a little farther along as you roll, jump, and climb, continually to the right.

Pull lever, quickly run/climb ledge and run/roll through next screen and on to C03. Climb, roll and keep running right. C04. Roll off ledge to drop. C05. Quickly roll right. C06. Roll off ledge, keep rolling. C07. Roll under overhangs and jump at last second to catch ledge. Quickly continue right. C08. Roll and jump across gap and jump into the well. C09. Keep rolling right. C10. Roll to ring and pull it before Paramite appears. Keep rolling right. C11. Roll under low rocks.

PVP13C12. Jump gap, quickly continue. 13. Jump at last second to Ghost Trap. Slap it, turn and jump into well. Run left. 12. Jump gap, keep rolling back to C09 and exit. C14. Run right, jump to door ahead of Paramites. Watch a movie (you get the healing power.) You're returned to end of mines where you'll heal the sick Mudokons. NEP03C10. Read the stone, then chant and jump through portal. NEP03C17. Chant to heal the Mudokons. Then take them to next screen to operate all valves at once. Take them back right and chant to free them. Finally, go left and jump in the activated well (when all valves were turned at once.) Watch a movie.

LEVEL 5. Feeco Depot: FDP01C01. "Split path." SAVE! On the bottom path, roll right to fall in a well. FDP01C09. When it's safe, hop from the ledge into first shadow below. Sneak behind Sligs to shadows as you go right. From the shadows, try slapping a Slig when none of the others are looking. C10. Make sure the Sligs are off screen, pull up onto ledge with Mudokons and chant to free them. Face left and when it's safe, leap to first shadow. Sneak to shadows going left to previous screen. Sneak to shadow under left ledge, and when it's safe, pull up and jump in the well. Climb up through C08. Roll left. "After secret area." FDP01C01. Climb onto ledge and watch a movie on the monitor. The barrier opens. Continue right one screen.

C02. Read stone. Drink some brew at the dispenser. Quick save. Let off some gas and quickly possess it (it usually counts down to 2 before it's possessed.) Send it down on the bomb and un-possess it to explode. Go through the door. C03. Read stone. In C04, explode the mines with a couple of gassers. Send a stink bomb to C05 and destroy the floating security orb, then get rid of Sligs by chanting.

In C05, go through the door. FDP07C01. Drink some more brew. Pull lever and drop below trapdoor. SAVE, in case you fail the next gas attack. Possess a gasser and send it down to next area. C02. Position gas just below and left of the security orb. When both Sligs are near it, explode everything. That should clear the way. Climb down to C02 and be ready to run in next screen down. FDP07C03. When you land, quickly drop off, and run right. C04. Jump two mines, then another and keep running. C05. Jump mine, and climb left ledge of platform and keep climbing to next area up. C06. Climb, go left, climb.

C07. Pull lever, turn and hop across gap. Go back to C01. Get another drink and Quick save. Send the gas to C07 and get rid of the four bombs at the lever. Get another drink and return to C07 and through the door. FDP02C08. Check the map and go right. FDP02C07. Quick save. Stand under the security orb. You'll get zapped when you chant but that's ok.

Possess a stink and leave it under the orb. Get out of the way and explode it or let it count down and self destruct. Two gassers should take care of the mines on the upper path and left at C08. Send some gas through C08, up, right, up and right to kill Slig at Bonewerkz entrance in C04. Send another gasser down below C07 and blow up the Greeter. Go back to C08 and up to FDP02C06. Walk right to C05 and up the right side to C03 to enter door that says Employees Only. FDP09C02. In background, roll left and pull lever in C01. Go back through door.

FDP02C03. Read stone. Quick save! Go through door Slig Barracks.

FDP09C02. Foreground. Before Sligs return to this area, sneak through, then sneak through C01. Sneak and run, if Sligs are gone, and enter the door. FDP03C01. Read stone. Go left to C02 and down to C03. Take lift to C04. Jump in well on right. Go left to C05 and through the door. In background, continue left to C07. Slap Trap, Pull lever and jump in well.

FDP03C04. Climb onto ledge. Quick save. Walk to left edge of screen, briefly chant, then run through next screen, run across platform in C06 then run/roll, and jump to ledge in C07. Climb up two screens to C09 and Quick save. Climb up to C10, up to lever and pull it. Possess Slig and walk it right. C11. Say Hi (1) and quickly repeat the sounds (5, 6, 8 on PC.) Walk him to the teleporter and pull lever. Walk him right again.

C12. Walk Slig off shelf and start firing. If he's killed, pull lever and send another until all enemy Sligs are killed. Walk him right again. C13. Shoot any Sligs and use possessed Slig to lower the lift. C02. After giving password (6, 5, 8), walk Slig off edge. C10. Yourself again, go right and use the portal. Go right 2 screens to C13. Pull the lever and go down the lift to C02 and enter the door. FDP03C14. Go through the door and take a train ride. BAP0103. Go through the door.

Level 6. Slig Barracks: BAP01C02. TIP: hold X while running toward low places. Run/roll left to next screen and through the door. BAP01C04. On entering next screen, immediately get under low space. Carefully run/roll right to shadow directly below security orb. C05. When Slig leaves, roll and pull lever, then hoist onto ledge above. Carefully roll right. C06. As right-hand Slig turns away, roll to hang from lower-right ledge.

As right-hand Slig turns away again, pull up, run/jump to ledge and pull up. Pull lever, leap to elevator and take it up. BAP01C07. As Slig turns away, climb onto right platform, run off right side. Pull lever and Slig falls. Quickly pull up on platform. When Slig walks to right, run left and run/jump onto left ledge. Jump in the well. BAP01C09. Soon as Slig flies away, pull up, jumps gaps to right and climb up. Possess flying Slig and slowly send it up. C10. When trigger happy Sligs backs are turned, fly to just above the top Slig. If the flyer goofs, another can be possessed. Kill the Sligs with grenades. Continue up. C11. Kill left Slig, pull lever and kill the one that falls. Pull right lever and fly up above last Slig on the left.

Drop grenade on that Slig. Position flyer near orb, chant to destroy Slig and orb. C09. Avoid flying Slig and climb. C10. Run/jump wide left gap or climb and jump narrow gap. Continue up. C11. Climb to door and enter. C12. Sneak forward once and climb. When bottom Slig is out of the way with back turned, sneak left 2 steps to drop into shadows. Sneak behind Slig to next area.

BAP01C13. When safe, climb to upper platform, sneak to left edge. When just 1 Slig is in area with back turned, hop into shadows at grenade machine. CAREFULLY dispense a grenade. While crouched in shadow next to grenade on floor, hit Ctrl to pick it up. Stand and sneak to left of grenade machine, face right and crouch. Time it and toss on beep 5 to kill left Slig (while right Slig is out of screen.)

Get another grenade and kill other Slig. Finally, get another grenade and return to BAP01C12. Stand in shadow to left of Slig on low platform, face right and Quick save. Throw grenade on beep 5 with up control to get him. Go get another grenade and stand at left edge of middle platform. When Slig moves left, throw grenade with controller back and quickly crouch. Go get another grenade (this is absolutely critical), come back and turn the wheel, then exit the door.

BAP13C14. Possess Slig and destroy it (save your grenade.) Take the lift down. C15. Turn off electrical barriers. Say HI (1) then SORRY (7) to each Mudokon. Take them up lift to C14.  
TIP: you can move a Mudokon a step right or left by standing on opposite side and letting off some gas!

Position 4 Mudokons at the valves and tell them WORK (4) to open door. Get all Mudokons on the lift. Go down to C15 and free them. Go back up to the valves and exit the door.

BAP02C01. BARRACKS HUB. SAVE! Carefully drop down. Check the map on the left. Check the monitor on the right to view a short movie. This activates the wells. Start with Well 1. Enter the door. RIFLE RANGE. BAP10C01. Go up the lift, take 1 step left, crouch and roll to hide just left of door behind large pipe. Stand, leap and take a step to next pipe. Continue left 1 step. C02. Crouch and roll to area under

grenade machine.

You should already have a grenade (briefly tap Z to see a 1, to be certain.) If you don't already have a grenade, then you'll have to do this: quickly climb, get grenade, hop across and get behind pipe. Anyhow, behind the pipe is where you need to be with grenade in your possession.

BAP10C03. Use Mudokon targets (life size cutouts) to hide behind. Time it and get to left edge and to next area. When Sligs in distance are turned away, run/jump/roll to second target. Then run/jump to ledge and get behind pipe. C04. Hop across gap and quickly get under narrow ledge just left. Roll to pipe at left to hide. In next screen left (C05) quickly get on platform with Mudokon and destroy orb with a grenade.

Possess and destroy Sligs in background. Continue left. C06. Hide as you go left to the lever and pull it. Say HI (1) SORRY (7) then WAIT (3) to the Mudokon. Climb down and say HI (1) SORRY (7) WAIT (3) to other Mudokons. For safety, move lower Mudokons behind the rocks. Go back to lift and lower it. Call all Mudokons to the lift and take them up. Get them to follow and run right.

BAP10C05. Call all of them to bottom and free them. Carefully go back left and exit the door. BAP02C01. Jump in well to come to foreground. Jump in Well 2 then go through door. WORKER CAMPUS. BAP05C01. SAVE! Jump over floating mine and roll to next area. C02. When mine is going up, jump gap. When it comes back toward you, pull up on ledge, take 1 step and crouch. Carefully on left edge, when it's safe, jump to the lift and take it all the way down to C04. Jump to second lift, take it down, then pull lever to raise another lift. Walk across to the right. BAP05C05. Go to lever at upper left, pull it then go to the Mudokon and say SORRY (7) and take it back to C04. You can wait till the mines are synchronized and run past them, otherwise be extremely careful. BAP05C04. Take Mudokon down to C06. Jump across left, climb and pull lever to raise another lift. Free Mudokon, then take the right lift down to C07. Go left.

BAP05C08. Quick save here! Run/jump left and hang on platform. Disable the bomb. Stand and hop left, disable another bomb. Stand and hop right. Hop again to catch upper platform. Disable bombs there. Say HI (1) SORRY (7) Get Mudokon to follow back right to the lift and up to C06 to free it. Return down lift, then left to C08 and continue left 2 screens to C17. Exit the door.

BAP05C16. Jump down and sneak right into next screen. C19. Sneak to ledge, possess Slig and walk it into the mine. "Split path." SAVE! Roll right. BAP05C24. Hang on left side of platform. When the mine is not a threat, pull up, run across and crouch at the wells. Roll to front of right well. Before mine arrives, stand and jump in right-hand well.

BAP05C23. You're hanging from a ledge. Sometimes if you hang long enough, the Slig is destroyed by the upper mine!

When Slig turns away, and far mine is not a threat, hoist into the shadows. Hold down Space bar to hop across and hang from far ledge. Before mine arrives, pull up and sneak behind Slig and hide in shadows of next screen.

BAP05C25. When Slig is not looking, sneak to edge and hop 3 times to land next to Mudokons. Quickly say ALL YA (6) AND FOLLOW (2) to call them to you before another mine gets them. Possess Slig and use it to destroy mine in C24. Jump in well and make your way back here again (C25) Above, chant to free Mudokons then jump in well and go back to main path. "After secret area." BAP05C19. Climb to next area (C20) and go left through C21 and C09 to BAP05C10.

Disable the bombs, watch out for floating bomb above, climb, take one step and crouch. When mine is out of way, stand, pull lever, crouch and roll off ledge. Slap (5) each Mudokon and tell each sorry (7), then take all of them back to lift in C09. Take Mudokons up through C11, past floating mines, to C12. Make sure they wait there. Work your way right and left till you reach the upper lift. Take it down, gather the Mudokons and take them up to C13. Quick save. Take them left to C14 and notice a 3 floating in the Bird Ring. There's another Mudokon. Free all 3 at same time to get the Shrykull power. Climb and go to the next area. BAP05C15. Continuously chant to destroy everything. Turn the wheel valve and Quickly exit. BAP02C01. Come to foreground, jump in well 3 and exit that door.

SLIG BUNKS. BAP0707. Climb and read the stone to learn that Sligs can separate their tops from their legs. Sneak left into the next room. C06. Wait for crawling Sligs to go after their legs. Possess Slig on upper platform, bring it down and go right to shoot all

manner of Sligs. Take your Slig right to C08, shooting Sligs along the way. Use Slig to open barrier (6568) and shoot crawling Sligs. Then, destroy your Slig.

BAP07C06. Abe again, climb and turn valve, then go right to C08. Possess flying Slig, move it up to C09. Kill second flying Slig there. If both die, you get another in C09. If yours survives, position it just above the security monitor. Make it give the correct answer (5568) to open the barrier. Then move Slig back down and left to C07. Then fly it up to C05 and 4, destroying all mines and Sligs in those areas. Then destroy your flyer. C08. Abe again, climb to C09.

BAP07C09. If your flyer was killed in the above paragraph and didn't finish those instructions, you can get another by pulling the lever, quickly drop back to previous area and possess the new flyer. Use it to destroy all Sligs and mines in C05 and C04 if not already. Finally, here in C09, turn the valve B. Go down to C08 and left to C07. Climb up to BAP07C05.

Run jump to door A and enter. BAP15C01. Possess Slig, pull lever for door, un-possess Slig. Get Mudokons to lower path to wait. Exit to right and return to get bird portal again. Free the Mudokons, then climb to exit. BAP07C05. Climb and get to left. Run/jump right to door B. BAP15C02. Possess Slig. Pull lever and shoot Slig that drops. Do this as often as you like-it's meaningless but revengeful. TIP: pull lever to get Slig and quickly run off ledge before it shoots you. Possess it and bring it down to respond to voice check (66568) for electrical barrier, then release it. On upper path, Walk left to reset portal, then come back and free the Mudokon. Exit the door. Climb to BAP07C05. Climb to C04. Get on left ledge above door C. Climb to C02 and hang on left ledge. When Slig leaves, climb onto upper ledge and sneak left to hide in shadows.

Then continue into C01. If you don't have a grenade, make sure Slig isn't looking, dispense a grenade and quickly sneak right to shadows. Sneak to pick up grenade and hide in narrow shadows left of grenade machine. Quick save. Hold grenade for a count of 5 and toss it with controller back or right arrow. This should get Slig AND orb.

If you have trouble throwing just right, try throwing with the down control!

Possess Sligs below and destroy them. Get another grenade, jump down, pull lever, turn valve. Climb and return to BAP07C02. Quick save. When Slig starts walking away, throw grenade with controller forward. It rolls into next screen and Slig is killed. OR, drop to bottom path, time it so you can throw straight up at last count when Slig is on the edge. Get another grenade, return to C02, climb and continue right.

BAP07C03. Quick save. Blow up security orb, then possess a crawling Slig below. Move it right to front of green circle device. Press up controller (up arrow) to open barriers. After other crawlers leave, move to small post at left and press up controller to get Slig legs. Quickly shoot other Sligs if you can. Abe again, turn valve D. Return on upper path to C01 for another grenade.

BAP07C02. Throw grenade to kill left over Sligs. Get another grenade, then go down to C04. Enter Door C. BAP15C03. Pull lever to shut off fields, then possess and destroy Slig that falls. Say SORRY (7) to the Mudokons. Get them to bottom path, leave and return to get portal again and release the Mudokons. Now exit door C. BAP07C04. Enter door D.

BAP15C04. When lever is pulled, Slig appears. Either hide in narrow shadow, or run while it's back is still turned. From bottom path, possess Slig and walk it to security device (56558) to turn off electrical barriers. Destroy Slig, then free Mudokons and exit. BAP07C04. Climb back to C02. All lights on door should be on. Exit door to complete this area.

BAP02C01. Return to foreground and jump in Well 4 and its door. BOMBING RANGE. BAP09C04. Sneak then jump to the teleporter. When bottom Slig is away, pull handle then carefully climb and sneak to top ledge. Once at top, you're safe in shadow. Sneak and roll to left, through C03.

BAP09C02. Hopefully you have a grenade (briefly tap Z to see a 1.) With it, you can more easily kill the Slig below. Or if you don't have a grenade:

When it's safe, roll down and slap middle Trap. You'll get zapped but chant for invisibility, then run right. C03. Stop at lever. When

Sligs are under electrical field, pull lever to kill them. Return left to C02 and slap the other 2 traps. Say SORRY (7) to each Mudokon and take all right to C03 and free them. Now go left, climb and go left to door in C01 and exit.

BAP14C02. Run/jump to left, sneak left to shadows in next screen. C01. When flying Slig is high up, roll down and walk to lever, pull it and run right through open trapdoor. C06. Keep going left till you reach C03. Pull lever to release flyer, then jump in the well. You're in cage with Mudokon. Possess flying Slig and send it right. C04. Blow up other flyer here and continue right.

BAP14C05. Blow up another flyer, and continue right again. C06. Pull lever to release Mudokons. Go back pulling any levers and destroy any flying Sligs. With all Mudokons released and dangers over, un-possess your Slig. C03. Abe again, let off some gas to make the Mudokon leave the cage. Take all Mudokons to C05 and free them. Return to C03 and free last Mudokon. "Split path." SAVE! Return to C05.

BAP14C05. On the right side, drop down from the small hidden spot in the path just behind the rocks. C11. Chant and jump through portal. C07. Possess flying Slig. Quick save. Have it pull lever and quickly fly up and right while being chased by floating mines. C09. Go through narrow gap and continue right. C10. Have Slig pull lever and quickly crash into mines.

Something else you can try, pull lever and pause, one mine goes through gap, quick fly up and right to pause in gap. Other mine gets zapped in electric barrier. Slowly fly right and pause before getting to the next floating mine above. A bit of cat and mouse will cause it to drop down and continue on. Now you should be able to fly on without too much difficulty. In C10, pull lever and quickly fly into any mines.

C07. Abe again, quickly run and jump through portal.

BAP14C10. Free Mudokons, then jump into well. C11. Climb to C05 and return left on bottom path to C03. "After secret area." Climb and go through exit door. BAP02C01. Now that you've finished the 4 barracks areas, jump in well to foreground and go through bottom door. WAR ROOM. BAP11C05. Climb down and read the stone to view several screens you'll be going through. Pull lever, quickly run/jump to left ledge. Roll to next screen.

BAP11C06. Roll down, pull lever. You drop to fone area. Jump in well to C06. Climb and return right to C05 and go up. BAP11C10. Continue right. C01. Quick save. Stand on left side at edge. Hop twice, step once, pull lever. Turn, hop, step, jump in well before crawling Slig gets armed. Hang until top Slig turns away, pull up, walk forward and roll once to crouch in shadows. Each time it's safe, roll one step at a time till you're nearly on the right side.

When it's safe, roll the rest of the way into the next screen. C02. At the edge on the left side, Quick save. Hop twice, step, pull lever. Turn, hop and enter the well. Roll to right. C03. Stand on edge of left side and Quick save. When Slig leaves screen, hop into the well. You're hanging, quickly pull up and wait till Slig leaves. Walk off ledge, take 1 step left, hop to right and pull lever. Hop left and jump into right-hand well. C04. Quick save.

Carefully sneak avoiding motion sensors. Sneak left to lever and pull it to activate the well. Sneak right to well and hop in. Pull upper right lever. Then possess Glukk. Have him talk to the security monitor; HEY (1) then DO IT (4), and he's teleported to C03.

BAP11C03. Have Glukk say HELP (7) to call Slig, then HEY (1) and COMMERE (2) to blow up Slig. Yell for another Slig and blow it up. Use same method to blow up all the mines. Then walk Glukk off ledge and take him left to C02. Jump gap in floor and continue left. C10. Walk Glukk off the ledge into C05. Go along bottom path to C06.

Stand behind barrier and yell for Sligs and blow them up till one mine is left. Yell for a Slig and when it's walking to the last mine, get the Glukk back out of the way. Yell for one last Slig and get it pull lever to lower barrier (hey-1, commere-2, do it-4.) Stand on trap to left and have Slig pull that lever to drop Glukk to Security Fone area. Speak to fone (hey-1, do it-4) to cause Slig at other end to shut off the gas. Un-possess Glukk.

C04. Abe again, Quick save. When it's safe, roll off ledge and exit door. BAP16C02. Go left to C01. Pull lever to shut off electric barriers. Get Mudokons onto floor, take them right and free them.

Exit the door.

LEVEL 7. BONEWERKZ. FEECO DEPOT: Main Lobby. FDP02C08. Go right to C07. Drink some brew and Quick save. As before, even though you'll get zapped, let one and possess it. Leave it under the security orb and get away fast. With orb out of the way, send a couple more stinks along upper path left to C08 and blow up the mines there. Send another gasser left through C08, then up, right, up, and right to C04 and blow up Slig at Bonewerkz entrance.

Go up to C04 and get some bones just left of the Bonewerkz sign. Then enter the door. FDP09C11. Throw a bone to the Sloggies, then pull lever to open trap. Hurry before it closes. Jump across gap and Quick save. Sneak into next screen. C12. Throw bone with down controller and make Sloggie run to pressure plate and turn off electrical barrier. Or throw bone onto the switch.

Careful of Sligs in the distance. Make your way to exit door and enter. For safety, you can throw a second bone. FDP04C01. Walk to the right. C03. When Sligs aren't looking, climb onto platform, walk forward, crouch. When it's safe, run/jump mines and roll to cover. C04. "Split path." SAVE! When Sligs aren't looking, sneak forward, climb down next to bottles.

FDP04C18. Stand 2 steps left of ledge. When Sligs aren't looking, hop to ground, crouch, roll 1 step to cover. Roll behind column to the right. When it's safe, jump in well. C19. Get Slog to follow all the way right to next screen. C20. Quickly hide just inside cover on left side of screen. Possess Slig and have it shoot to the foreground (down control and Z) to kill the Slog.

THAT WAS THE EASY WAY! The hard way; Slowly return to C19 and pull right lever to trap Slog on right side of the green barrier. Call Mudokon to green barrier to work. Now Slog won't attack. Lower the green barrier. When safe, go to the left side and trap Slog behind blue barrier. When safe, get to cover on right side of upper path. Regardless of which method you use, You eventually have to call the Mudokon, take it to C20 and free him. C19. When safe, jump in well and make your way back past Sligs in C18. Quickly climb to C04 and crouch/hide just left of bottles.

FDP04C04. Quick save! If you still have bones, throw to destroy the mines. When safe, roll right across screen to cover. If you don't have bones, you'll have to stand, run/jump, then roll across screen to cover. C05. Carefully roll to lift and take it down 2 screens to C07. Take the left-hand lift up to get nine bones in C06. Then go down lift to C08. Jump onto the left ledge. Carefully enter C09. Throw bone down, then run/jump to next upper ledge and continue. C10. Throw bone down and start running. C11. Jump onto ledge and continue left.

FDP04C15. The Sloggie will follow back to C11. Throw a bone right, drop and return to C15. Climb to next area. C16. Walk right. C12. Go up lift. C13. Pull both levers and bring 2 Mudokons down to C12 to wait. Mudokons in these areas are highly excitable and hard to manage. Remember, you can stand to either side of them and let a stink to move a Mudokon 1 step in the other direction!

Go left to C16, then climb down to C15. If the barrier is up at the lever, you'll have to go up to C13 and pull the bottom lever. In C15, stand on left edge of center platform, throw a bone right, walk left, pull lever, quickly run/jump back onto center platform. Jump left and climb to C16, go right to C12. If the right hand lift isn't there, go up to C13 and pull the upper lever.

In C12, get all Mudokons to right-hand lift, including the ones almost hidden to the right. Remember, these guys are high-wired and your stinks come in handy to move them a step at a time. Take all Mudokons down to C11 and free them. Return to C12 and make sure you didn't forget any Mudokons. Finally, go up to C13 and exit the door to C14. Go through final door for another train ride.

BONEWERKZ. C18. Enter the door. BWP01C01. Avoid falling boulder as you hop across gaps, pull lever and hop back. Take lift down 2 screens. C03. Avoid boulders, hop right, run/jump to ledge avoiding mine and sneak to next screen. C04. Sneak to edge, climb down, quickly run/jump to ledge as Slig awakens. Pull lever and stand even with it. While Slig isn't looking, hop to lift and go down.

C11. Watch movie on monitor, then exit door 1 Annex. BWP07C05. Hang from ledge. As Sligs start left, sneak behind them and hide in shadows. When they return, sneak to next screen. C06. "Split path." SAVE! Walk left to one step from wall and climb to secret area. C19. Stand in front of teleporter and face right. As Slig goes left, pull lever at teleporter, hop right and pull next lever.

BWP07C20. Hop and pull lever. In background, slap Slig, run/jump right onto ledge, pull teleporter lever. C21. Run off right ledge into teleporter. From the upper right, teleport to background of C21. Possess a Slig and destroy it. Possess other Slig and move it through teleporter to background. Walk Slig left to C20 and Quick Save! Be careful of the Mudokons.

Stand background Slig at extreme left and shoot to foreground (down arrow and Z on PC) to kill lower Slig. Then stand your Slig next to obstruction, where you barely see your Slig through the teleporter, and shoot the upper Slig. Finally, un-possess your Slig. Abe again, carefully return to foreground C20 on upper path.

The first Mudokon is easy to reach and say sorry to, then lead it slightly right. For the other one, you have to time it so the background Slig Doesn't shoot you. Take both Mudokons to C21 and free them.

Jump in well to C19, then through the door. BWP07C06. "After secret area." Pull lever to sound alarm and lower a barrier in previous screen. Stand in one of the shadows while Sligs go crazy. Using the shadows, sneak back to C05. When safe, run right onto lower path. As Sligs leave to the left, quickly bring Mudokon to lower path, then take him back to C06, and position him at right-hand lever to WAIT. Hop to left lever, say WORK and pull lever just as Mudokon pulls his lever. Electrical barriers kill Sligs above and the trap door closes. Free Mudokon, and go back right through C05 and you'll soon have to run for it. BWP07C07. Run right ahead of Slog. C08. Jump onto ledge to safety. Get some meat and throw it to mash Slog with boulders. "Split path." SAVE!

Roll under wall where boulders fall. C15. Run/jump gap and pull lever. Free the Mudokons, return to C08, then along upper path to C07. "After secret area." Pull lever to lower lift. Go back to previous screen, jump down, go left and up lift to exit in C12. Enter door 2 Annex. BWP01C09. In background, SAVE! Wait till Slig is out of screen. Sneak to teleporter, pull lever, then sneak in the foreground door to get 5 bones. Sneak past sleeping Slog. C10. Carefully roll from cover to cover till you can exit the door. BWP02C17. Walk left, enter doorway. 3 Annex. BWP02C01. Walk right. C02. Quick save! Avoid movement in the motion detectors as you hop over the mines. Sneak into next screen.

BWP02C03. Sneak to enter mine car and start upward. Destroy everything till you get to the end in C18. Exit the car (Ctrl on PC) and go through door. 4 Annex. BWP02C04. Walk right, climb and watch out for Sligs in background of next screen. Return left on the upper path to C04 and continue left on lower path. C05. Quick save! Wait till background Sligs are out of the screen, then possess foreground Slig and move it through the teleporter. Shoot Sligs on the way to C06.

Have Slig pull each lever in C06, then destroy him. C05. Abe again, go back right through C04 and climb down to lower path. Go left to C06 and exit the door. 5 Annex. BWP02C07. In the background, wait till flying Slig leaves, then go through the door. Walk to the first mine and quickly hop over all of them. BWP02C08. Walk to first mine, then keep hopping through 2 screens of mines to exit door in C19. 6 Annex. BWP02C09. Run/roll left. C10. Pull lever to activate well, then return right to C09 and climb to C11. Go right through C16 and sneak into C14. Hop over pressure plate, then run over it to lower barrier. Keep running and jump gap in C11 and hide in shadows. Slogs fall through gap. Wait till slow Sloggie to fall. Return right to C14.

Hop over the pressure plate, enter the door and jump in well in C10. 7 Annex. BWP03C15. Read the stone. Avoid the falling crates, pull each of the 3 levers, go right along bottom path. C12. Notice the barrier high up on the right. Make your way up platforms and pull lever at top to open barrier. Briefly tap your throw key (Z on PC) to see if you have more than 1 bone. Don't throw them away because the sack only gives 1. Roll to bring Mudokon to safety on lower path. Go across opening, where barrier was, to next screen.

BWP03C11. Hop from edge. Pull lever to raise lift (boulders start falling.) Bring Mudokons down lift. Line them up behind you and Quick Save! You MUST get these Mudokons to safety! Time it and roll under boulders with Mudokons following. On bottom path, take Mudokons back to C11 and down the lift. C10. Make sure Mudokons wait. Jump gap, pull lever and call Mudokons to you and have them wait. Return up lift, go left to C12, get on first low ledge to C11 middle path.

BWP03C11. Middle path. Go to right side of screen, through low gap,

and climb down to C10. Pull lever to raise lift and take it down.  
C09. Call Mudokons onto lift and take them up to C10 to WAIT with  
the other 2. "Split path." SAVE! There's only 1 Mudokon in the  
secret area and it's DIFFICULT! Work your way on the left side  
ledges and drop from the bottom left ledge to land in a secret area.  
C22. Run left. C20. Climb, hang, hop and hang. As Slig is turned  
away, pull lever to get him with the drill and raise a lift.  
Immediately take it up, get Mudokon to follow back right (DON'T pull  
upper lever.)

BWP03C22. When saws are in safe position, free Mudokon. Get past  
saws and jump in well. C21. Jump in well to the right. C09. Go up to  
C10. Free the Mudokons to get the Shrykull power. If left lift is  
not here, leap across left and climb to pull lever. Go up the lift.  
C11. Keep chanting to destroy everything and clear path to right  
exit. Go left to C12 and take that Mudokon down to C10 and free it.  
Back up lift, left to C12, right on ledge to C11. Make your way up  
right and out to next area.

C13. Free Mudokons, then go to exit door. 8 Annex. C17. Walk right,  
jump gap in C18 and exit the door. BWP04C24. Continue right. C06.  
Keep climbing to C01. Read the stone. Lower down from the opposite  
side of the column you just came up. Watch out for the lower drill  
in C03. In C06, roll under saws and avoid boulders. Enter Boiler  
door 1. C07. Run/jump, keep running right. C08. Jump onto ledge and  
keep running.

C09. Keep running. C10. Go under saws and onto ledge. Turn valve to  
reduce pressure gauge. When saws stop, pull ring to open barrier,  
exit the door. C06. Climb up right side. C03. Enter Boiler door 2.  
Throw meat to explode the mines (stand under mines, on upper path,  
and throw straight up.) Get some bones.

BWP04C17. Stand to left and throw bone down to get first mine. Move  
forward and throw down again to get the others. When throwing close  
to falling crates, quickly move away to avoid an accident. Jump gap  
and continue right. Before entering next screen, crouch and throw  
bone to destroy mine there, and continue.

C18. Throw meat to destroy all mines in this screen, then continue  
right. C19. Get the upper mines with straight up throws. Get other  
two mines with long, and high throws. Get more meat. "Split path."  
SAVE! Jump gap to lower right platform. Lower off edge to drop. C20.  
Get all Mudokons to lower path and free them. Return to C19.

"After secret area." Make sure you have some meat. Climb to upper  
path and return to C18. Turn valve to shut off power, then enter  
door. BWP04C03. Watch out for the bottom drill. Climb up. C01. Enter  
Boiler door 3/4. C12. Sneak left past snoring Slogs. C13. Climb  
platforms and continue up. C14. Run, operate valve, then return down  
and sneak right to C12.

Walk under left hand platform and call Slogs. When they start  
running around, pull up just as the Slogs jump down. Now jump the  
platforms and climb up. C15. Avoid getting mashed and go left to  
enter a door. C14. Operate valve, then go back to C15. Carefully  
time your move, run/jump from first platform and careful not to  
slide off other platform. Crouch and roll off edge to land on lowest  
platform. Drop down to C12.

Throw bone high and to the left so that it lands on ground. Exit  
through door while Slogs eat. BWP04C01. Climb down to C06. Enter  
door 5. C21. Sneak right. C22. Operate valve, quickly run left and  
jump in well. C23. Keep running right 2 screens to ledge and door in  
C25. BWP14C10. Carefully roll under saws and jump into well. C01.  
Read stone. Run through saws and roll right to C04. Jump on ledge  
before you're seen.

Continue right. C06. Jump over mines to platform, and jump in well.  
BWP09C09. Immediately run right, jump onto ledge. Possess Glukkon.  
Use Slig to open barrier, then take it to the right. C17. Go up lift  
and give kill command to get rid of Slog. Now go down and talk to  
monitor to teleport.

BWP09C14. Open barriers, shoot Slogs and keep giving order to kill  
until all Slogs are gone. Continue down. C07. Tell Slig to go up on  
the lift, then walk Glukkon to the right and drop down. This way you  
avoid a kennel of Slogs. Call another Slig and have it shoot Slogs.  
Quickly, drills are getting closer. Go down lift.

C08. Kill more Slogs before drills get Glukkon, then continue. C15.  
Talk to fone, watch movie, then a timer starts. Un-possess Glukkon.  
C09. Abe again, quickly through door. C08. Run right. C15. Roll  
under saws and continue. C13. Pull lever twice to drop drills on  
Sligs, and they shut off. Jump in well. BWP12C02. Run right. C01.

Free 9 Mudokons, then pull lever. Return to C02 and through door.  
LEVEL 5A: Feeco Main Lobby. FDP02C08. Go right to C07 and climb down to bottom path in C10. Go right to C24. Watch a movie on the monitor. Enter door Executive Office. FDP11C01. Go to door at upper right and come to foreground. Pull lever to open barrier in background, return there and run/roll right. C02. Avoid flying Slig and run right on top path. C03. Continue right. C04. Pull lever to open barrier near Trap and drop baggage on Sligs below. Return left to C02. Quick save!

Slap Trap, go over to left and chant, then run on bottom path to C04, jump in well. C05. Quick save! When safe, sneak 1 step and read stone. Use shadows and walk through. Go to lever at upper right. Slap Slig and pull lever. After barriers lower, go right along bottom path. C06. Wait till Slig is on left, hop to lever and pull it to raise barrier. Walk right into bathroom-Glukkons office! FDP11C07. Jump onto ledge and SAVE! Possess Glukkons. At machine, have him say HEY and DO IT to teleport to C06. Say HELP and use Slig to open barrier. Say ALL A YA then COMMERE and take all Sligs to the left side of the screen in C05. Quick save! Say ALL A YA and COMMERE to get all Sligs grouped right where Glukkons stands. Then say KILL EM to make Sligs kill each other. Then teleport to C08. Quick Save! Use the security fone. C07. Abe again, immediately roll left to C05 and enter door. C08. Jump in well. FDP14C02. Climb ledges and go left. C01. Free 10 Mudokons, then go back to C02 and through the door. FDP02C08. Feeco Lobby. Go right, climb down to C10 and avoid motion detectors on bottom path. Go left to C09. "Split path." SAVE! On the left, climb down the hidden ledge. C17. Go to bottom, avoid 2 Greeters, jump in well. C23. As Slig is at his right most position, enter door and sneak behind him. Climb to ledge and sneak left. C22. When both Sligs aren't looking, hop and hang in shadows. When bottom Slig isn't looking, drop. Sneak behind him to left. When both Sligs aren't looking, sneak, pull up, and pull ring to drop Slig, AND you to bottom. STAND STILL!

When it's safe, sneak to upper path and possess Sligs. Get survivor to pull lever. Quick save! Careful of Mudokons in next screen. Move Slig past the drill on the right. C23. Quickly say LOOK OUT (7 on PC) carefully shoot other Slig, then un-possess your Slig. Abe again, go to C23 and Quick Save! In this next part, if Abe goofs, kill him and try again. Bring Mudokons one at a time right next to the saw in C24 to wait. Get on opposite side of saw and about 3 steps away. You have to say FOLLOW ME when the saw is about half way going up. Every time you bring a Mudokon to safety on the left side of the drill, Quick Save! Then free all of them. Return to main path.

Carefully return right to C23 and exit the door to the background. Jump in well to C17. Behind the left barrels, climb to C09. "After secret area." Enter door to Brewery. FDP05C01. Go to the left. C02. Operate valve to lower barrier. Climb down; you can't help the Mudokons behind the wall right now. Continue to C03. Tell Mudokon to follow, then work so that he lowers the two barriers. Free him, then jump down and go through door.

FDP10C04. Get past Greeters and continue left. C05. When it's safe, roll and hide till you're through this screen. C06. When motion detector is left, run/jump to shelf and go through door. FDP05C07. Notice things in this screen? Take the lift up. C08. Read stone then run/jump to left and keep climbing.

C09. Pull lever, then leap to left and get a drink of brew. Possess a stink and send it up to next screen and blow up the security orb. Take right hand lift up. C10. Roll through little cage at left and possess flying Slig. Fly it right. C11. Blow up all mines with grenades, then continue. Also get rid of all mines in C12 and C13, then destroy the flyer. C10. Abe again, go right to C13 (DON'T pull lever in C11.) In C13, pull lever to raise lift and ride down.

C02. These Mudokons are high-wired. Use your stinks to move each one, or as a group, 1 step at a time till they're where you want them. Get 2 lower Mudokons on the lift, then get all of them on the top-right lift. Take all of them up, then all the way left to C10. Take them down all the lifts to C07. Position them at the valves and tell them to work, to lower the right barrier. Go pull the lever on the right to raise the lift.

Get Mudokons to lower path and free them. The left barrier will lower. Now, go in the door on the bottom left. C14. Go through door for another train ride. BRP16C01. Go through door. C06. Watch movie on the monitor. Go through the door.

LEVEL 8. Soulstorm Brewery. BRP16C02. Go through the door to come to the foreground. Get on right edge of screen. Notice sleeping Slig high up on right. Say HI to wake it. Quickly enter next screen. C03.

Climb to lever and wait. When Slig comes into screen, pull lever to trap it in this screen. Possess Slig, move it onto lift and face it left.

Take lift up through 1 screen and barely enter below ledge in C04. When top Slig is facing away, go on up and shoot it. Then, destroy your Slig. C03. Abe again, open the left barrier then go up the lift to get a brew, then back down to C03. Possess a stink then send it into C02 and blow up the security orb. Abe again, go left and to the background.

C02. Possess Glukkon and place it at the security machine. Say HEY and DO IT to ride the short lift down. Walk to right. C03. Speak to machine and say DO IT to ride up. Get upper machine to DO IT and un-possess Glukkon. C02. Abe again, come back to foreground, go right to C03 and up the lift to C04, then jump in the well.

BREWERY CENTRAL 1. BRP23C01. Read stone map. SAVE! On middle level, enter the screen-left door. ZULAG 1. BRP01C01. Sneak right to shadows C02 and crouch. When Slig leaves, time your roll all the way across to hang off ledge. As Slig walks away again, sneak behind him and into shadow inside next screen.

C03. When Slig leaves, roll right through cage and carefully stand and leap over mine to hang. When safe, carefully enter next screen. C04. Quick save. Roll to first mine and stand up. As trap doors come up, continuously jump over the mines and trapdoors. Continue right. C05. When Slig leaves, roll through tunnel to catch a ledge and hang. When safe, run right go catch a ledge.

When safe, climb to upper path and go right. C06. Pull lever to call Glukkon, then possess it. Get him to cause one Slig to shoot the other, then get second Slig onto lift and say DO IT. On the upper path, take the Slig left. C05. Quick save. Have Glukkon jump the gap. Slig falls. Continue left. C04. Get machine to DO IT and open barrier. Say HELP, if necessary to get a Slig. Get it to follow left.

BRP01C02. Open another barrier and lure bottom Slig off ledge. Continue to C01. Jump Glukkon over mines. Slig follows to blow up itself and Glukkon. C06. Abe again. If both mines were not destroyed in C01, lower the lift, go to C05 and climb to upper path. Go back to C06 and send another Glukkon up and left to C01 to finish off the mines.

After all mines in C01 are gone, send another Glukkon on the upper path to C04 and say HELP to get another Slig. Take it to C01 and have it pull the lever. Jump down and get Slig down. Take Slig right and stand at the trapdoor. Wait awhile and Slig will fall.

BRP01C01. Have Glukkon get the machine to DO IT, and jump onto trapdoor as it opens. C09. Keep talking to machines and jumping through trapdoors to C07. Quick save. Say HELP for a Slig to pull lever that opens trapdoor. Say HELP for another Slig. Get them to face one another, then say KILL to get them to shoot each other. Now destroy the Glukkon.

You might not get another Slig. This seems to be random. When Abe comes down, the remaining Slig should be gone.

C06. Abe again, take Mudokons all the way left and down the trapdoors to C07. Take them right and free them. Turn the wheel and return to Brewery Central. BRP23C01. On the middle level, go through the screen right door. ZULAG 2. BRP02C16. Go right to C15 and through door. C09. Walk right to C01 and take the lift down 2 screens to C03. Quick save.

When the electrical barrier is off, run past it and go right along the lower path. C04. Jump the mines. C05/C06. Run/jump mines in these 2 screens. C07. Face right, pull lever and run to next screen. C08. Possess flying Slig. If there's 2, destroy one with the other. Use your flyer to destroy all mines in the areas you came through. Then get it safely past bottom electric field of C03 and down. Pull lever in C10. Fly up to C02 and destroy flying Slig there. Then fly up right-hand opening and through cage to C12. Pull lever to turn on electrical barrier and wait for another to get electrocuted. Now turn off field and return to C01. Fly up left-hand path and go to C13. BRP02C13. Bomb another flyer, then pull the lever. Then, un-possess your flyer.

If Abe loses his flyer, he can get another by pulling lever in C08, but quickly hide under ledge.

C08. Abe again, work your way left back to C03. On upper path, go right to C04 and through door. Free Mudokons, then return to C03.

Get Mudokons to bottom path and right to C07 and free them. Continue right to C14. Use valve to open door and exit. BRP23C01. Enter the bottom screen-left door. ZULAG 3. BRP12C01. Quick save. Carefully time your move and roll under the drills. Get up to the lever and turn off the drills. Continue to C02 and roll under drills.

BRP12C03. Quick save. Roll under drills and continue. C04. Quick save. Note the first 3 drills are in step. Carefully roll to fourth drill, pause briefly and roll on by. You can also time it and try to roll straight through. C05. Roll under drills and climb to upper Mudokons. Face each one and say HI and SORRY to get them to stop, then do the same for the Mudokons below.

Climb to upper path in C05 and run/jump gaps back left to turn off all drills in previous areas, then take Mudokons, in C05, carefully back through slow moving drills to C01 to work; DON'T free them just yet. Stand a Mudokon at the left valve to wait. Stand at right valve, say WORK, and turn your valve at the same time to open a door. Free the Mudokons, then exit the door.

BRP23C01. Enter the bottom screen-right door. ZULAG 4. BRP18C02. Read the stone to see a couple of screens, then drop to C03. Carefully roll left to C01. Carefully drop, avoid motion detectors and go right.

C03. Avoid Greeters and continue right. BRP18C04. Pull lever to lower barrier, get Mudokons to other side, then raise barrier. Slap each one, then say ALL YA and WAIT. Go back past Greeters and return to C04 on upper path. Quick save! Pull lever to get Slig, quickly hang off ledge. As Slig jumps to floor, quickly pull up. Quick save! Say ALL YA, WORK then before barrier is lowered possess Slig. Use Slig to shoot all Greeters but not too close, Greeters explode when destroyed. Finally, un-possess Slig. Now collect all Mudokons, get them to C03 and free them. Then, at ledge next to out-of-order well, drop to area below. C05. Go right

BRP18C05. Ignore lever. Go right. C07. Quick save. Run/jump gap, pull up and roll right. C08. Pull first lever, roll back to C07, jump gap and Sloggies fall. Right to C08 again and Quick save! Pull second lever, run right and hang. As Slig drops to bottom, pull up and possess it. Have him pull lever, immediately say HERE BOY (2 on PC) to Slogs and Sloggies before they get Mudokons.

Lead the pack left to C07 and shoot them. Run back to C08 and quickly return to C03, pull lever to fry Sloggies. Then turn off the barrier. Now un-possess Slig. Go left on upper ledge to C05, and lower the barrier. Bring that Mudokon back, then take all Mudokons to wait in C07. Climb to upper path and carefully roll right to C08. Continuously chant and the Mudokons will come running to escape.

Exit the door. BRP19C01. Background, roll right to C02, climb to next screen. C03. Keep climbing, then roll right. C04. Run/jump to middle ledge and pull lever. Immediately face left and possess Slig. Use it to get rid of Greeters, then un-possess Slig. Continue right. BRP19C05. Quick save! As upper Slig turns away, roll forward a bit and stop. Do this till you get to the ledge. When safe, stand and hop gap into shadows and wait. When both Sligs face away, sneak and hop again. Do this till you get to the bottom. Pull lever to activate well. When Sligs aren't looking, pull up and jump in well, quickly enter the door. Watch a movie.

BRP19C04. Roll left. C03. Pull lever to release Mudokons. Leave them and drop to next screen. C02. Pull lever, Slig drops, immediately lower, run left to C01 and jump in well. Possess Slig and use it to answer the machine (65668) to open the barrier, then un-possess Slig. Return to foreground C02. Drop from right ledge, say HI to background Mudokon and get healing power.

Climb up to C03. Chant to heal Mudokons, then get them to follow down to C01. Free them, then operate the valve and exit the door. BRP23C01. Enter the very top door. ZULAG 5. BRP14C08. Go left to C06 and through the door. C07. Go left 1 screen, then sneak into shadow in C02. Sneak behind 2 Sligs to middle shadow and pull ring to drop them through trapdoors.

Say SORRY to Mudokon to stop it from pulling lever. Continue left on upper path. C03. Quick save! Say SORRY to Mudokon and jump right; Sloggies follow. Tell Mudokon WORK to raise barrier. Stand under ring in middle and tell Mudokon WORK and immediately pull ring to drop Sloggies through trapdoor. Continue left on upper path. C04. Quick save. Run/jump left to release bones and get on platform with Mudokon. Run/jump back, get bones and throw through tube on left. While Slog is eating, jump down and pull lever to trap him. Stand left of lever and face screen right. Quick save! Throw bone to right with down control. Quickly pull lever twice then run to C03

and pull ring to drop Slog.

Take 3 Mudokons back right to C01. Position each at a valve and stand at fourth valve. Say WORK and operate your valve at same time to open door. Take Mudokons back left to C05 and free them. Return to C01 and exit the door. BRP23C01. Enter the final bottom door. BREWERY CENTRAL 2. BRP24C01. SAVE! Read the map stone, then jump in well, jump back in middle level well to top level and enter screen-left door. ZULAG 6. BRP05C10. Climb and go to the left. C07. Go in door. C06. Go right to C11 and through another door. C03. Quick save. Get past the electrical barriers. Say SORRY to get Mudokon to stop operating the electrical barriers. Pull the ring to lower the barriers. Take Mudokons to next screen. C02. Free Mudokons, then go through teleporter and go left. C01 in background. Pull lever to activate well. Quickly go past electrical barriers and jump in well.

Say STOP IT to break up a Mudokon fight. If you don't stop them, they'll become severely depressed and kill themselves. After stopping the Mudokons, leave them where they are. Go right to C02. Slowly take the lift up to barely enter C04. Quick save. Time yourself, and when Electrical barriers are down and traps are up, run on across. Continue, avoid getting shot and jump in well.

BRP05C08. Read the monitor, then use lever to zap the Slig above (he yells HELP when you get him.) Go left. C09. Say SORRY to Mudokon, and read the monitor about electrical barriers above. If they're on, pull lever to turn them off. Take Mudokon to the right and free him. Jump back in well, get Mudokons in C01 and take them up lift to C04. Put Mudokons on right-hand flap of trapdoor to WAIT. Go right to C05 and jump in the well. Go left to C09, pull lever. Now take the Mudokons to C08 and free them. Jump in well. Return on the upper path to C04, operate the valve and exit the door. BRP24C01. On top level, enter screen-right door. ZULAG 7. BRP06C01. Quick save. Get between drills, time it and call blind Mudokon through. Use FOLLOW ME and WAIT to get him to safety a step at a time.

Take Mudokon to the right. C02. Get second Mudokon and take him down. C03. Get both Mudokons onto right lift, then onto lower path to WAIT. Quick save. Slowly take the lift down. C11. Carefully take lift past horizontal drill, then take Mudokon past two vertical drills. Take him up to other two in C03. Take all three to the right.

C04. Get some bones, then take Mudokons down. C05. Face left. Tell Mudokons ALL YA and FOLLOW, immediately throw a bone left, then run to ring on left and pull it to raise barrier. Possibly only 2 Mudokons followed but that's OK. You can come back later for the third one.

Go down lift. C06. Tell Mudokons to follow, throw bone, run and pull ring. Go down lift. C07. Get Mudokons to follow, throw bone, run and pull ring when they're on the lift. Continue down. C08. Get Mudokons to follow, throw bone, pull ring and go right. C09. Get the Mudokons onto lift and take it up. Go right. C10. Tell them WAIT. If you don't have 3 Mudokons at this point, you have to go get the other one.

Go back up lifts by placing a bone at each barrier, pull ring, Slog goes for bone first. Run/jump to next lift. Finally, bring third Mudokon down to C10 and free all 3 at same time to get Shrykull power.

Go back to C09 and down the lift. C12. Chant to destroy everything, then go right. C13. Free the Mudokons. Now go left to C12, up lift to C09, then right to C10. Turn valve and exit the door. BRP24C01. On middle level, enter screen-left door. ZULAG 8. BRP03C01. Walk right. C02. Pull lever, run back to previous screen, jump on ledge, run back and jump on right ledge in C02. Continue.

C03. Walk right. C04. Pull lever, run. Repeat run/jump strategy and continue. C06. Pull lever, jump over Sloggie and continue right.

C11. Operate wheel valve to open door. Pull lever to release flying Slig. Possess it, have it pull lever, go back and bomb all Slogs and the Sloggie. If you lose the flyer, Abe can get another in C11 at the lever. Continue flying left to C02. Fly up at the arrow. C07. Pull lever to lower barrier.

Blow up Sloggies here and C08. Back in C07, fly down into cage. C02. Pull lever to release Mudokon. C08. Pull lever, bomb Slogs, then fly down to C03. Pull lever to release Mudokon. Go back up and continue right. C09. Pull lever, fly down and release Mudokon. Go back up and right.

C10. Bomb partially hidden Slog, then fly through tube and down to C05. Release Mudokon. Finally, un-possess the flyer. C11. Abe again, collect all Mudokons and take them back to C01 and free them. Sloggies wake up. Outrun them back to C11 and exit the door.

BRP24C01. On middle level, enter screen-right door. ZULAG 9.

BRP17C01. Tell Mudokon WORK. He pulls lever to open trap door to left. Get positioned, jump and roll through opening ahead of Slig. Fall a long way and land in wells. C06. Read the stone. When Slig isn't looking, sneak/lower and sneak to shadow. When safe, roll to shadow next to brew machine. When safe, get a drink. When safe, roll back to previous shadow. When safe, climb to ledge. Stink directly below security orb and crouch in corner.

Possess Slig, then un-possess him. Quick save. Send stinks up long shaft on the left above the large 2. Destroy Sligs on each floor EXCEPT floor 5 at C03. Leave that Slig. Pull lever to activate well and jump in. C01. Pull lever to get Mudokon, then pull lever again. Stand Mudokon on bottom right-hand trapdoor and pull lever to drop him. C02. Read the stone. Position both Mudokons on trapdoor and pull lever.

C03. Place Mudokons on trapdoor, then enter right-hand door. C09. Walk left. C13. You should have a good stink remaining. Use it to blow up Slig. Get another drink and use it to get rid of security orb back right in C09. Return there. Pull lower lever, then upper lever. Possess Glukkon. Have him take Slig back left to C13. At machine, say HEY and DO IT.

C03. Get machine to open trap door and get Slig to go down. C04. Get Glukkon to open another trapdoor and drop. C05. Have Glukkon make Slig pull lever to open trapdoor. Then walk Glukkon down and use machine to open another trapdoor. Have Slig follow and walk Glukkon down again through trapdoors. C06. Talk to another machine to open another trapdoor, then un-possess Glukkon. Slig is left at the bottom of this screen.

C09. Abe again, return to C13. Get a brew if you don't have one. Exit the door. C03. Go through left-hand door. C08. Walk right. C12. Pull lever and possess Glukkon. Have him drop and talk to machine to lower barrier. Return left to C08. Use Glukkon to open upper barrier and an exit door. Call Slig and have it pull lever to turn on electrical barrier. Say KILL and Slig starts shooting, which zaps him.

Un-possess Glukkon. Abe again, go left and get Mudokon onto lower path of C08 and free it in C12. Then in C08, exit the door. C03. Enter door on lower left in shadow. C10. Walk left. C11. Quick save. Pull lever and run/jump to ledge. Possess Glukkon, take him down to stand directly in front of machine and talk to open trapdoor. Jump the gap and continue to C10. Have Slig operate lever, then call him down through gap.

Take Slig back to C11 and drop him through hole. Finally, dispose of Glukkon. Abe again, collect Mudokons, free them in C11, then in C10, exit. C03. Mudokons should be waiting in C03 or C04. Take them down, picking up another in C06, and continue to C07. Use them to open barriers, then free them. Finally, go through the door.

BRP21C01. Walk right. C02. Slap each Mudokon to calm them, then take them to C01 to WAIT at the barrier. Get on right side of screen, face right and Quick save! Say ALL YA and WORK. Immediately chant to free Mudokons, then run back along lower path to C02. Stand to the right of the lever and face left. Pull lever, quickly run/jump to ledge and exit the door. C14. Operate valve, then exit the door.

BRP24C01. On the middle level, enter the center door. ZULAG 10. BRP10C19. Go right to C17 and enter door. C18. Go right to C04. Go through door to C05 and pull lever to shut off electrical barriers. Go back through door to C04. Jump on ledge and pull lever. Possess Slig, run him right to C07. Shoot Sligs and continue. C08. Go down lift.

C09. Teleport to C10, jump down and teleport again. C11. From extreme left in background, wait for 2 of the Sligs to go left and get each with a single shoot to foreground (use down key.) From extreme right, get other Slig with a single shot. Finally, teleport back to C10.

Walk Slig left 2 screens to C12 and walk him off the ledge. C13. Use teleporter. C14. When 2 Sligs are on the right side of the screen, shoot them. Teleport back to C13. Continue left in foreground. C14. Pull lever to lower lift and take ride it up. C15. Walk left to C16 and teleport. C04. Have Slig pull right lever to turn off electrical barrier, and drills turn on.

Abe again, jump down and go right and carefully enter C07. When Slig enters on the upper path, hold down chant button. It'll take awhile but you eventually possess the Slig. Finally, un-possess the Slig. Continue right past drills to C08.

Use teleporter, get Mudokons on upper path and free them. Return through teleporter. C08. Quick save. Raise the lift and carefully ride it down. C09. Cautiously, use teleporter back to C10. Get Mudokon in C11 and get him past drill in C10 and free him. Continue left. C12. Roll down to C13 and go left. Get Mudokon in C14 and free him.

Then, in C14, lower the lift and take it up to C15, then go right to C16. Get 3 Mudokons and take them back to C15 to operate valves and open a door. Then take them down to C14 and right to free them. Return up lift to C15 and exit the door. BRP24C01. Go through the foreground screen-right bottom door.

BREWERY CENTRAL 3. BRP25C01. SAVE! Jump in well. Read the map stone in the foreground. Jump back in well. On the middle level, enter screen-left door. ZULAG 11. BRP09C14. Run/jump to the right. C01. Climb, pull lever, possess flying Slig. Take it to the right. C02. Go around and down. C03. Bomb other flyer, and continue down. If you lose your flyer, get another in C01.

C04. Bomb another Slig, then on down to C06/? Watch out for shooters in background! Destroy Sligs in C07 and right in C08, then fly up past lift. C09. Destroy enemy flyer. Then, pull lever. Un-possess your flyer. C01. Possess another Slig and have it pull lever in C02 to raise lift if necessary. Un-possess your flyer and go to C02. Say HI to Mudokon and get healing power.

Go down, healing Mudokons in C03, C04, and C05 (get healing power in C02 each time.) Collect all Mudokons, take them down lift to C05 and over edge at down arrow under lift. On the way right to C08, get to cover when Sligs aren't looking. C08. When safe, quickly roll to lift and take Mudokons up to C09, then to the right. C10. Free Mudokons, then turn valve and go through the door.

BRP25C01. On bottom level in background, go through screen-left door. ZULAG 12. BRP11C01. Get past Greeters and go left.

C02. Drink a brew and send a stink back to C01 and destroy the Greeters. Send another stink through upper left passage and destroy Slig in C03. Get another brew and send stink left to destroy Slig in C04. Get another drink and go to C04. Climb over ledges and operate valve. Drop through gap at down arrow. C06. Say HI to Sloggies till all of them jump to bottom path.

Send a stink to the right along upper path and destroy the top Slig. C07. Possess bottom Slig and have him answer the security machine (665658) When Slogs arrive, get them to follow right. C09. Use Slogs to attack Slig on other side of barrier. Call Slogs back, shoot them, then un-possess Slig. C07. Abe again, go jump into well on the upper-left in C06.

C05. Say HI to Mudokon and get healing power. Jump in well, then drop through at down arrow in C04. Go right to C09. Turn valve to release Mudokons, then chant to heal them. Take Mudokons to C06 and free them. Jump into upper-left well, jump in well in C05, go back right to C01 and exit the door. BRP25C01. On the bottom level, enter screen-right door. ZULAG 14. Worry about Zulag 13 later. BRP20C01. SAVE GAME! Caged Mudokons. Pull lever to drop them and walk right. C02. 5 high-wired Mudokons! Continue right. C03. Get these 5 Mudokons through the barriers. C04. With the Mudokons in tow, avoid stepping on pressure plates and get past the electrical barriers. C05. Going back and forth will get these guys through. C06. Be careful here. C07. Take the 5 Mudokons to last barrier, then go to the right.

Come back to C07 from C08 and use last pressure plate, if necessary, to get the Mudokons. Take them to lift in C08 and up to C09. Continuously chant to release 5 Mudokons and get Shrykull power, then operate valve to open door below you. Go back down to C08, go left on bottom path to C02 and jump in the well. C11. Carefully go right. C12. Use your Shrykull power to get rid of everything in this screen. Exit the door.

ZULAG 13. BRP15C01. Quick save. Drop down and hide in shadow. Sneak behind Slig to next screen. C02. Keep sneaking till you're in a shadow. When Sligs turn to leave, sneak right to shadow in C03. Quick Save! When left Slig isn't looking, and before a third Slig comes from the right, sneak behind right Slig to shadow. Time your move and run or roll right through C04.

C05. Jump onto ledge and return left on upper path to C04. Pull lever and possess Glukkon. Quick save. Have Glukkon call Sligs. Get any two to kill one another (all ya, kill em.) Any remaining, take them to C01 and send them over the edge. Talk to machine in C02 to release Mudokons, then un-possess Glukkon. C04. Abe again, go to C03 on bottom path. Say HI to get healing power.

Go left to C02. Heal Mudokons, take them right to C05 and free them. Exit the door. BRP25C01. SAVE GAME! Enter the very top door.

BRP04C05. Climb down, go left to C02 and through door. C18.

Carefully go left to see wide gap in C03. Come back right to C18 and Quick Save! Run left, jump at last instant to hang in C03, then pull up and continue left.

C04. Climb up left and turn valve. Quick save. Time it, run back right, jump wide gap to hang. Quick save. As soon as Slig's back is turned, pull up, step twice, pull up onto upper ledge. Possess Slig, take it to machine in C04. Say HI, quickly give code (556568) to lower barrier. Take Slig down lift 2 screens. C08. Quick save. Quickly drop, turn left, shoot Slig.

Go left, quickly shoot Slig in C09. Quick Save! Go left 2 screens, quick say LOOK OUT (7), shoot Slig. Then, un-possess Slig. C03. Abe again, go back right about half way into C18, face left and Quick save. Run left and jump to hang. Pull up and continue left to C04. Operate valve to raise lift. Take lift down 2 screens to C08. Go left to C11, climb to valve and turn it. Possess Glukkon. Talk to machine and say HEY and DO IT to lower barrier and raise lift. Go right to C09 and get machine to drop Mudokons. Go right to C08 and yell HELP to get Slig. Take it to the lift in C11 and say DO IT to go down the lift. C13. Go right, collecting all Sligs (ALL YA and COMMERE.)

Take all Sligs left to C13 to stand on same spot as Glukkon. Say KILL EM to get Sligs to shoot one another. Take Glukkon and remaining Slig right to C15 and drop to lower path. Have Glukkon talk to machine and lower the barrier. Then, un-possess Glukkon. C11. Abe again, collect 2 Mudokons in C09, bring them to C11 to WAIT.

Raise the lift and take the 3 Mudokons down to C13. Collect all Mudokons on upper path and get them to lower path in C15. Take them left to C13 and position them at the valves. Say ALL YA and WORK to open a door. Take all Mudokons right to C16 and free them. Go back left to C13 and exit the door. BRP25C01. Jump in well to foreground. Enter final door. BREWERY END. BMP01C01. SAVE GAME! Run/roll right. C10. Continue right. C02. Read stone, then go through door. C14. You're about to start a timer. Carefully climb up to valve and Quick Save! Operate wheel valve. Quickly 1 step left, climb, hold X and roll through first cage. Face right, crouch, hold X and time it through second cage, when you hit ground, keep rolling right before third saw gets you. Go through doorway. C19. Operate valve in background, then enter door to the right. C02. Run/roll right, keep going to C04, off edge and enter door without stopping. In foreground immediately go left. C03. Roll past drills and disarm bombs. Say ALL YA and SORRY to Mudokon. Tell him FOLLOW and stop when he's even with left valve, tell him WAIT. Roll back past drills, stand at right valve, say WORK and turn your valve at same time to stop drills.

Take Mudokon back to C04 and down lift. C05. Get Mudokon to follow and just as lifts are even, RUN right and Mudokon will follow. Take him down. C06. Operate 2 right valves and enter doorway. Run left in background. C07. Quickly get to door and enter. In foreground, run right.

C06. Operate valve to lower barrier. Get Mudokon to follow left to C07. Roll and get Mudokon past drills, keep going left. C08. Watch trapdoor! Stand Mudokon at lower valve, climb to upper valve, say WORK and turn your valve at same time. Tell second Mudokon SORRY, then quickly take both up the lift. C09. Stand them at 2 lower valves.

Climb to upper valve, say WORK, turn your valve simultaneously. Immediately say ALL YA and FOLLOW. Run right and jump onto lift. Everyone ride up. C02. Free Mudokons to get Shrykull power. Run/roll left. C10. Chant to destroy everything in this screen. FINALLY, go turn the valve.

GAMESPEAK FOR PC.

Abe.....hello....follow  
me....wait.....work.....anger.....all a ya.....sorry.....stop  
it...chant.  
Slig.....hi.....here boy.....freeze...git 'im....s' mo  
bs....bs.....look out....laugh.  
Glukon....hey.....commere.....stay.....do it....kill  
em...all ya.....help.....laugh.  
Paramite..howdy....c' mon.....stay.....do  
it.....attack.....all ya.  
Scrab..shred power...howl.

CHEATS FOR WINDOWS ONLY. At the Main Menu:

TO PLAY ANY LEVEL: (with no Mudokons saved up to that level)  
hold down Shift, and press; DOWN, RIGHT, LEFT, RIGHT, LEFT, RIGHT,  
LEFT, UP.

TO VIEW ALL MOVIES:

hold down Shift, and on the arrow keys, press; UP, LEFT, RIGHT,  
LEFT, RIGHT, LEFT, RIGHT, DOWN.

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