

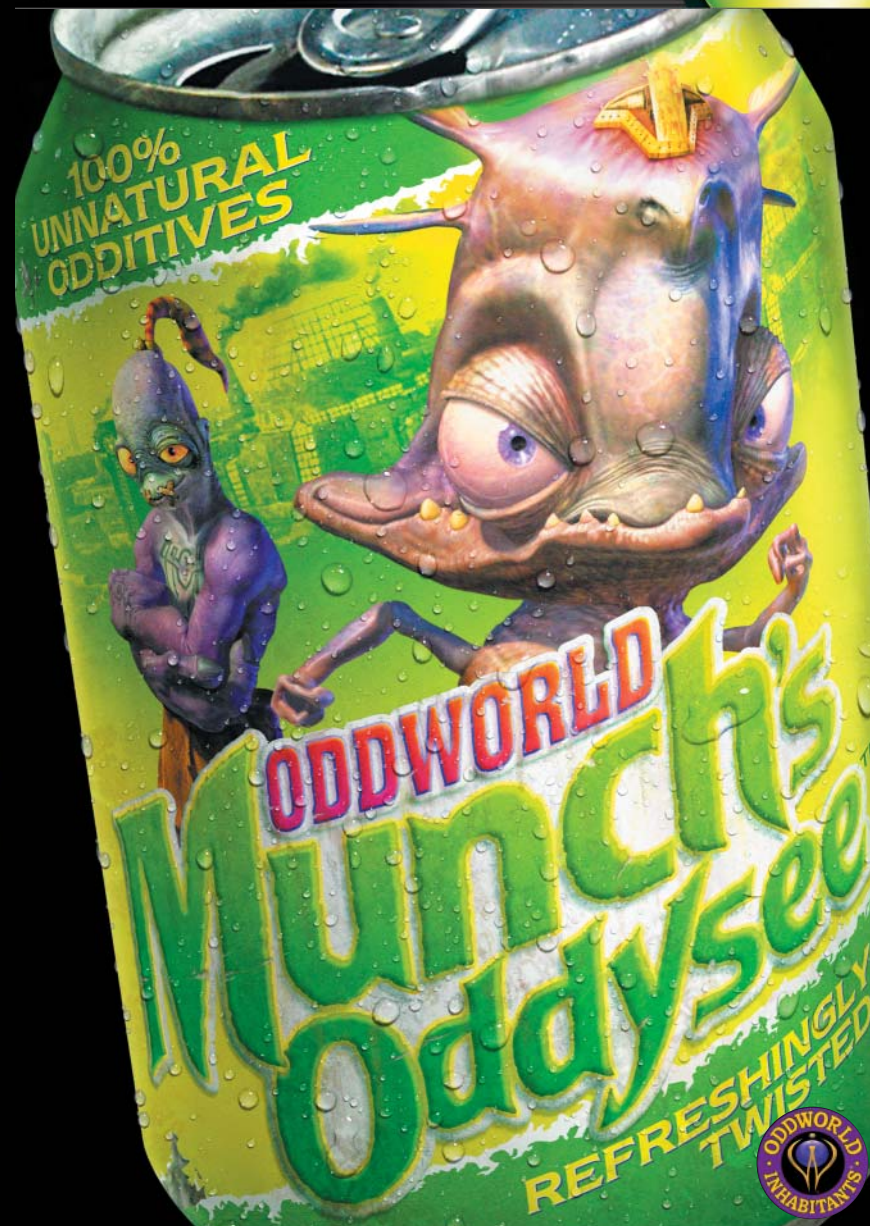


## ABOUT THE ODDWORLD QUINTOLOGY

Oddworld: Munch's Oddysee™ is the second part in the five part Oddworld Quintology. Each game reveals more about the strange and bizarre universe that is Oddworld, and its varied inhabitants.

Thus far, we've accompanied Abe in the first installment, Oddworld: Abe's Oddysee®, and in an extra game, Oddworld: Abe's Exoddus®. In Oddworld: Munch's Oddysee®, Abe meets Munch for double the Oddworld punch including a new 3D view of Oddworld. Even though you can play as either Abe or Munch, the struggle doesn't get any easier as the forces of industry continue to decimate the planet for their own greedy gains.

Future games of the Oddworld Quintology introduce new dilemmas, new villains, and most importantly, new and unlikely heroes like Abe and Munch. Be forewarned: the Inhabitants all live on Oddworld together, and as the story unfolds, characters that are overlooked could prove really important in the big picture. Oddworld is so big that we've only just scratched the surface and barely explored the depths of THE ODD.



0901 Part No. X08-41001



Microsoft



## SAFETY INFORMATION

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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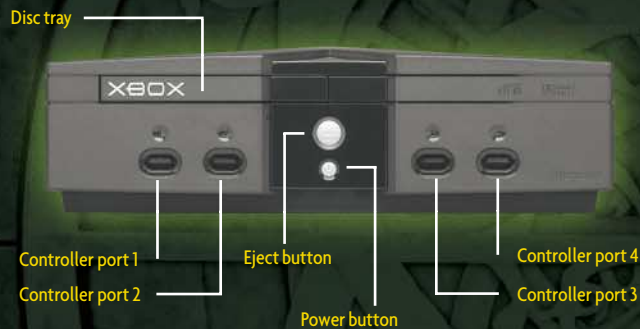
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## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the **Power button** and the status indicator light will light up.
3. Press the **Eject button** and the disc tray will open.
4. Place the Oddworld: Munch's Oddysee™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing Oddworld: Munch's Oddysee™.



## AVOIDING DAMAGE TO DISCS OR THE DVD DRIVE

To avoid damage to discs or the DVD drive:

- Insert only Xbox-compatible discs into the DVD drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Oddworld: Munch's Oddysee™.



# GAME CONTROLS

Chant (Abe)  
Sonar (Munch) **Trigger**

**Sneak/Walk/Run**

**Faster Sneak** **Click**

**Move Camera**

**Pause/Restart**

**Trigger** **Health/Status**

**Center Camera**

**Switch Characters**

**Y X B** **GameSpeak®**

**A** **Actions**

**Aim Weapon**

**Click** **Fire Weapon**

ODDWORLD  
**Munch's  
Oddysee**

## THE STORY

We first met Abe, hapless floor-waxer-become-hero, in Oddworld: Abe's Oddysee®, where he rescued his fellow Mudokons from RuptureFarms and struck a major blow to the Glukkons of the evil Magog Cartel. Then, ancestral spirits showed him there was more to the slaughter of his fellow Mudokons than met the sutured eye. Because of this, in Oddworld: Abe's Exoddus® Abe had to save the remaining living Mudokons as well as save the spirits of his dead Mudokon ancestors, sabotaging the SoulStorm Brewery boilers in the process. It was a lot of work for a simple Mudokon like Abe, but in the end he was successful.

In Oddworld: Munch's Oddysee™, our new hero Munch is the last surviving Gabbit on Oddworld. Gabbits were an amphibious species that were hunted to the verge of extinction for their lungs and their eggs. Munch finds out that one can of Gabbiar (egad, them's Gabbit eggs!) remains, and that the Vykkers and Glukkons have it in their possession. In much the same predicament, Abe needs to find the eggs containing his unborn Mudokon brothers, which just happen to be warehoused in Vykkers Labs. But Abe can't break out his shell-shackled family without help from Munch, and vice versa. Together our heroes must find the eggs in order to save their respective species from total extermination.



## THE HEROES

The Natural Inhabitants of Oddworld view Munch and Abe as heroes. Viewed through the eyes of the Industrialists they're more like escaped lab animals. This is reflected in Industrialist propaganda:

### MUNCH

Munch. Last Gabbit on Oddworld. Known to control machinery with infrared headport. Swims very well but having only one leg slows him on land. Reportedly last seen racing by in a squeaky wheelchair. Terminate on sight.



### ABE

Abe the Mudokon. Former floor waxer, known to hang out with Mudokon Natives. Possesses Industrialists. Has rescued numerous Scrubs. If encountered, terminate with extreme prejudice.

## THE ENEMY

The villains of Oddworld are the Industrialists. The Industrialists exploit the native species and natural resources of Oddworld for their own selfish gains. This band of unscrupulous characters includes the Glukkons—power-hungry barons of industry—and the Vykkers, mad scientists who capture the innocent creatures of Oddworld and test experimental products on them. Henchmen to the Vykkers are the Interns who are constantly searching for their own piece of the sadistic pie. Finally, there are the weapon-wielding Sligs who guard industrial installations, and will shoot or club you on sight. They come in all sizes but with one predictably surly demeanor—you don't want to run into a Big Bro Slig in a dark corridor, lemme tell ya.



BIG BRO SLIGS

SLIGS

VYKKERS

GLUKKONS

INTERNS

## THE MAIN SCREEN

Okay, if you've gotten this far, you must've already set up your system and managed to properly insert your Oddworld: Munch's Oddysee™ disc. Now, you're staring blankly at the Main screen where you've got choices, lots of choices. Choose **New Game** to leap right into the game on your one bad leg. Or, choose **Load A Game** to load a saved game.

**Options** provides you with—you guessed it—options. Adjust the controls! Learn about GameSpeak! Watch amazing movies! Fiddle with the sound!

**GameSpeak®** allows you to get your foot (or lips) wet practicing GameSpeak, the spoken language of Oddworld. As Munch or Abe you can practice using your words.

**Game Demos** is where you check out cool demos of other games. Demos of what you could be doing if you weren't fooling around with your options and were actually playing a game. No rush, take your time.

You started the game? Way to go! Now, you'll have to take a station break to check out the story so far. Get yourself filled in on what you've missed if the moths in your wallet prevented you from getting your hands on past Oddworld games. Don't fret, you'll be fighting for your life—and all life on Oddworld—in no time.



## LOADING AND SAVING

It's easier to play Oddworld: Munch's Oddysee™ if you often save your progress in the game. The easiest way to save on the fly is to select **QuikSave®** from the Pause menu, accessed by tapping the **START button**. Remember, you can only use one QuikSave at a time. Any new QuikSave automatically erases the former one. QuikSave saves your exact place in a level so that if you are about to encounter obstacles such as enemies or mines, you won't have to completely restart a level.

If you want to have multiple saved games, or if you want to save a game on an Xbox Memory Unit, then **Save Game** is the right choice for you. To access **Save Game**, tap the **START button** to display the Pause menu. Then choose either the Xbox hard disk or an Xbox Memory Unit. Now you can save as many games as you like. It's that easy!

Also, try to avoid saving yourself into a corner where you can't get back to where you need to be in order to continue. When this occurs, tap the **START button** to display the Pause menu and select **Restart Level**.

To load a saved game, choose **Load a Game** from the Main screen or from the in-game Pause menu. Choose the memory device where you saved your game (either the Xbox hard disk or an Xbox Memory Unit). A list of saved files along with corresponding thumbnail pictures from the point where the game was saved will appear. Select the saved game and get right back to it.

## FIGHTING BACK ON ODDWORLD

Alright already, it's time you jumped off that chair and got back to work saving Oddworld. How should you go about doing that, you ask?

### COOPERATE

Munch and Abe should always look out for each other. Tap the **Black button** to switch back and forth between our two heroes anytime you want.

Our heroes have unique skills. The main hero, Munch, is quite the aquabat as he swims to places Abe cannot possibly get to without drowning. Munch also has recently liberated Fuzzle followers that attack on command. As for locomotion, his wheelchair is faster than Abe can run. In addition to all of this, Munch controls machinery with his headport.

Abe is more mobile on land than Munch, and sometimes even carries Munch to his wheelchair. Other times he tosses Munch over a wall he can't get over on his own. Abe also enlists the help of fellow Mudokons he encounters and has the ability to possess enemy Industrialists. Using their individual abilities, our heroes work together for the good of Oddworld.

### HARVEST SPOOCE

In order to be successful on Oddworld, Munch and Abe need to build up their supplies of Spooce. They collect Spooce by harvesting SpooceShrubs or rescuing Mudokon Scrubs and Fuzzles. Spooce powers up Abe's natural abilities and lets both Munch and Abe access SpooceLocks.



### CONTROL MACHINERY AND ENEMIES

Munch controls machinery, and Abe possesses enemies. Have Munch stand next to a Snoozer or Crane Remote Control and tap the **A button**. Move the piece of machinery with the **Left thumbstick**. Click the **Right thumbstick** to shoot the Snoozer's weapon or press the **A button** to control the crane and help with the task at hand. You can control Munch again when you pull the **Left trigger**.

Abe also has powers of control through possession. Possession allows Abe to make Sligs, Glukkons and other Industrialists do what he wants them to do. They don't like it, but of course they have no choice. Before Abe can possess an enemy, make sure he has collected enough SpooceShrubs. Pull and hold the **Left trigger** to have Abe create a Possession Orb. Then direct the Orb at an enemy to possess them. But hurry up, the Orb only lasts a short time before it fades away. Hold the **Left trigger** longer to use more Spooce but create a bigger Orb that lasts longer. The possessed character is under control until you pull the **Left trigger** again to depossess them.

### INCREASE THE LULU FUND

Another way to fight back on Oddworld is to make possessed Glukkons deposit their Moolah (Moolah is Moolah) into Lulu's Fund. Lulu is an incompetent and lazy Glukkon™ whose pocketbook will come in handy later. Every Glukkon has a predetermined amount of Moolah at their disposal, and hopefully your disposal. To make a donation to Lulu's Fund, move the possessed Glukkon near a Lulu's Fund machine, and then tap the **A button** to make a deposit.



## USE GAMESPEAK®

GameSpeak is the communication used by the creatures of Oddworld. In addition to Munch and Abe talking with each other, GameSpeak also allows our two heroes to organize Fuzzles or Mudokons into Oddworld revolutionaries. As Munch, you can GameSpeak with Fuzzles, those snuggable, seemingly harmless little creatures, to make them follow or attack. As Abe, you GameSpeak with fellow Mudokons to make them attack or get them to help with work. Flap your lips freely and experiment while you mingle.



TAP **Greet Individual**

PRESS & HOLD **Greet Crowd**

TAP **Wait**

PRESS & HOLD **Special**

TAP **Work** (ABE ONLY)

PRESS & HOLD **Attack**



## USE VENDOS

We already told you about Munch and Abe's Spooce power-ups. You remember—eat SpooceShrubs and rescue your buddies to increase Spooce power? Another form of power-up, the Vendo power-up, dispenses concoctions that allow Munch and Abe to momentarily fortify themselves with essential health, nutrients, and destructive capabilities. These beverages make you stronger, faster, and even jumpier, so be prepared! To use a Vendo, simply tap the **A button** and glug glug. Later on in the game, look for special Vendos that restore your health—believe us when we say you'll need 'em!



### EXPRESSO

Feel free to express yourself!



### BOUNCE

Make yourself jumpier!



### AQUA BOUNCE

Makes Munch jumpy, with a splash of aqua.



### ZAP

Allows Munch to “zap” attack enemies!



### INVISIBLE

Now you see me, now you don't.



These are the Native versions.

## PERFORM RESCUES FOR GOOD QUARMA

At the behest of the Almighty Raisin, Mudokon Shamans are instructed to help Munch and Abe successfully complete their journey. This means our heroes are expected to rescue the innocent and exploited creatures of Oddworld and protect their friends. Rescuing these Oddworld friends brings Munch and Abe good Quarma. The more rescues performed, the better the Quarma.

Before he can lead Fuzzles to a rescue portal, Munch must first free the Fuzzles from the cages where the Vykkers keep them for experimentation. To set Fuzzles free from their cages, have Munch zap the cages with his headport by tapping the **A button**. Similarly, Abe needs to free Scrub Mudokons and save the precious Mudokon eggs (his unborn brothers). Abe finds enslaved brethren working in Oddworld's industrial facilities, their head feathers shaved off, and their skin color pale-blue. To rescue Fuzzles and Mudokon Scrubs, have Munch or Abe lead them to Rescue Portals. Then, tap the **A button** to activate the portal and the Fuzzles and Mudokon Scrubs will magically vanish before your eyes as they hop, step and jump through the portal. As for the Mudokon eggs, Munch must transport the egg crates to loading bay chutes with a crane, or Abe can carry them there. Be careful not to drop 'em!

Since Munch and Abe are a team they share one Quarma score and good Quarma means a better ending for Oddworld: Munch's Oddysee™. To check on Munch and Abe's Quarma, pull the **Right trigger**. You know you've been doing the right thing when you see a golden halo hovering over Munch's or Abe's head. On the other hand, when you've got bad, bad, bad Quarma, the halo is red and jagged. Another way to see your Quarma value is to choose **Check Quarma** from the Pause menu. Munch's facial expression on the slider, in addition to the number of Scrubs, Fuzzles, and Eggs indicated as rescued, shows how your Quarma is doing.



## PROTECT THE ENVIRONMENT

It may seem obvious, but protecting the environment on Oddworld is pretty important. Without a healthy environment, all life on Oddworld will cease to exist. One surefire way to evaluate the environment's health is by taking a look at the water, the trees, and the sky. When there is poor environmental health, the region becomes more toxic, drier, and brown in appearance. These environmental conditions are the cruel and unscrupulous work of the Industrialists on Oddworld—the greedy Glukkons and sadistic Vykkers.

When the environment is in trouble, Munch and Abe need to restore it to health. Work to repair the environment by activating native facilities such as Storm Circles. It'll be a breath of fresh air. Most important, a positive or negative impact on the environment directly affects the growth of SpooceShrubs—the more SpooceShrubs, the more Spooce! And with enough Spooce, you'll be able to open SpooceLocks to access hidden areas, among other things, and be more successful overall in Oddworld: Munch's Odyssey™.

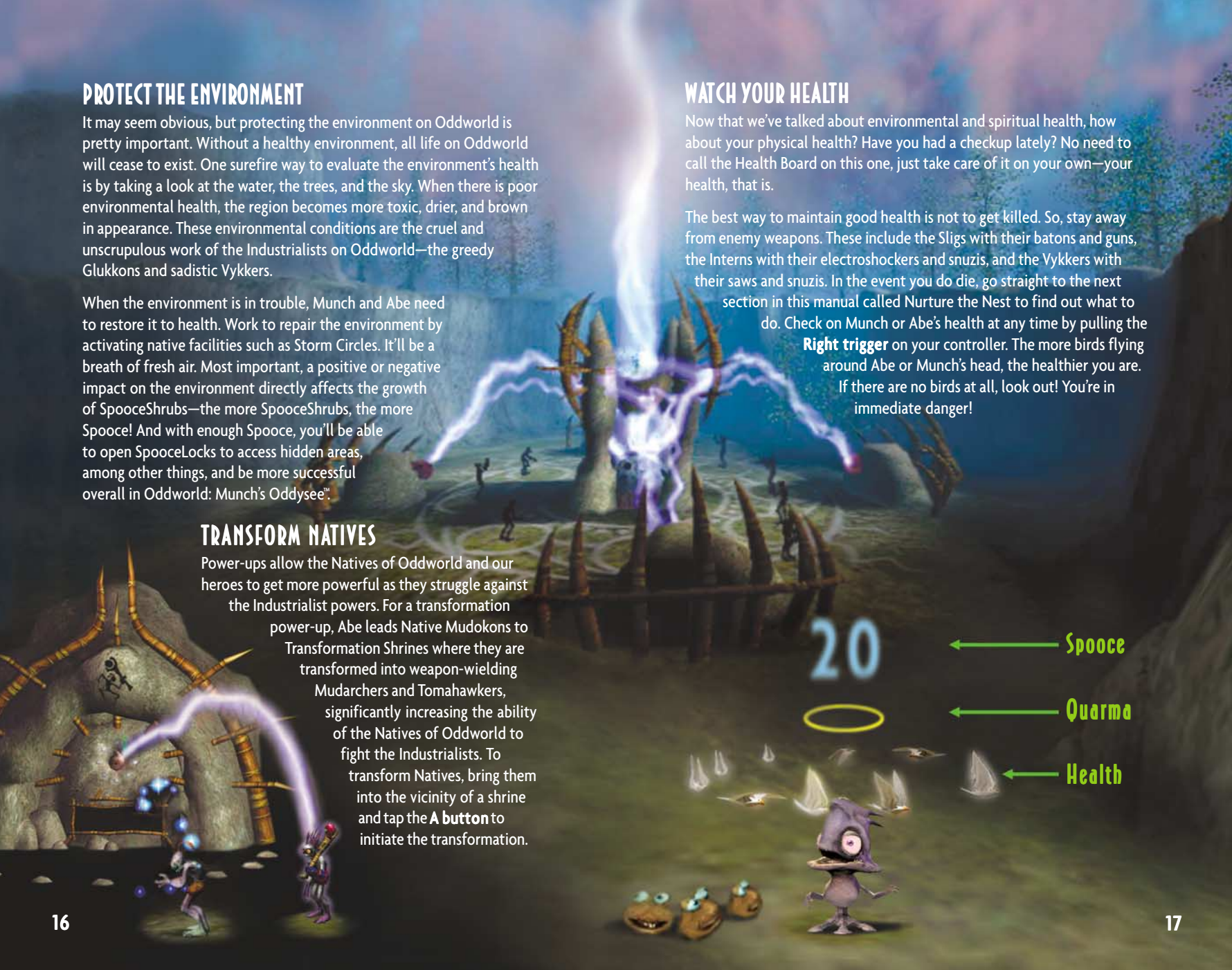
## TRANSFORM NATIVES

Power-ups allow the Natives of Oddworld and our heroes to get more powerful as they struggle against the Industrialist powers. For a transformation power-up, Abe leads Native Mudokons to Transformation Shrines where they are transformed into weapon-wielding Mudarchers and Tomahawkers, significantly increasing the ability of the Natives of Oddworld to fight the Industrialists. To transform Natives, bring them into the vicinity of a shrine and tap the **A button** to initiate the transformation.

## WATCH YOUR HEALTH

Now that we've talked about environmental and spiritual health, how about your physical health? Have you had a checkup lately? No need to call the Health Board on this one, just take care of it on your own—your health, that is.

The best way to maintain good health is not to get killed. So, stay away from enemy weapons. These include the Sligs with their batons and guns, the Interns with their electroshockers and snuzis, and the Vykkers with their saws and snuzis. In the event you do die, go straight to the next section in this manual called Nurture the Nest to find out what to do. Check on Munch or Abe's health at any time by pulling the **Right trigger** on your controller. The more birds flying around Abe or Munch's head, the healthier you are. If there are no birds at all, look out! You're in immediate danger!



## NURTURE THE NEST

Which came first, the Munch or the egg? For egg-sample, in the event that Munch or Abe dies, you'll see an egg floating above the nests that hover throughout the environment. Anytime an egg is floating over a nest, tap the **A button** to hatch the egg. This causes Munch or Abe to be reborn. It's as easy as that!



## RESURRECT FALLEN MUDOKONS

When fellow Mudokons bite the dust, bring them back to life at a Resurrection Totem. Walk up to the totem and tap the **A button** to download Spooce and activate it. Freshly pressed Mudokons are resurrected to keep you company and help with the cause.



## UPGRADE INDUSTRIAL WEAPONS

The most powerful Vendo available to Industrialists is the BlitzPacker Vendo, but indirectly it is also available to Abe to rain destruction upon the enemy. The BlitzPacker is a weapon of massive beverage addiction and destruction. Since only Sligs power up to use the BlitzPacker, and Abe can possess Sligs, Abe has to possess a Slig to be able to obtain and use the BlitzPacker. Once he does, look out. As far as other weapons go, Abe can possess any of the other Industrialist creatures that have a weapon, and weapons mean firepower.



# THE NATURAL WORLD

## HEROES



**MUNCH**  
Amphibian, revolutionary, Fuzzle freedom fighter.



**ABE**  
Floor-waxer, revolutionary, visionary.

## WILDLIFE



**SCRABS**  
Not as charming as they look.



**PARAMITES**  
Too hungry for *your* own good.

## MUDOKONS



**SCRUB**  
Shackled by the Industrialists.



**NATIVE**  
Still free on Oddworld.



**TOMAHAWKER**  
A Mudokon with a club mentality!



**SHAMAN**  
A spiritual guide.



**MUDARCHER**  
A Mudokon with a SpooceBow.



**MEEPS**  
They're docile, and they're furry.



**FUZZLES**  
Munch's lethal little friends.

## THE INDUSTRIAL WORLD

### GLUKKONS

The true enemies of Oddworld, for whom appearance and exploitation are everything.



Pud

Chump

Wanna-Be

Big Cheese

Glockstar

### VYKKERS

Favorite pastimes include product development on lab animals, or performing open skull surgery on Gabbits.



Scientist

Sawbones

Shot Doc

### INTERNS

Loyal pain merchants for the Vykks.



Worker

Shock Rocker

Shooter

### SLIGS

A penchant for beatings and shootings.



Slacker

Bouncer

Popper

Armored Bouncer

Armored Popper

### SLOGS

A Slig's best friend and always off-leash.



Slogs

### SNOOZER

You might think they're snoozing... but you'd be wrong.



Snoozer



Armored Scientist

Armored Sawbones

Armored Shot Doc



Armored Worker

Armored Shock Rocker

Armored Shooter

### BIG BRO

The meanest, shootin'est form of Slig.



Big Bro Slig

Armored Big Bro Slig

## ODD OBJECTS

### CRANE

Hoist, heave, repeat as necessary.



### ACTIVATION ARROWS

A is for arrow—  
and for Action.



### BONEDROWER KEG

Boom! Any questions?



### CHANT CIRCLE

This is a chance for  
chants.



### CHANT SUPPRESSOR

Doesn't give your chants  
a chance.

### EGG NEST

Reincarnation comes to  
Oddworld.



### EMPLOYEE STATUS BOARD

Have you checked your  
employee status lately?



### EXPLODING CRATE

Like a bonedrower keg,  
but different.



### FOOT SWITCH

Put your best —only?—foot  
forward to get through the door.



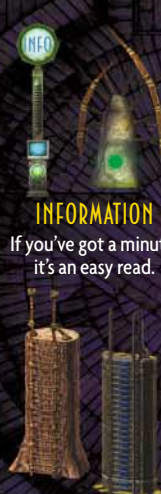
### FUZZLE CAGE

Munch can zap them, or they  
can really put the bite on you.



### INFORMATION

If you've got a minute,  
it's an easy read.



### LADDERS

Climb your way to a better life.



### LEVER

Pull your way to a better life.



### LULU FUND VENDO

Industrialists donate to the fund!

### MINES

By land or sea, ker-powie!



### MUDOKON EGG CRATE

Fragile! Handle with Care!



### MUDOKON RESURRECTION TOTEM

Make new friends, literally.



### RECYCLER

Chop your enemies or  
friends into mulch.



### RESCUE PORTAL

Guide the liberated back home.



### SHAMAN CIRCLE

Shaman from the sky.



### SPOOCELOCK

You need Spooce  
to open one.



### SPOOCESHUBS

Find 'em, collect  
'em, grow more of  
'em.



### VENDOS

Beverages, guns,  
everything you  
need.



### STORM CIRCLE

Get Natives to activate these  
and then see the changes.



### TELEPORTER

Get out already.

### TRANSFORMATION SHRINE

Transform the Natives.



### TRAVEL WELLS

Whether by water or  
by land, may you  
travel well.

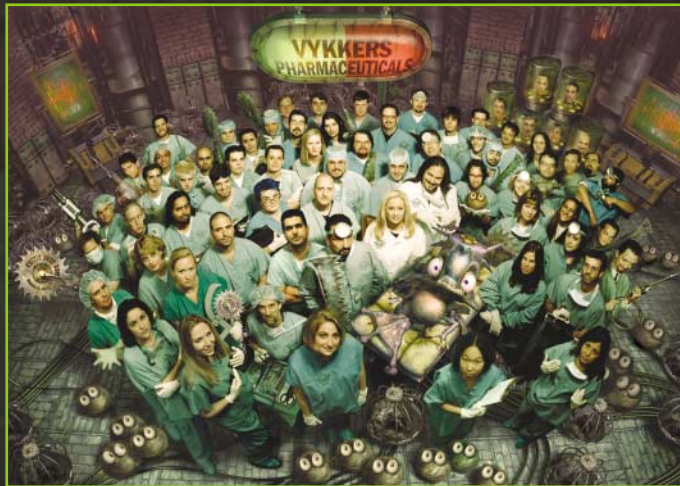


### ZAPPER (NATIVE)

Ouch, that zaps!



# ODDORLD CREDITS



<b>Executive Producer</b>	Sherry McKenna	<b>Production Designers</b>	Raymond Swanland
<b>Director/Creator</b>	Lorne Lanning		Gautam Babbar
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Nick Konkle  
Carrie McBride

**CHARACTER VOICES**  
**Abe, Munch, Alf**  
**Mudokons, Humphrey,**  
**Irwin, Fuzzles, Interns,**  
**Sligs, Big Bro Sligs**  
Lorne Lanning  
**Lulu's Valet,**  
**The Almighty Raisin,**  
**"Tex" Glockstar,**  
**Glukkon**  
Sean Miller

**Lulu, Glukkon, Fuzzle,**  
**Vykker, Mudokon**  
Michael Bross

**Auction Hall Crowd** Oddworlders

**SPECIAL THANKS:** David Wexler, Don Pangburn, Dawn Reyling, Susan Taylor, Tommy Tallarico & Joey Kuras, and Ellen Meijers—Additional Sound Design; Josh Gabriel, David Emrich; Denise V. Berg and Sara Anderson at Wyndham Hannaway & Assoc.; B.D. Fox; RFX, Inc.; Brian Gorn at Motion Media; Brian Fujikane and Matt Priddle at Multiple Zones; Ed Fries, Seamus Blackley; our loyal and devoted fans who have patiently waited for Oddworld: Munch's Oddysee.

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A very special thanks to all our families and friends. We could not have done this without their unconditional love and support.

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