

Inspired by the Oddworld [Iceberg](#) by @Nemin and @InsomniacAnvil, I made an iceberg of Oddworld love and trivia. I included several new entries in addition to the previous entries in Nemin and InsomniacAnvil's iceberg. Here is the [YouTube video](#) for that iceberg.

There are some facts that have come out since their iceberg that I have put here. It's rough because there are so many scrapped concepts, so I tried to have sources for every entry. A significant part of entries here are from the Oddworld artbooks *The Art of Oddworld: The First Ten Years* and *Abe's Origins*.

Credit to Wil, Xavier, Azloh, Blaze Modz, Sgabbit, Nemin, oddworldfan, the Oddworld Cinema, Magog on the March, TOGG, The Oddworld Wiki, and OWI themselves, as well as the creative employees they had.

I know the Oddworld Wiki isn't super-reliable, but they are a good way to show photos.

I made a table of contents for my list of evidence. Here is that table of contents for the evidence behind this. Although I have done my best to ensure the accuracy of all the info here, I am still only human; if there is an error anywhere, please let me know.

I also have a miscellaneous notes section where I put things I found interesting. I sorted these notes corresponding to the games that they were from.

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# ICEBERG

Cancelled Projects	The Quintology	Spin-offs		
Abe and Munch's Fun Adventures		Abe's loss of a finger	Roid	
Oddworld Forums		Magog on the March oddworlds.hu	The Schism Glukkons walk on their hands Mudokons are descended from birds	
Death Delay Glitch	Soulstorm Controversy		Ladder Defense Sections	
Scrub DLC	EA Games Mafia		Redone Soulstorm Intro	
Buggy Ports			Dear Alf	
Continuity Nods			Pessimism	
Social media influencers			Death Run	
Abe's OWI Necklace			The Queens Playstation/Xbox War Soulstorm The Keeper's Cave	
Lens Flare	Biblical references	OWI Social Media	The Shrink/Guardian Angel	
Staff Photos	Backwards name	Abandoned Social Media Projects	Scuba Toads	
GBA Ports			Fetus Logo	
In-Game Adverts		Abe's name meaning	Nolybab	
Gorman Disenza	Wolvarks in Soulstorm	Abe's Exoddus Film	The Paramonian trial	
	The AO Movie	Slave Circus	Mudokon duplication	
	Abe's stitches		glitch	
Species with no canon debut	Character inconsistencies	Crig the Slig	Merchandise	
Gloktigis' role	Shock Rocker/Slacker	"Abe's Oddworld Oddysee"	Spooce is Drugs	
Music Videos	Molluck's Trial	OWI hates Oddysee	Soulstorm ARG	
Symbiosis	AO Level Continuity	and Exoddus	Audio Origin	
Hermaphrodite Vykks			Klimb	
Inaccessible books	Reason for Meeches' extinction		Mudombies	
	Aslik's Mussolini reference		Head speared on stick	
Munch Iterations	Aslik Rename	Mystery Skeletons	Wildum	
			The cut features of Munch	
Sam's Shrink		Hollow Oddworld	Moon Deleted Scene	
Abe Speak	ddcheat	Shrinking Mudokon	Gabbit reproduction cycle	
Guardian Angel Line Change			Necrum Guardians	
Test tubes	Alfred Gamble	Eiden Alexander	Bone Dust	
Physical Casts	Bomas and Carmine		Grubb Massacre	
	The Planet of the Pests	Missing hub in Bonewerkz	Dogs v. Cats	
	Unused SW bosses		Squeek is a Vykker?	
Bad Ending	Fisherman	Unused Munch Dialogue	Cameos	
Holiday Content	Buddy	Promo Videos	"Dripping" characters	
Dancing Schoolgirls			Squeek never existed	
The original AE storyline		Stranger's Wrath was Munch's Exoddus	Munch TEST Levels	
Mickey Mouse		Unknown Concept Art	Monkfish	
Habitaes	Abe and Stranger	Scrab Riders	Ruins of RuptureFamrs	
Fearie Tales	Passport to Oddworld	Munch Xbox Beta	Orange Abe	
		Abe's Oddysee Beta	Penny Arcade	
			Chi-charms	
Stewart Gilray's plan for the Quintology	"Antisocial Network"		9/11 edit	
"Original Vision"	Abe's Oddysee found source code	The Juggernaut	Molluck's Vault	
Momma Flabby	William Anderson	The Cool-Aid Man Barrel	Shove it up	
Mulletokon	Lava/Ice	Abe's Quest	Mr. Ryce	
			The Munch demo footage was faked	
OWI hired fan-artists	Abe's Vacation	Brain Slurgs	Slig Fur	
			Meglascrab Pithicus	
Oddwars	Mystery Eyes	Offworld	Kuntic	
Abe's City Companion	Mudflub	LeGluk Stogies	Munch runs on the same engine as Morrowind	
Fegas	Pound Dog	"Demolition Man"	Evenwurst Weenerz	
Fangus Klot is(n't) Oddworld	Dyagra		Epic 1	
			Meette Blimps	
Nod's Oddysee	Gabbit Cloning	Uggae Estate	The Almighty Raisin was an experiment	
Designer Near-Suicide Incident		Backwards Message	Jacque Cousteau-a-way	

# FIRST LAYER

## 1. The Quintology

### **The Original Quintology:**

Abe's Oddysee, Munch's Oddysee, the unmade Squeek's Oddysee

### **The Rebooted Quintology:**

New 'n' Tasty, Soulstorm

A series of five games that was originally intended to have one protagonist in each game. The first protagonist would be Abe, the second would be Munch, and the third would be Squeek. The fourth and fifth protagonists are unknown.

This idea was retconned and the new Quintology would apparently focus on Abe, although Stranger and Munch might be featured. Oddworld: Soulstorm was said to be the second part of this rebooted Quintology.

The story escalates each installment.

<https://magogonthemarch.wordpress.com/official-oddworld-qa-5/>

**Lorne Lanning:** After Soulstorm... if you guys like it we'll be moving onto #3 in the Quintology. our completely all-new #2 (Soulstorm) is setting up to head for all 5 getting done... We've only seen the third world of Oddworld so far in all of the games. The NEXT game (#3) will start to enter the 2nd world (economically speaking) and then the last games get into the 1st world. It's a lot like Earth so once we get into the heavily populated areas, things will start looking a lot different. Echoes of Blade Runner.

**Lorne Lanning:** Yes, Nolybab is in #5.

## 2. Spin-Offs

These games are not a part of the official Quintology.

Stranger's Wrath

Abe's Exoddus

## 3. Cancelled Projects

Oddworld has a long list of cancelled projects and ideas. Some of these ideas would be for non-Oddworld products.

- Squeek's Oddysee
- Fungus Klot
- Hand of Odd
- Munch's Exoddus
- Slave Circus
- Sligstorm
- Stranger's Wrath 2
- The Oddworld Movie
- Habitales/Fearie Tales games (Hand of Odd may have been included here)

Non-Oddworld ideas include:

- Citizen Siege and Wage Wars
- Pound Dog
- Antisocial Network
- Xmob

## 4. Abe and Munch's Fun Adventures

A title Microsoft wanted for Oddworld Munch's Oddysee.

## 5. Roid

[https://www.instagram.com/p/BmbMma\\_F5n8/](https://www.instagram.com/p/BmbMma_F5n8/)

Munch would have been pumped up with steroids from the Vykkers and Abe would have provoked Munch by slapping him repeatedly to get him to transform to fight the enemies. Munch would then transform into this hulked-up alter ego.

The name Roid is stated in the Oddworld: The First Ten Years artbook.

## 6. The Schism

There was a schism between the Glukkons and Mudokons that led to the Glukkons rejecting spirituality and embracing moolah as their way of life, and then enslaving the Mudokons.

## 7. Glukkons walk on their hands

Glukkons walk on their hands. This is seen in the ending cutscene of Abe's Oddysee where Molluck's suit is destroyed.

## 8. Abe's loss of a finger

Abe's fourth finger was opposed by Japanese authorities due to historical implications and Oddworld capitulated by removing it, not willing or able to pay the necessary fine.

The Mudokons regained their fourth fingers in New 'n' Tasty due to digital distribution.

<https://magogonthemarch.wordpress.com/nathan-interviews-lorne-lanning-again/>

**Nathan:** "And it's coming back, isn't it? Some of the images released for the HD models of Abe had four fingers. Will it be reinstated it for Abe HD and do you think you'll be able to release it in Japan as well?"

**Lorne Lanning:** "I hope so. When you're on digital distribution, it's a whole other story. Because what are they going to do? Forbid you from downloading from Amazon? It's not like they can go after the publisher, there's no retail shelf for them to say "We're going to fine your store". It's different, it's digital. When I look at Steam sales for US Steam, I see sales in Asia. There's Indonesia, China, Japan. It's remarkable. What we find is that the more oppressed a place is, the more the populace really becomes Oddworld fans."

## 9. Mudokons are descended from birds

<https://oddworldlibrary.net/wiki/Mudokon#Physiology>

<https://owforums.net/showthread.php?t=699>

Mudokons are said to descend from birds.

**Wil, Oddworld Administrator:** "Mudokons are descended from birds, and that's straight from Lorne's mouth. Well, his fingers really. Originally it was meant to be a 'secret' thing. It makes sense anyway - feather ponytails (as shown in the Mudokon Status pic), hollow bones (as they appear in the Mudokon

Skeletal pic) and they are reptilian. Well, it's an Odd World, why not have dinosaurs that evolved from birds?"

## 10. Oddworld Forums

The biggest and longest running Oddworld fan forum.

Now mostly defunct. There's a Discord that's a successor to it, with some neat figures from the fanbase. There's also a politics discussion channel there.

There is also an official Oddworld Discord, but it doesn't have much going on.

## 11. Magog on the March

A profoundly comprehensive wordpress fanblog that archives and compiles interviews and content about the Oddworld series. It is also a YouTube channel full of videos. Named after the Magog on the March news show that the Newsmaster Slig has in Abe's Exoddus.

## 12. oddwords.hu

<https://oddwords.hu/>

<https://aliveteam.github.io/>

Nemin is a figure in the Oddworld fan community that created the site oddwords.hu, a site for navigating Oddworld media.

His blog Oddwords posts media analysis, fandom surveys, trivia, fanfiction, and memes. Has a prominent reputation in the Oddworld community and also makes fan games.

He created the website for the RELIVE fan project, which is making a modern engine for the first two Abe games. This RELIVE engine also has a level-editor.

This project is named RELIVE because OWI originally had an engine called ALIVE. This stands for Aware Life Forms In Virtual Environments.

His prolific output is very well-researched.

Other content creators are pupbenny, sgabbit, and others.

# SECOND LAYER

## 13. Scrub DLC


[https://store.steampowered.com/app/323340/Oddworld\\_New\\_n\\_Tasty\\_Scrub\\_Abe\\_Costume/](https://store.steampowered.com/app/323340/Oddworld_New_n_Tasty_Scrub_Abe_Costume/)

Cosmetic DLC that, alongside with Alf's Escape, is Oddworld's first DLC. Made of Oddworld New 'n' Tasty.

## 14. Buggy Ports

The ports of Oddworld Games (Munch's Oddysee, Stranger's Wrath, and New 'n' Tasty) are notorious for having a lot of bugs. These include the PC and Nintendo Switch ports.

Speaking of bugs, the release of Soulstorm was infamous for being very buggy at launch. (

 Oddworld: Soulstorm is a VERY POLISHED GAME )

## 15. Redone Soulstorm Intro

ORIGINAL= [▶ Oddworld: Soulstorm Title Sequence](#)

FINAL= [▶ Oddworld: Soulstorm Opening Title Sequence & Main Menu](#)

Soulstorm originally had the opening showing the Vykkers testing Soulstorm Brew and killing Mudokon test subjects.

This was later changed to the newspaper opening.

This opening was later repurposed into the Vykkers Labs DLC.

## 16. Pessimism

Given the mixed critical reception of Soulstorm despite the long wait, there has been people in the fanbase feeling like they will never see the completed Quintology in their lifetime and that OWI doesn't have the competence to pull it off.

## 17. Soulstorm Controversies

[▶ Oddworld: Soulstorm is a VERY POLISHED GAME](#)

Oddworld: Soulstorm gained mixed reviews and had a significant amount of backlash.

- The game was delayed repeatedly for several years.
- The final game had several bugs.
- Fans were unsatisfied with the story.
- The cartoony elements contrasted with the more serious elements.
- Fans felt the game didn't live up to the hype.
- The series retconned the original fundamental idea, where each protagonist would be introduced in an installment of the Quintology, to instead be an Abe-centric Quintology, without OWI being upfront that this was a change.
- The game used new mechanics that were criticized (crafting, looting lockers, etc) and seen as more tiresome than engaging.
- The game platform-specific DLCs, which themselves were barebones.
- The game was also initially an Epic Games Exclusive, which people disliked.

Furthermore, Soulstorm, despite proclaiming to be the true experience, was lacking a lot of content that Exoddus had, which was Scrabs, Paramites, Mine Carts, Fleeches, invisibility, The Three Weirdos, and more content.

## 18. Playstation/Xbox War

[▶ Oddworld: Munch's Oddysee - Original Playstation 2 Tech Demo](#)

[https://youtu.be/HzAd8\\_sHaA4?si=bDD7xnVMH821OOTW&t=874](https://youtu.be/HzAd8_sHaA4?si=bDD7xnVMH821OOTW&t=874) (discusses the fanbase anger)

The first two Abe games were on the PS1. Munch's Oddysee was going to be on the PS2, but was then switched to being an Xbox exclusive. This caused controversy in the fanbase. Penny Arcade, which is lower on this iceberg, made a comic about the situation.

There are videos of Munch's Oddysee as it would look like as a PS2 game, but these videos were visualizations rather than in-game footage. This was discussed in Nemin's review of Munch's Oddysee (<https://oddwords.hu/munchrant/#false-advertising>)

This is originally what Lorne Lanning said.

(<https://magogonthemarch.wordpress.com/oddworld-inhabitants-munching-on-next-generation-game/>)

**AVault:** "Will you be moving to the PlayStation 2?"

**Lanning:** “Absolutely. PlayStation 2 is our primary focus. We have been extremely ambitious with a game design that has needed three years to fully develop. We thought we might be overshooting the system specs for the next level, and it was a big gamble designing the way we have been, but it paid off when Sony released their new specs. We realized at that moment that we were right on time, and were going to be able to build Munch’s Oddysee the way we had been dreaming. It is very, very exciting.”

Regarding the visualizations, this is from Game of X.

Game of X: “Lanning performed what he called ‘a jujitsu.’ From his days working in the aerospace industry, he remembered that they often created ‘visualizations’ of future products. So what Lanning did is have his crew pre-render game scenes from Munch. Because these scenes were not rendered in the PS2 devkit, but were simply ‘visualizations’ of their product, it was perfectly legal for them to share them, which they did. They made about a hundred CDs with these game visualizations and sent them to major media contacts. They said, ‘Hey, look at what we’re working on. Here’s the movie clips. Here’s screenshots. Here’s the story about Munch’s Oddysee.’”

## 19. EA Games Mafia

<https://magogonthemarch.wordpress.com/the-oddworld-game-that-never-was-the-brutal-ballad-of-fan-gus-klot-2009/>

<http://www.gamesindustry.biz/articles/2012-10-01-oddworld-spending-USD30m-on-games-not-ferraris-and-private-jets>

EA Games was the distributor of Oddworld: Stranger’s Wrath.

Lorne and other people have criticized EA Games for their treatment when marketing Stranger’s Wrath. EA Games also tried to acquire the Oddworld intellectual property, but they were refused.

**Lorne Lanning:** “With EA, personally, we found the situation unworkable. We found that if the publishers don’t own your IP, they don’t have any incentive to push your game. Stranger was a big game, it was an expensive game, and it was a really hard game to build. But what we didn’t realize is that since the publisher didn’t own it, they weren’t going to support it on the marketplace. That has totally changed my thinking on how you should approach a game.

We could build a game like that, and they could make the choice to support it the way that they did. That’s not a business relationship. That’s a master-slave relationship – one that we had no interest in continuing.”

...

**Game Informer:** What was that other pattern?

**Lorne Lanning:** I have to be careful about how I say this stuff, because the gamer hears it one way, but game developers know exactly what I am talking about. Publishers use your own company against you because they know that you have a burn rate. They know that this is your family of kids that you need to feed every month. So if they make a deal with you, then they realize, “Oh, you know what? We should have done this thing in that deal, too,” They might start playing games with you.

I’ll give you a hypothetical situation: “Oh, we’re having some accounting issues, the checks are a little late, but they’ll be coming. We’re sorry for the delay, but you know what? There’s this other thing in the contract we’d like to renegotiate. We realized after we made the deal that we really would like to have some different terms on that.” And then you find that your check is not showing up because they want to renegotiate. That’s holding your own company as a gun to your head and going, “If you want to pay your people, you keep on doing anything we say no matter how unreasonable it is, and if that’s a situation you can’t win, then too bad because we’ll win. We’re the ones with the gold and gold rules.”

**Game Informer:** It almost sounds like the Russian mafia.

**Lorne Lanning:** [Laughs] Maybe it's not that diabolical, but I think it comes more out of incompetence than deviousness. I'm not saying that this is the evil intent out there, but it is the common behavior. There are some slime balls in the industry that have done some slimy things, but as far as industries go, this industry is good about being authentic. It's pretty decent. It's not nearly as ugly as the music business or as one-sided as the film business. There's good things and bad things about the industry. But incompetence is really big in this industry. We're talking about a huge industry that, even in this global financial crisis, is still showing growth, one of the only sectors still showing growth. That's huge, but it was only 20 years ago that this industry was in garages – not in big companies.

## 20. Dear Alf

<https://odddwords.hu/pgyft/index.html>

Dear Alf was a series that went on for years where Oddworld Inhabitants would answer fan questions weekly from the perspective of the character Alf.

This is also where the incorrect fan theory that Squeek was able to use Brain Slurfs to control characters originated.

## 21. Social media influencers

▶ Jim Sterling Has a Voice Acting Role in Oddworld: Soulstorm

<https://youtu.be/SxPaP5G-zdY?si=vv0UN2SifeBbFSHO&t=1020>

Oddworld: Soulstorm used social media influencers, such as Caddicus and Jim Sterling as voices for characters. Other influencers include:

Caddicus (Jim Caddick), Ace Trainer Liam (Liam Edwards), Matty Plays (Matthew Schroeder), James Stephanie Sterling, Yogscast (Lewis Brindley), Tear of Grace (Brett Tear), and The Rad Brad (Brad Lamar Colburn).

Some people complained that this incorporation came at the expense of immersion. This was another way that OWI sought to reward fans. This can also be seen in the OWI HIRED FAN-ARTISTS entry below.

New 'n' Tasty also had fan cameos.

▶ Oddworld: New 'n' Tasty - fan cameos!

## 22. Ladder Defense Sections

These sections of Oddworld: Soulstorm in particular received flak because they were seen as so hard and rough.

## 23. Continuity Nods

▶ Oddworld Stranger's Wrath HD (PS3) - Mudokon Pops Easter Egg (HD quality)

[https://www.reddit.com/r/odddworld/comments/lytpex/so\\_i\\_was\\_looking\\_at\\_the\\_concept\\_art\\_gallery\\_in/](https://www.reddit.com/r/odddworld/comments/lytpex/so_i_was_looking_at_the_concept_art_gallery_in/)

[https://odddworld.fandom.com/wiki/Splinterz?file=Paramonia\\_Splinterz.png](https://odddworld.fandom.com/wiki/Splinterz?file=Paramonia_Splinterz.png)

There are various continuity nods across the series.

Re-Used Fangus Klot Weapons show up in Oddworld: Soulstorm.

Bolamite from Stranger's Wrath shows up in New 'n' Tasty.



Splinterz Manufacturing shows up in New 'n' Tasty.

Vykker signs and ads show up in Soulstorm.

In the HD version of Stranger's Wrath, Mudokon Pops shows up.

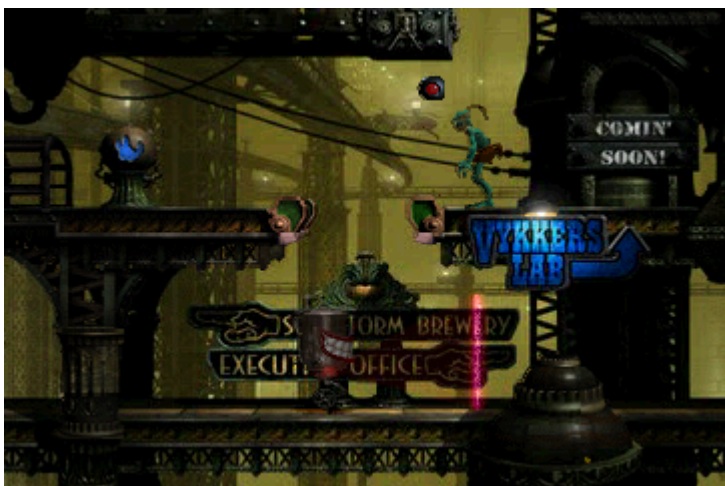
In a storyboard of the scene where Stranger is unmasked, there's briefly a wanted poster for Abe and Munch.

There's also a reference to Vykkers' Labs, Abe's mother Sam, and Munch in Oddworld: Abe's Exoddus.

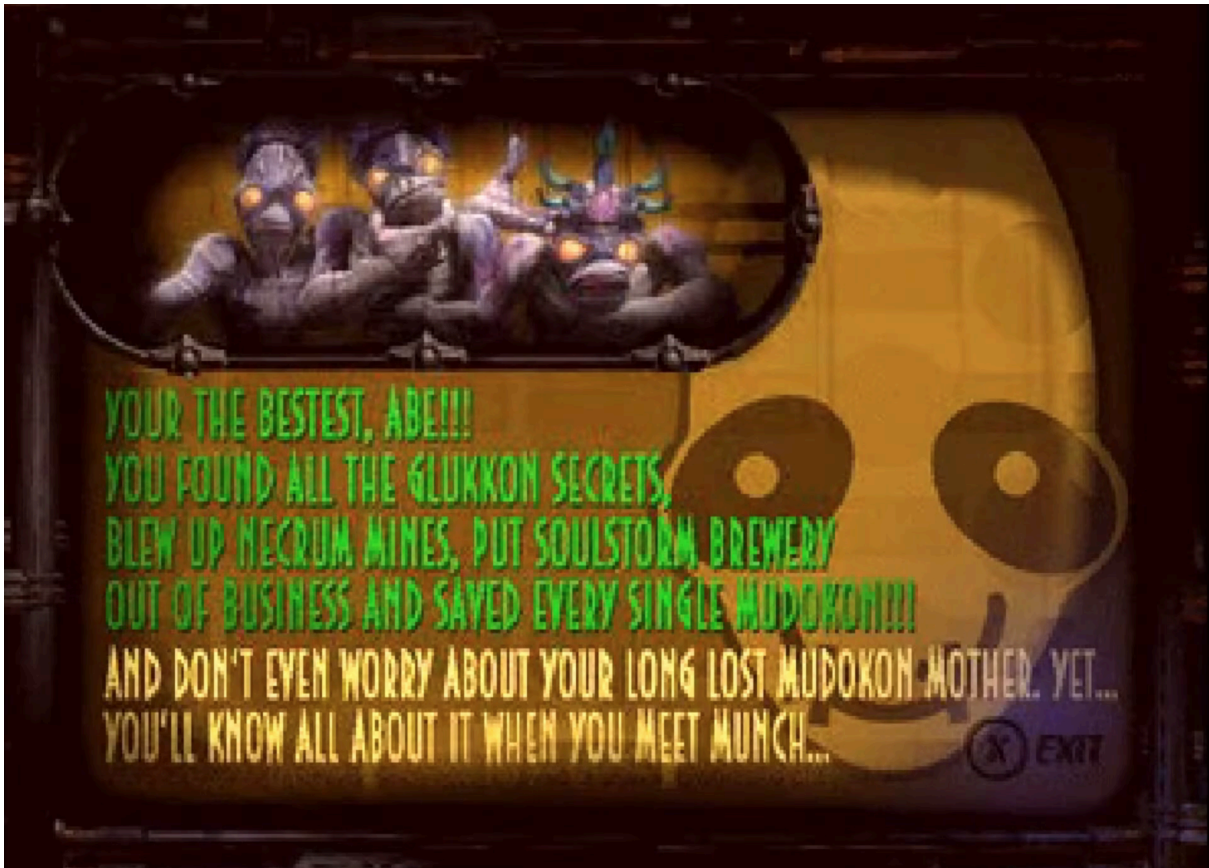
<https://www.giantbomb.com/oddworld-abes-exoddus/3030-19281/>

<https://static.giantbomb.com/uploads/original/13/130632/2744738-vykerslabs.png>

There's a sign for Vykkers' Lab in Exoddus.



The game also references Munch's Oddysee at the end of the game, referencing both Munch and Abe's mother Sam, who was cut from the game.



There's a cameo of a depressed Slig that looks albino in Alf's bar in Alf's Escape. Interestingly enough, that area also has the original logo for Soulstorm Brew.



In an New 'n' Tasty LCD message, there's a mention of Pork and Bean, spelled as Pawk 'n' Been. This seems to be a reference to this concept scene of Stranger's Wrath.  
TODAY'S CANTEEN MENU: PAWK 'N' BEEN & EYEWASH STOUT.

New 'n' Tasty has a reference to "insemination" in one of the LCD messages. This may be a reference to the unmade Oddworld movie, where the character Stumpy would apparently worked with insemination.

[https://oddwords.hu/lcd\\_nnt/](https://oddwords.hu/lcd_nnt/)

<https://oddworldlibrary.net/archives/togg/picture.php?/6272/category/95>

<https://oddwords.hu/movie/>

There is also a LCD message about Boombats, from Stranger's Wrath.  
BOOMBAT INFESTATION IN BOILER ROOM. ADDRESS WITH CAUTION!

Lulu and Sask (Lulu's boss that was cut from Munch's Oddyssey), Nolybab, and possibly the Mongo River are referenced on the screen in the opening scene of New 'n' Tasty.

[https://www.reddit.com/r/oddworld/comments/lxa864/why\\_is\\_lulu\\_and\\_sask\\_in\\_the\\_opening\\_to\\_nnt/?rdt=35758](https://www.reddit.com/r/oddworld/comments/lxa864/why_is_lulu_and_sask_in_the_opening_to_nnt/?rdt=35758)

<https://owforums.net/showthread.php?p=597270>

## 24. Soulstorm Keeper's Cave

[https://oddworld.fandom.com/wiki/The\\_Keeper](https://oddworld.fandom.com/wiki/The_Keeper)

Oddworld: Soulstorm introduces several new mysterious elements, such as the Keeper and the Eye of Fragon. Abe has this necklace made of amber with a bug-like creature inside (Queen Bee Amulet) that rewards him in the good ending and kills itself in the bad ending.

There's a strong emphasis on bees, contrasting with the previous emphasis on birds with Mudokons.

## 25. Abe's OWI Necklace

<https://youtu.be/f4NNH76QAK4?si=dW-tjyx41TbCYrn1&t=420>

In various pieces of promo art, Abe is wearing a necklace of Oddworld Inhabitants.

## 26. Abe's Oddyssey and Exoddus Death Run

▶ Oddworld: Abe's Oddyssey - Kill 'Em! - Part 9 FINALE - Zulag 4, Boardroom

▶ Oddworld: Abe's Oddyssey bad ending + infinite grenades

▶ Oddworld: Abe's Exoddus - Kill 'Em! - Part 13 - Finale


In Abe's Oddyssey, if you kill all of the Mudokons that you can kill (you have to save a couple to continue the game), you get a special screen saying Molluck commends you for your hard work. It then puts you back at the start of the return to RuptureFarms with infinite grenades.

In Abe's Exoddus, if you kill all of the Mudokons that you can kill, you get a special screen of the Glukkons commending you for your work. It then puts you back at the start of the Feeco Depot with invincibility. There's apparently a Russian Beta [version](#) that gives you infinite grenades instead of invincibility.

Credit to Crashpunk and Sgabbit for the videos.

## 27. Death Delay Glitch

[https://oddworld.fandom.com/wiki/Death\\_Delay\\_Glitch](https://oddworld.fandom.com/wiki/Death_Delay_Glitch)

 [Death Delay Glitch Tutorial - Abe's Oddyssey](#)

<https://speeddemosarchive.com/AbesOddyssey.html>

A glitch in Abe's Oddyssey and New 'n' Tasty where you can make Abe invincible. It was discovered by YouTuber Sligfantry.

## 28. The Queens

Oddworld has several species that are superspecies. They are eusocial. They have a queen. This includes Mudokons, Glukkons, and Sligs. Queens of the Oddworld series include Sam, Lady Margaret, Lady Margaret's Great Grandmother, and Skillya.

# THIRD LAYER

## 29. Fetus Logo

<https://oddworldlibrary.net/archives/togg/picture.php?/2668/category/50>

There is an Oddworld logo that appears to have two fetuses. Apparently, these two fetuses could represent Munch's Oddyssey and Hand of Odd.

Xavier: "What is the story or meaning behind the two little fetuses in the OW logo?"

Alf: "The twin fetuses have long since been absorbed into Oddworld lore. The caliper and test-tube motif for the Oddworld logo was created for a brochure for the 1999 E3 convention. At the time, we were working on two games simultaneously; Munch's Oddyssey and Hand of Odd. As time went on and the gears of corporate commerce kept turning, Hand of Odd faded away and Munch's Oddyssey became the sole focus of production. In the end, Oddworld gave birth to a kicking and screaming Munch's Oddyssey only. This is the history of the twin fetuses."

## 30. Abe's Exoddus Film

 [Abes Exoddus - The Movie \(1998\)](#)

[https://oddworld.fandom.com/wiki/Abe%27s\\_Exoddus:\\_The\\_Movie](https://oddworld.fandom.com/wiki/Abe%27s_Exoddus:_The_Movie)

[https://youtu.be/HzAd8\\_sHaA4?si=w3zJ1mX5nFkQIMrn&t=773](https://youtu.be/HzAd8_sHaA4?si=w3zJ1mX5nFkQIMrn&t=773)

Abe's Exoddus was edited into a film and submitted to a contest. It lost.

## 31. Staff Photos

For the first three games, there were these photos of the staff that were set at various Oddworld locations.

<https://oddworldlibrary.net/archives/togg/picture.php?/3702/category/30>

<https://oddworldlibrary.net/archives/togg/picture.php?/2112/category/39>

## 32. Gorman Disenza

<https://magogonthemarch.wordpress.com/2008-2/nathan-interviews-lorne-lanning/>

[https://oddworldlibrary.net/wiki/Gorman\\_Disenza](https://oddworldlibrary.net/wiki/Gorman_Disenza)

<https://magogonthemarch.wordpress.com/part-15-designing-a-region/>

Disease that only affects the rich. Despite this premise, Munch was somehow going to be affected by it. The cure is in Gabbit blood.

It was discussed by Lorne in a 2008 interview. It was also mentioned in a diary entry by Paul O'Connor.

Interestingly, earlier descriptions of Munch's Oddysee just state that Munch's lungs were valuable because the Glukkons are "plagued by lung cancer".

<https://magogonthemarch.wordpress.com/video-games-german-magazine-titel-story-munchs-oddysee-2001/>

This also gives a greater explicit reason for why the Gabbits are extinct, except for Munch and the can of Gabbiar.

Disenza is a combination of the words "disease" and "influenza". Gorman being a reference to the word Gormandize, meaning to eat greedily/gluttonously.

**Lorne Lanning:** "Gorman Disenza (pronounced Die-senza) that's something that he and I co-created as a design solution that I was mandating. To 'Gormandize' is to gorge. It's gluttony. I wanted to create a disease that afflicted only the extremely wealthy. Like you could say that Sickle Cell is only inflicted on a certain race. So I wanted to create something that would only afflict the financial elitists, the greed mongers, the corrupt CEO class of our world today. Like, how great would it be if we could say 'Oh, only the Rockefellers, DuPonts and Rothschilds are getting these illnesses.' The whole idea of Oddworld, in many ways, was taking grand concepts and turning them in to archetypes. A concept of disease that would only affect a behaviour of a species, rather than genetics or the condition of a species; I liked that because it made it more archetypal in my mind. So, I took the word 'Gormandize' and then we were looking at names of diseases and we came up with 'Influenza', so 'Gorman Disenza' sounded like it might be a disease.

The idea was that this afflicted the Glukkons; they're a superspecies as well...

So in the case of Gorman Disenza... Not Molluck's mother. Not her mother but her mother. So, Molluck's great-grandmother has Gorman Disenza. And when she should have died, a hundred-plus years ago, she didn't. She's so hanging on to living and so void of spiritual essence that she chose to be cryogenically frozen with a whole set of legal conditions as to how her wealth should be controlled; how much money should be earned every decade. Lady Margaret, who should have been the heir of the family fortune— not all the Glukkons', she's just one queen in one industry— was denied her inheritance by a grandmother who should have died long ago but is still asleep in cryogenic with only three months left to live, but she's prolonged that a hundred years. The only time she's awakened is if the profits on her investments drop to such a degree that her offspring obviously aren't handling the family business well....The cure for Gorman Disenza is in the blood of the Gabbits. One of the reasons why Munch is the last is because they were researching them to find the cure that she was financing through various research associations....Munch is the last survivor of the Gabbits so as a research subject, he's extremely valuable. When he gets free, it launches a big hunt for him. She's going to wake up, the last Gabbit has gone so the research has stalled. She's pissed."

**Paul O'Connor:** "Anticipated game movies are embedded within the flow diagram to ensure that our gameplay regions dovetail with the movie events that follow or precede them. Thus, if Munch has succumbed to the Gorman Disenza virus in the movie preceding a region, we know that the region needs to open with Munch unconscious and the player in control of Abe."

### 33. Abe's Stitches

<https://magogonthemarch.wordpress.com/2008-2/nathan-interviews-lorne-lanning/>

-The backstory of Abe's stitches are that Sam stitched up Abe's lips to stop him from crying. This is referenced in Soulstorm where Abe is led to contemplate removing his stitches.

Interestingly, in the Oddworld AO Movie concept art, Abe is [without his iconic stitches](#).

**Lorne Lanning:** “It’s a long answer to get about to Abe’s stitches and mom...What happened when Abe was born was that he used to cry. A lot. In my mind Abe was always more sensitive than the rest. In indigenous cultures, androgyny is more sacred. So I always saw Abe as a more androgynous character, that had a higher sensitivity to the natural world around him because he embodied more the male–female energies that in shamanistic cultures were seen as more spiritual trait. Being born in this factory, he’d cry and cry and cry. He was like the ultimate pain-in-the-ass baby out of many babies. Imagine a factory nursing centre and this little brat won’t stop crying. So his mother, in an attempt to keep him shut, was faced with the situation that she had to shut him up or they were going to chop him up because it was disturbing cattle, it was disturbing various things. So she sewed his lips to shut him up so that he wouldn’t be hurt. And that was one of the reasons why Abe was different from the others....It was an act of love that brought about a brutal action. Then later, it’ll stand out as more of an oddity to him in particular. He’s holding on to them for reasons he doesn’t really understand.”

## 34. Lens Flare

New 'n' Tasty was criticized for its over-use of Lens Flare, seen as especially unnecessary compared to the original game.

## 35. Slave Circus

<https://www.reddit.com/r/IAmA/comments/156eaz/comment/c7jpszsw/>

Lorne Lanning mentioned this potential game in a Reddit Q-and-A. This game has otherwise not been mentioned.

**Lorne Lanning:** “I have been fixated on a game called "oddworld Slave Circus". It is seriously whack. You start the game by buying a slave. Think Gladiators on Oddworld. Have done a tremendous amount of work on this and have never mentioned it. But it is in the coffer and there may be some light for it down the road. But has some other contingencies depending on it. Requires new level of social integration into console gaming. It’s insane. Hopefully not so insane it won’t come to life.”

## 36. Wolvarks were in Soulstorm

[https://oddworld.fandom.com/wiki/Wolvark?file=Screenshot\\_2024-10-10\\_11.50.29\\_PM.png](https://oddworld.fandom.com/wiki/Wolvark?file=Screenshot_2024-10-10_11.50.29_PM.png)

Wolvarks and Stranger were going to be in Soulstorm, but were cut. Apparently, the unseen Brewmaster’s security chief was a Wolvark.

Concept art of Wolvarks can be seen in the Soulstorm artbook.

## 37. Merchandise

<https://www.amazon.ca/Oddworld-Soulstorm-Collectors-Edition-NSW/dp/B0BJSY42SF>

<https://www.kickstarter.com/projects/moeflavoranimefigure/oddworld-abe-and-munch-plush-project>

OWI has various merchandise. This includes plushies, the content that comes with the pre-order of Oddworld: Soulstorm (including a statue of Abe), as well as other miscellaneous items.

OWI also produced a series of [Acoustic Gaming Panels](#); this was a limited edition product that was perceived to be very expensive.

OWI collaborated with Gametee for Oddworld t-shirts and other merchandise. There is an Kickstarter involving Gametee for an officially licensed [poseable Abe figure](#).

There's an unlicensed [German Abe statue figure](#) that OWI had to stop production of, sending a cease-and-desist letter to them. They were apparently selling it through a magazine and thought that they had the rights, but were later told by OWI that they did not have the rights.

## 38. Abe's name meaning

Abe was supposedly named after both Abraham Lincoln and Abraham from the Bible.

<https://magogonthemarch.wordpress.com/joy-pad-french-magazine-lexode-dabe-1998/>

This French interview speculates and seems to confirm that Abe was also named after Abraham Lincoln, although it's hard to tell if there's a problem with the translation.

<https://www.reddit.com/r/IAmA/comments/156eaz/comment/c7jpvwz/?context=3>

**Lorne Lanning:** "That said, I named Abe after Abraham of the Old Testament. In the Hebrew version, he was the father of monotheism, which we later learned was plagiarized from the first true father of monotheism, King Tut's father."

## 39. Backwards name

Elum is backwards of Mule

Nolybab is Babylon backwards

## 40. Biblical references

Glukkon is two letters away from Glutton, which references Gluttony, one of the seven deadly sins. Glukkon was based on the word Glutton according to the artbook *The Art of Oddworld: Inhabitants: The First Ten Years*.

Moloch is commonly thought to be a reference to a Canaanite deity associated with child sacrifice. This name is similar to Molluck.

The Magog Cartel is the antagonistic force in each game. Magog is from the Bible, where they are in a war with Gog at the apocalyptic end of the world. They are enemies of God and wage war against God.

There's also the location in Munch's Oddysee, Magog Motors, owned by The Magog Cartel and the news show Magog on the March.

As mentioned above, Nolybab is Babylon backwards. In the Bible, Babylon becomes a land of sin that is against God.

It's a smaller connection, but Elum is backwards of Mule, which were real-life creatures also present in the Bible.

Abe is named after the Abraham of the Old Testament.

**Lorne Lanning:** "That said, I named Abe after Abraham of the Old Testament. In the Hebrew version, he was the father of monotheism, which we later learned was plagiarized from the first true father of monotheism, King Tut's father."

<https://magogonthemarch.wordpress.com/egx-2017-lorne-lanning-brewing-oddworld-soulstorm/>

In the 2017 presentation on Oddworld Soulstorm, Lorne Lanning makes reference to the Mark of Cain when talking about the new disfigurement that Molluck had received at the end of New 'n' Tasty/Abe's Oddyssey.

**Lorne Lanning:** "Molluck post-RuptureFarms. So now he's got the mark of Cain, you know, across him. He's blind in one eye and he's got a serious ax to grind."

This was the mark that Cain got after killing his brother Abel, a representation of the crime that he had committed.

## 41. In-Game Adverts

<https://oddworldlibrary.net/archives/togg/picture.php?/2159/category/19>

<https://imgur.com/vQvC5jU>

[https://www.reddit.com/r/oddworld/comments/xmw176/i\\_noticed\\_this\\_picture\\_of\\_some\\_mystery\\_woman\\_in/](https://www.reddit.com/r/oddworld/comments/xmw176/i_noticed_this_picture_of_some_mystery_woman_in/)

There was a SoBe vending machine in Munch's Oddyssey and New 'n' Tasty had adverts for unrelated indie games. This was controversial in the fanbase, with some viewing it as disrupting immersion. In the case of New 'n' Tasty, Sherry McKenna said that she did not remember the decision to do this.



## 42. Species with no canonical debut

[https://oddworldlibrary.net/wiki/Oddworld:\\_The\\_Lost\\_Archives](https://oddworldlibrary.net/wiki/Oddworld:_The_Lost_Archives)

There are several species in the Oddworld universe that have never been seen in the games themselves.

Meetles, Mugs, Chroniclers, Vamps, Skeeters, Kinto Slaves, Sea Rexes, Buzzards, Froggers, Scuba Toads, Lusks/Luskan Marauders, Musklums, Heyhey's, Worry Fishes, Sting Rings, Land Rexes, Devil Vines, The Cadyh, Hoopster, Opinionites, Mudflubs, Wyenas, 1%ers

There are apparently two types of scuba toads, ones that appear in Munch's Oddysee concept art and ones that appear in Stranger's Wrath concept art.

Concept art of a Musklum can be seen in the artbook *The Art of Oddworld: Inhabitants: The First Ten Years*.

There are also these birds from Stranger's Wrath

([https://static.wikia.nocookie.net/oddworld/images/2/29/Strangers\\_Wrath\\_Birds.webp/revision/latest?cb=20240701225331](https://static.wikia.nocookie.net/oddworld/images/2/29/Strangers_Wrath_Birds.webp/revision/latest?cb=20240701225331)) that bear a striking resemblance to these birds from concept art

(<https://static.wikia.nocookie.net/oddworld/images/7/70/Bird.png/revision/latest?cb=20240630205732>)

. Both images can be found here: <https://oddworld.fandom.com/wiki/Birds>

The Brutal Ballad of Fangus Klot also features creatures that have never been seen, including the dog and cat species' and the sheep species. Although, at one point, the OWI team considered removing the game from the Oddworld Universe.

<https://magogonthemarch.wordpress.com/the-futures-odd-how-just-add-water-revived-oddworld-and-where-itll-go-next-2013/>

"Intriguingly, however, Lanning appears not to have made his mind up as to whether Fangus really qualifies as an Oddworld game. "Because I've asked him this as well and he said the name is not prepended with Oddworld so it's not Oddworld," Gilray muses. 'OK, then you ask again and he says 'no it's Oddworld'. Right. Fangus is The Brutal Ballad of Fangus Klot, there isn't an Oddworld anywhere near the name."

<https://magogonthemarch.wordpress.com/the-oddworld-game-that-never-was-the-brutal-ballad-of-fangus-klot-2009/>

**Lorne Lanning:** "The team that was working on it basically wanted to, in my opinion, just use all the Stranger mechanics to make a more traditional shooter. In some ways, the company was a little split – not in terms of intent – but we said, "Okay, if you guys want to do what you want to do, that's fine, but it's not going to take place on Oddworld, and you'll have more creative freedom that way. Go ahead and run with this project." That's where it was eventually headed."

Apparently, the Frogger had a symbiotic relationship with Meeches.

(<https://www.instagram.com/p/BcuUXGUDYz7/>)

There were baby Meetles, grown Meetles, dangerous Mugs, and Meetle Wasps. Meetles can either evolve into a grown Meetle or a dangerous Mug.

<https://web.archive.org/web/20141015033901/https://oddworldlibrary.net/toe/FAQ>

"Meetles are a wildlife that starts out as a larva and can turn into one of two adult forms depending on its diet. If it eats a herbivorous diet, it becomes peaceful and gentle, and is used by Mudokons. If it eats meat, it becomes an aggressive Mug, used as living tanks by the Glukkons."

Lorne also comments on Meetles here:

<https://magogonthemarch.wordpress.com/status-and-power-oddworld-isnt-so-odd-anymore/>

"there are wild characters that we get to grow, like we can find a little baby Meetle and then we can feed it this, that, or the other thing, and turn it into something different. And the "something different" it turns into are truly different, like, from the same type of baby Meetle, this is now an herbivore full-grown Meetle, and this is a carnivore full-grown Meetle; they have different diets, they have different things that they gravitate toward, they have different personalities as a result: the herbivore is more friendly and a little more shy, whereas the carnivore tends to be more aggressive, they seek out meat; they're killers."

From concept art (<https://oddworldlibrary.net/archives/togg/picture.php?/2078/search/325>):

"Under proper supervision, the freerange Meetle Grub can be transformed into a \_\_\_ wielding Juggernaut. Be warned: too much love and attention will result in an unsatisfactory specimen"

<https://www.instagram.com/p/BohBaNoA2ZU/> (Meetle)

<https://oddworldlibrary.net/archives/togg/index.php?/search/325> (Meetles)

<https://oddworldlibrary.net/archives/togg/picture.php?/391/category/18> (Mugs; what Meetles can become)

<https://oddworldlibrary.net/archives/togg/picture.php?/6550/category/18> (Meetle Wasp)

Interestingly, there are several sources that said that Meetles were going to be blimp-like creatures and show up in Munch's Oddysee. This was back in the early days before OWI switched to Xbox.

These sources also keep the same idea tht Meetles can change depending on what they consume.

<https://magogonthemarch.wordpress.com/next-generation-munchs-oddysee-2000/>

<https://magogonthemarch.wordpress.com/p2-munchs-oddysee-2000/>

"New enemies include evil scientists, known as the Vykkers, and some giant blimps going by the name of Meetles. The Meetles are the strangest of all the new additions, as throughout the game they can change into all sorts of things, depending on what or who they eat!"

<https://web.archive.org/web/20141015033901/https://oddworldlibrary.net/toe/FAQ>

Also from the FAQ...

"1%ers were an early concept for Meetles. They are an industrial race of bikers."

<https://oddworldlibrary.net/archives/togg/picture.php?/519/search/325> (Mystery creature that Xavier said was a 1%er)

<https://oddworld.fandom.com/wiki/Kinto> (Kinto Slaves, they would hold up Glukkon Queen Margaret)

<https://farzadart.com/munchs-oddysee/> (Kinto Slaves can be seen in this link)

<https://oddworld.fandom.com/wiki/Chronicler> (Chroniclers)

<https://oddworldlibrary.net/archives/togg/index.php?/tags/188-chronicler> (Chroniclers)

<https://oddworld.fandom.com/wiki/Lusk> (Concept art from the OWI art book (Luskan Marauders))

<https://oddworldlibrary.net/archives/togg/picture.php?/6548/category/18> (Lusk)

<https://oddworldlibrary.net/archives/togg/picture.php?/6547/category/18> (Musklum)

<https://youtu.be/PEH3psRdwas?si=m9FHnrG6blZeuVQM&t=230> (Skeeters)

<https://www.instagram.com/p/BpHz96Hge2g/> (Hoopster)

<https://www.youtube.com/watch?v=TLRwKJYcw00> (Mudflubs)

<https://www.instagram.com/p/BuMk8xpl5Pc/> (Scuba Toads)

<https://www.instagram.com/p/BuUZo2vlcPg/> (Scuba Toads)

<https://www.instagram.com/p/BuWVBeTFhWI/> (Scuba Toads)

<https://www.instagram.com/p/BoeeiKEgsDa/> (Scuba Toads (Stranger))

<https://oddworldlibrary.net/archives/togg/index.php?/search/1693> (Scuba Toads (Stranger))

"Scuba Toads are a native race that live with the Grubbs around the Mongo River. They were going to row the Stranger's boat, but they had to be cut from the game because their arms were too short."

<https://www.instagram.com/p/BtT1w-3AMWn/> (The Cadyh)

<https://www.instagram.com/p/BsvvsNTgDnN/> (Frogger)

<https://www.instagram.com/p/Bp4veOrgSP0/> (Frogger)

[https://www.instagram.com/p/BgW9divnl\\_fu/](https://www.instagram.com/p/BgW9divnl_fu/) (Frogger)

<https://www.instagram.com/p/BcuUXGUDYz7/> (Frogger)

<https://www.instagram.com/p/BgHQEPGI22I/> (Opinionites)

<https://www.instagram.com/p/BtRLhuwAc6N/> (Hey Hey)

<https://www.instagram.com/p/BtEP-yvDgDx/> (Garbage Truck)

<https://www.instagram.com/p/BsD1w0ygd8g/> (Bird-eating creature)

<https://www.instagram.com/p/Br8i16TjDHL/> (Rabbit)

<https://www.instagram.com/p/Bp7YI8RgrWb/> (Crab Face)

[https://www.instagram.com/p/Bc-al\\_ADlqQ/](https://www.instagram.com/p/Bc-al_ADlqQ/) (Big Spider)

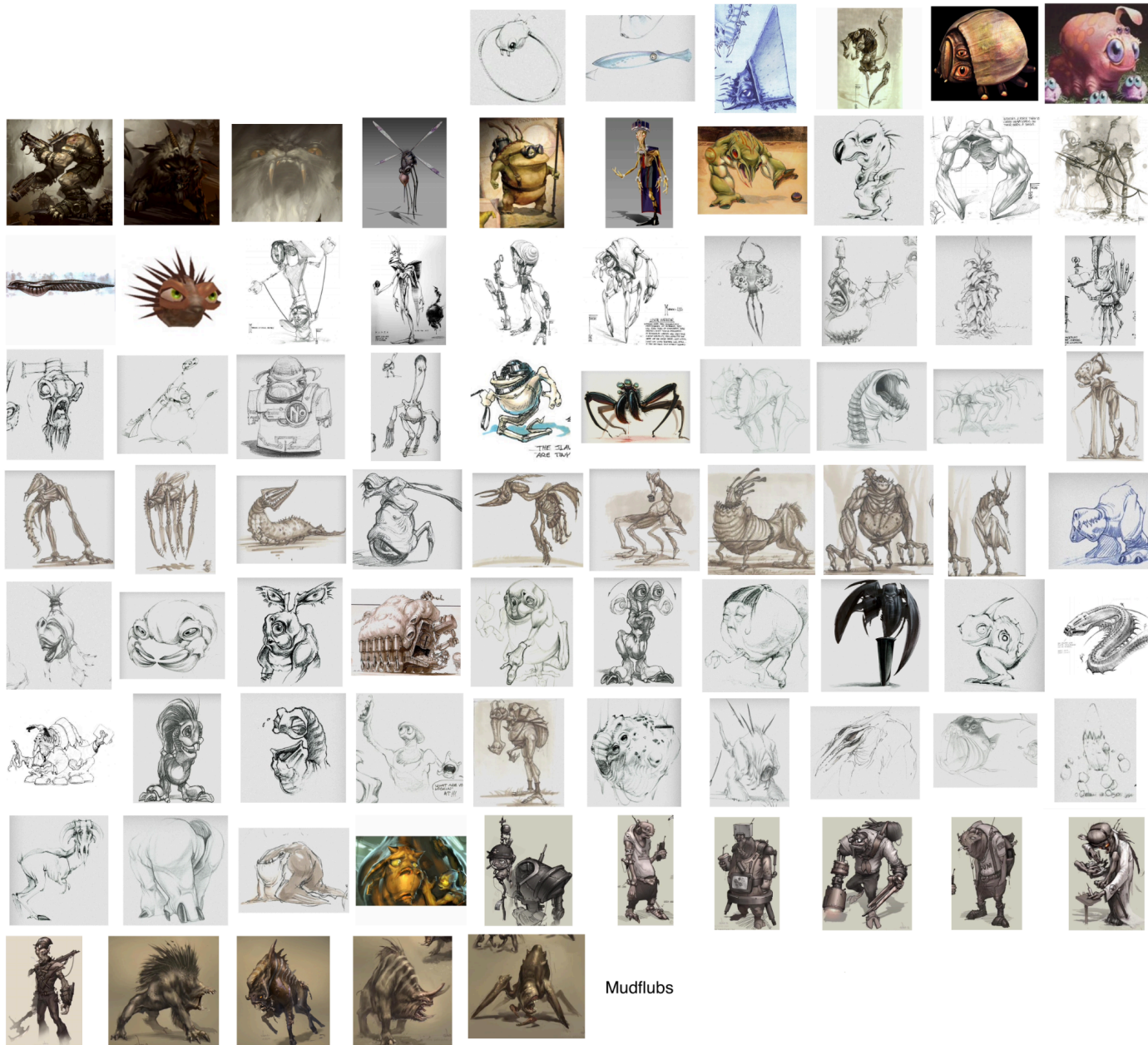
<https://www.instagram.com/p/Bqlm-8GFxQa/> (Sea Rex)

<https://www.youtube.com/watch?v=tcrDIMXqEJg> (Sea Rex)  
<https://www.instagram.com/p/BpAIU6HAjtd/> (Buzzard)  
<https://www.instagram.com/p/BoRIG5Mgyew/> (Devil Vine)  
<https://www.instagram.com/p/BiPiu5BgJXM/> (Land Rex)  
<https://www.instagram.com/p/BiebcC2gKzT/> (Worry Fish)  
<https://www.instagram.com/p/Bq4u-H7g7Cs/> (Sting Ring)  
<https://www.instagram.com/p/Bpz0JAAIA-6/> (Court Jester)  
<https://www.instagram.com/p/BcZxqEqjS8V/> (Lawyers)  
<https://www.instagram.com/p/BdNnqlmDk2t/> (Priests)  
<https://www.instagram.com/p/Bt33hugl05d/> (Gargoyle)  
<https://oddworldlibrary.net/archives/togg/index.php?/search/1415> (Fangus Klot)  
<https://oddworldlibrary.net/archives/togg/picture.php?/7252/category/24> (Vamp from Fangus Klot presumably at the top of the poster).

Other unidentified creatures

<https://www.instagram.com/p/BjaUNI4FLIc/> (Mysterious Intern-like creatures)  
[https://www.reddit.com/r/oddworld/comments/wcr2t5/various\\_peices\\_of\\_concept\\_art\\_posted\\_to\\_the/?rdt=41464](https://www.reddit.com/r/oddworld/comments/wcr2t5/various_peices_of_concept_art_posted_to_the/?rdt=41464) (Concept art of a cow species from the first Oddworld movie).  
<https://www.instagram.com/p/Bp933iJgbPV/>  
<https://www.instagram.com/p/Bt6f8AnFmGC/>  
<https://www.instagram.com/p/Brntm9SAsVm/>  
<https://www.instagram.com/p/BrqMGxbD7xV/>  
<https://www.instagram.com/p/BryBxB3njaQ/>  
<https://www.instagram.com/p/Br3LhGzIZnE/>  
<https://www.instagram.com/p/BpCisbpFyVY/>  
<https://www.instagram.com/p/BnZGdpDgYFV/>  
<https://www.instagram.com/p/BnWnQgZFyNy/>  
<https://www.instagram.com/p/BnbozFog9qx/>  
<https://www.instagram.com/p/BnUKopkBNNy/>  
<https://www.instagram.com/p/BnJscUBhCEG/>  
<https://www.instagram.com/p/BnHGnntAjY4/>  
<https://www.instagram.com/p/BnB3ydGFEVA/>  
<https://www.instagram.com/p/BikG9WmFjdi/>  
<https://www.instagram.com/p/Bi6-cOFglr/>  
<https://www.instagram.com/p/Bj7lwZAnX6X/>  
<https://www.instagram.com/p/BjxCnSVDlxf/>  
<https://www.instagram.com/p/BI6GdHEAaU-/>  
<https://www.instagram.com/p/Bm1JOp6nwYL/>  
<https://www.instagram.com/p/Bm3vTbxnFyA/>  
<https://www.instagram.com/p/BnEpE1MD8Fb/>  
<https://www.instagram.com/p/BhPXztvgeci/>

Big collage of species here: <https://imgur.com/a/DNhhjow>



## 43. Abandoned Social Media projects

<https://odddwords.hu/miodd/index.html>

There were several social media projects by OWI that just stopped without an explanation. With credit to Nemin, this is a list of abandoned projects.

- Happy Birthday Abe's Exodus (18. November 2019. - 20. November 2019.)
- Happy Birthday Abe's Oddysee (19. September 2019. - 23. September 2019.)
- Lore Quizzes (11. June 2019. - 11. June 2019.)
- Oddwall (May 2019 - June 2019)
- Dear Alf (January 2017, April 2019) & The Oddworld Newsletter (April 2019 - July 2019)
- Oddworld PS4 Theme
- Q&As (October 2018 and August 2019)
- Official Oddworld Wiki (August 2018 - November 2024) (cancelled)
- Lore tidbits (July 2018)

- Oddcast (April 2018 - Around July 2019)
- The Lost Archives (December 2017 - April 2019)
- Oddysee's source code (December 2017 - January 2019)
- ARG Picture 5 (Around February 2017 - Around July 2017 and April 2018)
- The Social Media Puzzle Game (November 2020)
- Oddworld: DiscoddChat (February 2022 - December 2022)
- Oddworld's 30th Anniversary / The Chronicles of Oddworld (September 1st, 2024)
- The "#AskLorne" Q&A 2nd season (October 17th, 2024 - November 21, 2024)

## 44. OWI Social Media

OWI has a social media presence on Instagram, Twitter, Facebook, and other platforms. They post things including:

- [Horror movie edits](#)
- Oddworld food recipes
- Gen-AI posts
- Crochet version of Alf and other characters
- Other posts

There's been no news of upcoming media.


They also had the Magog Cartel Takeover event, as well as Twitter accounts for [ed the mudokon](#) and [The Magog Cartel](#), the former was to tie-into the Soulstorm ARG.

They also had a Follower Wall.

## 45. GBA Ports

There were GBA games made for Abe's Oddysee, Abe's Exoddus, and Munch's Oddysee. Oddworld Adventures (A demake of Abe's Oddysee) was on the GameBoy. Oddworld Adventures 2 (A demake of Abe's Exoddus) was on the GameBoy Color. Munch's Oddysee was on the GameBoy Advance.

## 46. Character continuity inconsistencies

 [Visual Inconsistencies in Oddworld Characters](#) (Very good video about it from HTML\_Earth)

In Oddworld's Abe's Oddysee, the cutscenes are set-up so that Abe gets the Paramonian scar first, and then the Scrabanian scar. In the cutscene where he gets the Scrabanian scar, he already has the Paramonian scar regardless of whether you have went to Paramonia or Scrabania first. This makes it a continuity error if you go to Scrabania first and then to Paramonia.

For New 'n' Tasty, this was fixed. There are actually two different cutscenes depending on whether you do Paramonia or Scrabania first.

Additionally, there have been various changes made for certain characters.

- Sligs switched from having visors to having masks.

- Due to the aforementioned finger controversy, Mudokons go from having four fingers to three fingers.
- Glukkons were redesigned for Oddworld: Soulstorm to have more realistic pupils instead of their previous glowing eyes.
- There is an inconsistency between the cutscene versions of Aslik, Dripik, and Phleg and the sprite versions; the sprite versions are symmetrical, unlike the cutscene designs that are asymmetrical.

## 47. The AO Movie

[https://static.wikia.nocookie.net/oddworld/images/8/8f/Movie\\_flow2.jpg/revision/latest?cb=20240916004713](https://static.wikia.nocookie.net/oddworld/images/8/8f/Movie_flow2.jpg/revision/latest?cb=20240916004713)

[https://oddworld.fandom.com/wiki/Canceled\\_Oddworld\\_Movie](https://oddworld.fandom.com/wiki/Canceled_Oddworld_Movie)

A movie adaptation of Abe's Oddysee. It would have starred the characters Abe, Molluck, Parix, Stumpy, and a baby bull.

Much about the movie is unknown, though there are blurry images going over the plot, as well as various pieces of concept art. In the concept art, Abe is without his iconic stitches.

## 48. Crig the Slig

<https://magogonthemarch.wordpress.com/?s=crig>

A Slig reporter for the Daily Deception. He lost his right arm in varying stories. Occasionally guest hosts Dear Alf.

## 49. Latamire

<https://magogonthemarch.wordpress.com/?s=latamire>

Munch's canonical first name.

## 50. Scuba Toads

<https://oddworldlibrary.net/archives/togg/index.php?/search/1693>

<https://www.instagram.com/p/BoeeiKEgsDa/>

<https://www.instagram.com/p/BuMk8xpl5Pc/>

<https://www.instagram.com/p/BuUZo2vlcPg/>

<https://www.instagram.com/p/BuWVBeTFhWI/>

Scuba Toads were a species that were going to appear in Munch's Oddysee, then in Stranger's Wrath before being cut. The Munch's Oddysee renditions look different than the Stranger's Wrath renditions.

## 51. The Shrink/Guardian Angel

<https://magogonthemarch.wordpress.com/2017/10/06/egx-2017-lorne-lanning-interview-with-caddicar-us-transcript/>

The Shrink is a robotic AI tethered to the wall. They are designed to psychologically evaluate people. It appeared in the cinematic "Guardian Angel", which was also used for an Oddworld advert.

Sam would have had Shrinks, and they appear in [concept art](#).


**Lorne Lanning:** “What the Guardian originally was is something we never got to do, cause we never so much got into the Mudokon lifestyle. So that was who a Mudokon would be sent to see if they started to have moral problems at work. It was like a robot face analyzing psychologically what you need to get productive. Sometimes [saws and syringes are] motivating. He’d say: ‘Get an ‘A’ on your test or we’re going to pull some teeth.’”

## 52. Nolybab

A significant location in Oddworld. It’s a big underground city that is important to the Magog Cartel.. It is Babylon backwards.

This location is referenced in Oddworld: Soulstorm, with Abe believing his mother Sam to be there. The Uggae Estate Courthouse mentioned in [Unreleased Slig News 3](#) would be in Nolybab.

## 53. The Paramonian trial Mudokon duplication glitch


 [Explaining the Oddworldian Iceberg](#)

In Abe’s Oddyssey, in one of the Paramonia trials, if you leave before finishing the trial and return, you can save the three Mudokons in the secret area repeatedly.

It’s similarly possible to return to Slig Barracks and Bonewerks in Abe’s Exoddus to save Mudokons again.

# FOURTH LAYER

## 54. Spooce is drugs

 [Explaining the Oddworldian Iceberg](#)

A perception that Spooce has psychedelic properties.

## 55. Reason for Meeches’ extinction

<https://magogonthemarch.wordpress.com/emails-sent-to-matt-lee-2007/>

The game could not fit the Meeches, and the Meeches were retooled into an extinct species. The first good footage of Abe’s Oddyssey Lorne saw was of Meeches. Meeches were left out of the game due to storage space. This footage is now lost.

<https://www.reddit.com/r/IAmA/comments/156eaz/comment/c7jpyke/?context=3>

## 56. Aslik’s Mussolini reference

<https://www.snopes.com/fact-check/loco-motive/>

A propaganda slogan from the fascist Mussolini regime was that he would “keep the trains running on time”. This slogan was referenced by a sign from Vice President Aslik in Abe’s Exoddus.



## 57. Wildum

<https://magogonthemarch.wordpress.com/2000-2004/dear-alf-11/>

[https://oddwords.hu/lcd\\_nnt/](https://oddwords.hu/lcd_nnt/)

“HAPPY EARLY RETIREMENT, WILDUM! YOU DESERVE IT!”

A Slig who was beaten to death by other Sligs for being nice to the Mudokons.

**Q:** Hellooooooooo! Were there any sligs who were friends with you and Abe?

**AIf:** Once there was a slig named Wildum who was kind of a nice guy to me and Abe. He didn't beat us, and he'd even let us have a drink, if we brought him one, too. The other sligs found out, and they beat him to death with his own arms. It was horrible.

## 58. Mudombies


<https://oddworld.fandom.com/wiki/Mudombie>

<https://magogonthemarch.wordpress.com/game-informer-abes-exoddus-the-freak-returns-1998/>

Abe's Exoddus would have had Mudombies, Mudokon zombies that Abe would have had to lead back to their resting place.

In Munch's Oddysee, Abe was going to have his physical appearance mirror his health. If his health got bad enough, he would be looking like a zombie. [Link here.](#)

## 59. AO Level Continuity

 Explaining the Oddworldian Iceberg

In Abe's Oddysee, it seems that Abe escapes the Stockyards at night, then spends the day at Paramonia and Scrabania, and then returns back to RuptureFarms the next night.

## 60. Hermaphrodite Vykkers

<https://magogonthemarch.wordpress.com/dear-alf-54-from-abe-to-stranger/>

From Dear Alf

**Question:** “Do Vykkers fall in love with themselves?”

**Alf:** “They’re born in love with themselves. Not in the icky, squicky, opple-sticky way you or I—well, you maybe anyway—would. Just they really like ’emselves is all. They’re chronically incapable of empathy, even between each other. All they’ve got room for in their twisted hearts is themselves. But you’re right, Vykkers are self-impregnating hermaphrodites—given their selfishness, can you imagine anything else? They can only do this for a couple of months out of their long lives, which they take as a sabbatical from work.”

## 61. “Abe’s Oddworld Oddysee”

On PC, the port of Abe’s Oddysee is named “Abe’s Oddworld Oddysee”. You can see this when you opt out of, but don’t close, the game to go back to the desktop and see the window.

## 62. Inaccessible books

There are three Oddworld concept art books.

—The Art of Oddworld Inhabitants: The First Ten Years

—Abe’s Origins

—The Soulstorm Art Book. This was part of a bundle that came with Soulstorm. It has a lot of pictures of Glukkons shoes for some inexplicable reason.

These books are not available digitally and are in limited quantity, making them hard to obtain and if you do find them online, they’re typically at marked-up prices.

## 63. Aslik Rename

<https://magogonthemarch.wordpress.com/egx-2017-lorne-lanning-brewing-oddworld-soulstorm/>

The character that is Aslik was initially renamed for Soulstorm, before his name was changed back to Aslik. This is shown in the credits.

The name Aslik is a pun, meaning “Ass Lick”.

Lorne said this in 2017.

“We’ve renamed all the Glukkons that come with the other factories, so Aslik, Dripik and all these are different guys now, as we’re getting more away from what that original story was. This is focusing on the later story. And these are the databases.”

The credits showing Aslik’s name:

<https://youtu.be/SxPaP5G-zdY?si=vv0UN2SifeBbFSHO&t=1020>

## 64. Molluck’s Trial

<https://www.youtube.com/watch?v=V7FNCbFFJ-c>

[https://www.youtube.com/watch?v=QPMwa043\\_08](https://www.youtube.com/watch?v=QPMwa043_08)

Molluck’s Trial was a cut plot line from Munch’s Oddysee. Molluck would have been put on trial for the destruction and failures of RuptureFarms and Soulstorm Brewery.

## 65. The cut features of Munch

<https://magogonthemarch.wordpress.com/p2-munchs-oddysee-2000/>

<https://magogonthemarch.wordpress.com/next-generation-munchs-oddysee-2000>

<https://www.reddit.com/r/IAmA/comments/156eaz/comment/c7jqtbd/?context=3>

<https://magogonthemarch.wordpress.com/status-and-power-oddworld-isnt-so-odd-anymore/>

Munch's Oddysee was a very ambitious project and had many cut features. Several of these elements are discussed in the Oddworld The Lost Archives project.

This includes:

### **Plot-lines:**

Lady Margaret and Molluck's trial  
Rescuing Sam from Vykkers' Labs  
Molluck's Vault  
Lulu's boss Sask

### **to features:**

There would be a more robust social status system. This is still partially present in the final game, though heavily diluted. [Link here.](#)

Terraformation - you can choose to make the environment better or worse depending on your choices.

[Dynamic health effects](#) - Abe can look physically desiccated depending on the player's decisions and health.

### **to components:**

Munch's would have had an Alter Ego named Roid  
Abe and Munch would have a more tumultuous relationship  
Gorman Dizensa would have been featured  
The Name that Trauma! Slig game would have appeared  
Enemy variants for Sligs, Vykkers', and Interns including the Slacker and Shock Rocker  
Vehicles such as The Harvester, Slig Tank, and Forklift, as well as a Dissection Droid  
The Juggernaut would have been featured; a mobile unit.  
Klimb was a cut power-up drink.  
There's a whole bunch of unused dialogue in the [game files](#).  
[LeGluk Stogies](#) would have been featured.  
There are three unused Slig Newscaster videos. They talk about Molluck's trial, uprisings, as well as the Uggae Estate. They can be found [here](#). These cutscenes may have been in the game.

### **to more species:**

Land Rexes, Sea Rexes, Slave Enforcers, Meetle Wasps, Meetles, Mugs, 1%ers, Stang (the name for Sting Rings), Kinto, Skeeters, Lusks, Chroniclers, Scuba Toads, [Elums](#), and Mudflubs were all planned to be in the game.

Munch could order other creatures around.

Crab Face and Evil Gargoyle would have appeared.

### **There would have also possibly have been:**

Skillya  
Ma'Spa and the Song Engine  
Mudokon Villages  
Enemy Airships  
Alf's Rehab and Tea appearance

Hamster wheels for Mudokons to run on  
Mudokons with spears

**Lorne Lanning:** "There were massive changes. There was an entire RPG/RTS set of elements that all got cut. This went to my insanity in thinking such a huge game could be built, and i was way off. Tried too many experiments in one game and this hurt a fair amount of the dev time. It was a massive learning experience for me. In this, the story needed drastic changes, the design needed changes, layouts, art, characters... a lot. Was a ton of redo getting this together. Most disappointingly for me... was that "HULK MUNCH" got cut. You would use Abe to start slapping around Munch to get him mad, once he got made he would turn into this huge hulking kick ass Gabbit on steroids. Then you could do some serious enemy pounding... until Munch's adrenaline wore off. It gave munch a super power move that was triggered thru emotional trauma. Sick, but funny as well. Didn't make it in. (sigh)"

## 66. Citizen Siege

<https://magogonthemarch.wordpress.com/lost-oddworld-inhabitants-hand-of-odd-and-citizen-siege-2013/>

A non-Oddworld movie that would have been about a person who had his body repossessed in a dystopian landscape.

<https://magogonthemarch.wordpress.com/meeting-lorne-sherry-2006/>

Apparently, the idea of this film pre-dates Oddworld. As discussed downwards in the [Manchine entry](#), it is speculated that this film is a non-Oddworld version of Squeek's Oddysee.

"They talked to us about Citizen Siege (without revealing any of the storyline), an idea of Lorne's that actually pre-dates Oddworld, and as is the case with every property of theirs, the concepts for the film and the game realisations were devised in tandem so that neither medium suffers from a loss of cohesion or spirit. For a long time they thought the only feasible way to make the film would be live action, not because of limited technology but because of a limited audience—or at least the industry's perception that there isn't an audience for mature CG films."

"Citizen Siege was based in a near future where the policies of recent White House administrations continued onward unabated; ultimately landing us in a dark totalitarian landscape where people have been reduced to pure commodity. In this world, your healthy tissue is used as collateral against financial debt, and if you sink low enough, you can be 're-possessed' piece by piece.

The hero had been re-possessed, and was now encased in a cheap life support system as he traverses the economic divides of a dystopian city in a mad search to reclaim his body, and bring down the system that stole it. The powers your character employed where of an unworldly nature brought about by an alternative and illegal energy source. This device fuses to his mechanical body after you attempts to smuggle across an economic border. These powers were intended to play out much as we see the central character in InFamous Second Son demonstrates – we called our version 'Z-powers'."

## 67. Wage Wars

An online game that would have been a tie-in to Citizen Siege.

## 68. Klimb

Klimb was a beta Vending Machine for Munch's Oddysee. It is present in beta versions of the game. It allows you to climb walls. It was not used in the final game.

The Passport to Oddworld promotional video also shows other unused Vending machines like the Shields Vendo and the Lungbuster Cigarettes Vendo.

<https://oddworldlibrary.net/archives/togg/picture.php?/6077/category/86>

SoBe is a real-life product that was included in Munch's Oddyssey. It replaced the Health-Up Vending Machine, which was a Vending Machine players took to replenish their health. This was controversial among the fanbase and OWI removed them from most future versions of the game.

[https://web.archive.org/web/20141015033901/https://oddworldlibrary.net/toe/FAQ#What's\\_with\\_the\\_SoBe\\_vendos\\_in\\_Munch's\\_Oddysee](https://web.archive.org/web/20141015033901/https://oddworldlibrary.net/toe/FAQ#What's_with_the_SoBe_vendos_in_Munch's_Oddysee)

SoBe is not included in several versions of Munch's Oddyssey.

## 69. Shock Rocker and Slacker

Cut Intern variant and cut Slig variant from Munch's Oddyssey. This cut content is unique because the Shock Rocker and Slacker actually show up in the leaflet that comes with the game.

<https://static.wikia.nocookie.net/oddworld/images/9/90/RAMO0233-me.jpg/revision/latest?cb=20200919055731>

<https://oddworldlibrary.net/archives/togg/picture.php?/2162/category/19>

## 70. Music Videos

▶ Music Instructor feat. Lunatics, Abe & Flying Steps - Get Freaky (Official Video)

▶ Oddworld - Use Your Imagination (HD Quality from Album Version)

<https://oddworldlibrary.net/archives/togg/picture.php?/6084/category/86>

-Oddworld made two music videos. One was called "Get Freaky" and the other was called "Use Your Imagination".

I live for that image of the Almighty Raisin with the headphones.

## 71. Munch Iterations

<https://farzadart.com/munchs-oddysee/>

<https://farzadart.com/wp-content/uploads/2024/05/158-159munchsmall.jpg>

Munch went through a multitude of different iterations. He has a very interesting development.

Additionally, Abe was going to kidnap him at the start, seemingly from the Magog Cartel, according to several articles. It seems the two of them were going to have a more antagonistic relationship.

<https://magogonthemarch.wordpress.com/psm2-oddworld-munchs-oddysee-2000/>

<https://magogonthemarch.wordpress.com/oddworld-qui-est-munch/> (article in French)

<https://magogonthemarch.wordpress.com/psw-more-munch-for-your-bunch-2000/>

"Returning from the first two games, Abe kidnaps Munch at the start of the latest installment, and it isn't initially clear why. This is clearly the beginning of a very uneasy friendship..."

"Abe, the previous star of the Oddworld games, enters the story as he kidnaps Munch, but don't worry, Abe hasn't suddenly gone bad; his intentions are still to save the day."

"Abe, who is starting to get the hang of escaping the Glukkons' traps, in spite of himself snatches Munch from the clutches of his torturers."

Munch's connection to the Vykkers seems to go very back. In several early iterations of the characters, he was an experiment.

In one version, the name Munch actually seems to be in reference to how he would eat "suer refuse" as an experiment for cleaning. (<https://www.instagram.com/p/BcUkybpDFCxl/>)

One version had him being two creatures in one body. (Curiously, this idea of Yin-Yang also shows up in the Almighty Raisin concept art

(<https://cdnb.artstation.com/p/assets/images/images/019/737/321/large/farzx-munch00005.jpg?1564786383>)

One version had him being an experimental lab tape worm Abe would vomit out whenever he needed someone that could swim. (<https://twitter.com/OddworldInc/status/855144067906375681>)

Some versions had him being more rodent-like.

Oddworld Inhabitants: "Here he was originally two creatures who had been carefully selected for their skills. They were cut up and joined together, meaning that they were excellent at a number of things, especially climbing and carrying."

Here are some links of different concept art.

<https://www.instagram.com/p/Br5btejUAK/> (two creatures concept)

[https://www.instagram.com/p/Bsl\\_WrRA2Nk/](https://www.instagram.com/p/Bsl_WrRA2Nk/) (two creatures concept)

<https://www.instagram.com/p/BsLd4zrgaza/> (two creatures concept)

<https://www.instagram.com/p/BhhHuTOh6zB/> (two creatures concept)

[https://www.instagram.com/p/Be-\\_CBAj2Op/](https://www.instagram.com/p/Be-_CBAj2Op/) (rodent-like)

<https://www.instagram.com/p/BdAdF6ZDNMP/> (cute Munch)

Additionally, there is an article from Overgame

(<https://magogonthemarch.wordpress.com/oddworld-qui-est-munch/>) archived by Magog on the March that states "Munch is a Gabbit, the last of a cross-species race living on Oddworld. He thus has a Mudokon head similar to Abe, but feet belonging to the villainous Sligs." I will note that this article is translated from French.

I added this image that shows multiple versions of him. (All pictures are from The Lost Archives and there were more concepts not pictured.)



[https://www.instagram.com/p/BmbMma\\_F5n8/](https://www.instagram.com/p/BmbMma_F5n8/) (Roid)

## 72. Head speared on stick

In Oddworld: Abe's Oddysee, the original image for Mudokon Pops was a grisly Mudokon with his head on his stick. There was a brutal crime in Japan involving decapitation that led to Oddworld changing this image to a more cartoony depiction of Mudokon Pops.

This is discussed in this article:

<https://magogonthemarch.wordpress.com/nathan-interviews-lorne-lanning-again/>



**Lorne Lanning:** “The Mudokon Pop was more understandable. What happened was that the game originally had a Mudokon head, cut off and severed and shoved on a stick, dripping blood. It was a gross cartoon, marketing the Mudokon Pops, like a lollipop. But a week or so before we were set to do the press for the games, there was a murder. A Japanese middle-school student murdered a peer, cut off his head, hung his head on the post of the fence at the school and left a note. Now, for Japan, this was shocking. It was very, very distressful to the country of Japan that this happened. And it happened right when we were about to release Mudokon Pops to them! So they said that it would probably be a good idea to change it. So, we weren't extorted; we were asked and we weren't stupid, so we complied. But that would have just been rude.”

## 73. Mystery Skeletons

<https://web.archive.org/web/20141015033901/https://oddworldlibrary.net/toe/FAQ>

▶ What Animal Are Those Rib Cages from in the Opening Cutscene of Abe's Oddysee/New 'n' Ta...

The opening of Abe's Oddysee has the bones of creatures. These creatures are called the Sows, but they have no official name.

There are also mystery creatures in the Brewery to Be level in Munch's Oddysee.

From the OddworldLibrary FAQ

“What are the large skeletons found in Paramite Run and Brewery To Be?”

“Alf confirms only that they are from a creature we had not seen at that point, and further suggests it may be a beached Sea Rex or a decomposing Meetle.”



## 74. Audio Origin

[https://www.reddit.com/r/oddworld/comments/1fft4yp/original\\_source\\_of\\_three\\_samples\\_from\\_oddworld/](https://www.reddit.com/r/oddworld/comments/1fft4yp/original_source_of_three_samples_from_oddworld/)

There is this video demonstrating where several audio files from Abe's Oddysee come from. It came from the Zero G - Cuckooland sample library of audio files.

## 75. OWI hates Oddsee and Exoddus

[https://www.dexerto.com/gaming/oddworld-games-ranked-by-lorne-lanning-1572317/?amp&\\_\\_twitter\\_impression=true](https://www.dexerto.com/gaming/oddworld-games-ranked-by-lorne-lanning-1572317/?amp&__twitter_impression=true)

<https://oddwords.hu/oldgames/index.html>

A viewpoint from the fandom that is frustrated by the lack of attention and recognition that OWI gives to Oddsee and Exoddus. OWI does also not talk about it particularly positively, referring to Soulstorm as the true version of Exoddus' story. Furthermore, both games are being superseded by the new canon, adding to the fanbase discontent.

Furthermore, when Lorne ranked all of OWI's games, he put Exoddus and Oddsee third and second-last, only above Munch's Oddsee.

## 76. Soulstorm ARG

Soulstorm had a promotional alternate reality game. This reality game featured the Twitter account Ed the Mudokon and codes that fans would decode to find secret pictures.

## 77. Symbiosis

Symbiosis is a concept that would have shown up throughout the Oddworld series.

In terms of imagery, Scrabs and Paramites combine to make Shrykull. Frogger and Meeches would have combined [with each other](#), apparently. Squeek's Oddsee would have [revolved](#) around symbiosis. Abe and Munch's connection is reminiscent of a symbiotic connection.

**Lorne Lanning:** Actually, most of our very first character designs were based on symbiosis relationships, but they were too hard for us to achieve in gameplay in the 32 bit era. We have a lot of creatures like this in our design library, some of them are extremely cool. I'm sure they'll start showing up in some of the games coming right after Munch. In the long run, symbiosis creatures are important to the Oddworld Quintology. Squeek's Oddsee (Quintology #3) is dependent upon it.

## 78. Gloktigis' role

<https://magogonthemarch.wordpress.com/nathan-interviews-lorne-lanning-again/>

The Gloktigi are related to the Glukkons and Oktigi as part of the same family.

[https://static.wikia.nocookie.net/oddworld/images/f/fd/Screenshot\\_2024-08-02\\_4.28.46\\_PM.png/revision/latest?cb=20240802213144](https://static.wikia.nocookie.net/oddworld/images/f/fd/Screenshot_2024-08-02_4.28.46_PM.png/revision/latest?cb=20240802213144)

<https://www.instagram.com/p/BcsNj2PjYH6/>

Lorne says that the transportation powers that they use in Stranger's Wrath are linked to "ancient occultism".

**Nathan:** (from Leonardo Munzlinger) In Stranger, how do the Gloktigi disappear and reappear; is it technology or mystical?

**Lorne Lanning:** That would be occultism.

**Nathan:** So there's Industrial occultism as well as the Native spiritualism?

**Lorne Lanning:** Very, very ancient occultism. This gets in to more mystical practices within that controlling elite. The Industrials, at the highest levels, are actually still connected to their ancient roots, but in a more diabolical way. They're not shamanic, but more demonic. They engage in more ritualistic practices that are dark. The Gloktigi (note: the last syllable is pronounced 'guy', not 'gee'), their guards have supernatural origins, more like genies in the classical Arabian sense. Concocted and controlled, like summoning demons. They're sort of genetics mixed with occultism.

## FIFTH LAYER

### 79. Physical Casts

<https://oddworldlibrary.net/archives/togg/index.php?/category/39>

<https://farzadart.com/munchs-oddysee/>

<https://youtu.be/PEH3psRdwas?si=VGdoTYpxkLVayvsX&t=100>

There were physical models of characters made so that they could be scanned by the machine. This includes models of Abe and Munch, as well as Vykkers and Sam the Mudokon Queen.


Farzad Varahramyan: "One of the many aspect of my job that was personally gratifying was being able to put to good use my traditional sculpting and model making skills. I was able to sculpt the main characters in clay, which we then had laser scanned for the highest possible fidelity and accuracy to the 2D concepts."

### 80. Bone dust

<https://oddworld.fandom.com/wiki/Bonewerkz?file=Bonewerkz.jpg>

In Abe's Exoddus, there there's a lot of bone dust piled up at the bottom of Bonewerkz. It seems to be waste product. Referencing the Bone Dust has also become a meme.

### 81. Guardian Angel Line Change

 Shrink - Guardian Angel (be free)

<https://oddworldlibrary.net/archives/togg/picture.php?/6391/category/69> (confess)

There are two versions of this Oddworld video; one is where the final line by the Shrink is "if you wanna be free" and other says "It's time to confess" at the end.

This scene was a bonus cutscene that could be accessed in game and was also used for an advertisement.

This difference implies that the Shrink is trying to get a confession out of Abe, potentially to help Molluck prove that Abe was behind the destruction that was wrought.

According to the Oddworld Wiki, the new version is the HD clip provided by JAW. JAW have said that all of the copies they had access to in the archives had that line change.

### 82. Khanzumers

<https://magogonthemarch.wordpress.com/nathan-interviews-lorne-lanning-again/>

The consumer class of Oddworld. Made up of different species, including Mudokons. Buddy the Mudokon is a Khanzumer.

**Lorne Lanning:** "Because they are the consumers. Khanzumers. I wanted to take... if you listen to Western society, if you listen to these assholes that lie through their teeth in the newsagencies, saying "We're just giving the people what they want". If you listen to the assholes in Monsanto and the pharmaceutical companies, they say "We're just giving the people what they want at a fair price". So

what they're claiming is, what Fox will tell you is, we're just giving our audience what it demands. And that's just total bullshit. The excuse for bad capitalism is "That's what the consumer wants!" So, somehow, these massive fatcat capitalists are subservient to the consumer, which is just a total joke. It works on the storybook version of capitalism, but if you read the later chapters it's just a complete crock of shit. So, the Khanzumers were those who had fallen in to completely buying all the party lines, sitting behind TV, eating processed food; getting fat, ignorant, stupid and belligerent. So we find that the most powerful are actually the most pathetic. It's the trailer-park version of everyone living in the cities and this and the that. So the Khanzumers, everyone says "We must appeal to the Khanzumers", it's actually the joke of capitalism; as though it's actually serving these people rather than force-feeding. They're a class made of many species – just like us, we come from different races, we have difference heritages, but we wind up in a certain place and now we're labelled 'Consumers'. Because, on the bottom line, it doesn't matter what your heritage and ancestry is. You're just a consumer. So, I wanted to play on that; where they always blame their bad actions on the consumers, I thought to myself "What if these Khanzumers are deified in to an all-powerful thing?" But then, by the time that we actually get to the cities in Oddworld – which is where things really climax in the Quintology – we find out that the Khanzumers are just all the fat couch potatoes."

### 83. Grubb Massacre

[-https://oddworldlibrary.net/archives/togg/picture.php?/6273/category/95](https://oddworldlibrary.net/archives/togg/picture.php?/6273/category/95)

Storyboarded deleted scene from Oddworld: Stranger's Wrath.

### 84. The Planet of the Pests

Oddworld has filed a trademark for this name, leading people to believe it's related to their next game. Bennie Terry III was seen seemingly playing a build of the game on Discord.

### 85. Eiden Alexander

A designer for Oddworld: Soulstorm who was outspoken on how he believed that OWI treated him poorly by not crediting him directly and only putting him in the Special Thanks list, alongside his peers, not OWI's first time they didn't credit someone as they should have (William Anderson, who wasn't credited for his work on Oddworld Abe's Oddyssey). OWI later updated their credits to credit him and his peers correctly.

As Eiden notes, it's ironic that a franchise based around satirising unethical corporations would themselves choose to be unethical.

[https://oddworldlibrary.net/wiki/Oddworld:\\_Soulstorm/credits](https://oddworldlibrary.net/wiki/Oddworld:_Soulstorm/credits)

It's at the bottom of this page.

On the 7th of April 2021, Eiden stated on Twitter "Imagine getting ur name removed from the game credits after being a designer on it for a year & having ur peers shoved into a long Special Thanks list. Would be extra ironic if a theme of the game was shoddy treatment of workers by corpos. Happy Launch Day! #OddworldSoulstorm"

Tobin Russel stated in response ""@Eiden\_Alexander Hey, after how rotten I was treated there I am not surprised I too was omitted. I feel like they worked really hard to prevent me from doing what I do best. Crazy times!"

### 86. Dogs v. Cats

<https://magogonthemarch.wordpress.com/game-informer-the-oddworld-game-that-never-was-2009/>

The Brutal Ballad of Fangus Klot was said to be using the conflict between dogs and cats reimaged under a new lens.

**Lorne Lanning:** “At the same time we wanted to play with another dynamic, the timeless mythical battle between cats and dogs — immortal, timeless enemies forever. In a general sense, Oddworld had these Homosapien-like creatures that had evolved out of dogs and cats. They’ve become intelligent, become strong, and built civilizations, but the timeless battle of cats and dogs still existed. The hatred between them was still to the bone...We wanted it to be really hardcore. When I say cats and dogs it sounds kind of lighthearted, but that’s not what we wanted, and I think the cover of Fangus Klot illustrates that.”

## 87. Alfred Gamble

[https://oddworld.fandom.com/wiki/Alfred\\_Gamble](https://oddworld.fandom.com/wiki/Alfred_Gamble)

[https://oddworldlibrary.net/wiki/Alfred\\_Gamble](https://oddworldlibrary.net/wiki/Alfred_Gamble)

Alf got his name from Alfred Gamble, who was a fan of Oddworld.

Alfred was a war hero who had lost his wife. He decided to commit suicide. Before he did this he bought a PlayStation and various games, including Abe’s Oddysee. This gave him a newfound appreciation for life. He wrote a letter to OWI, which made several members cry. OWI named the Mudokon Alf after him.

He was a committed member of the fandom and stayed in touch with OWI. He passed away on the 8th of January, 2006.

## 88. Test tubes

<https://oddworldlibrary.net/archives/togg/picture.php?/6509/category/18>

<https://magogonthemarch.wordpress.com/qa/reddit-ama-2012/>

<https://www.reddit.com/r/IAmA/comments/156eaz/comment/c7jq1op/?context=3>

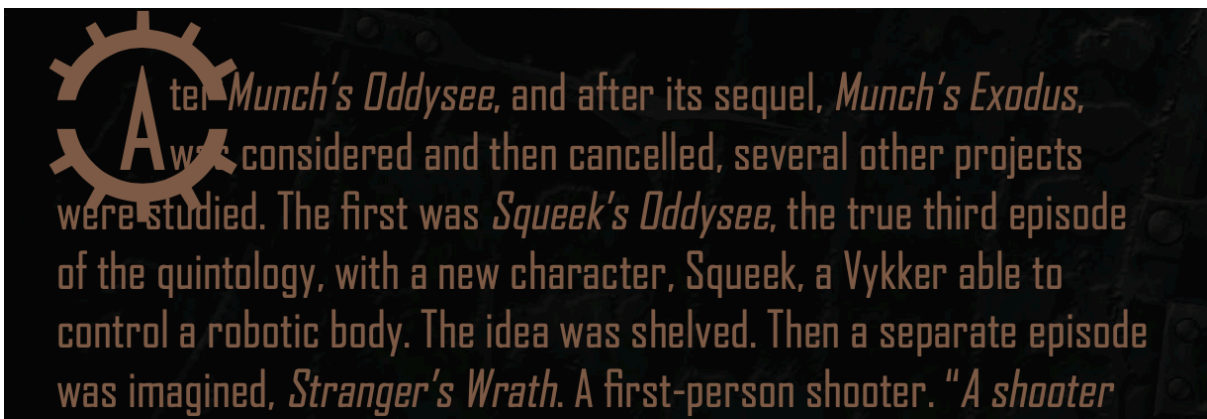
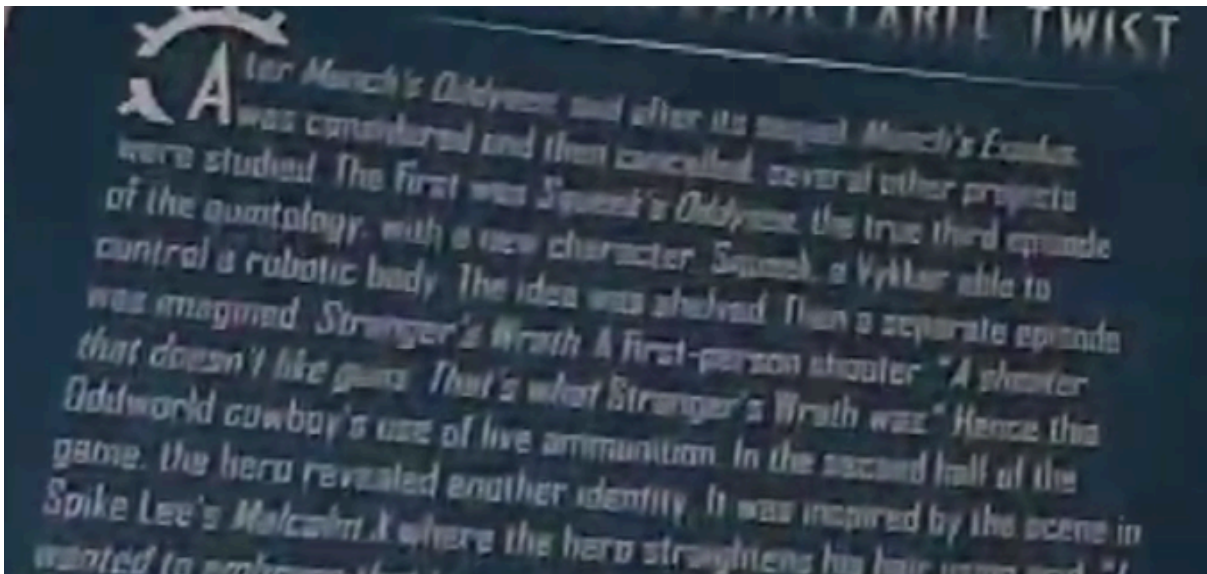
Lorne Lanning stated that Vykkers are born from test tubes.

**Lorne Lanning:** They are not all superspecies. The Vykkers, for instance, come from labs and a larger ruling body “the Vykker Collective”. It’s where the old Vykkers go to get graphed and retire, and it spits out new ones from test tubes. They are sick, sick, sick. I love em. There are more, more species with strange reproductive rituals and practices, and our aim is to twist all the knowns that we’re familiar with to come up with relevant species that bring a new level of twistedness.

## 89. Squeek is a Vykker?

<https://aplagueofsmoke.tumblr.com/post/655957408915636224/soulstorm-art-book-pics-part-1-character>

There has also been an Oddworld art book Oddworld Soulstorm: Art of the Videogame. Interestingly, it refers to the unseen character Squeek as a Vykker, but this was confirmed to be an error.



## 90. Necrum Guardians

A statue that appears in Abe's Exoddu. Abe hits his crotch against it.



From the 2004 artbook *The Art of Oddworld: Inhabitants: The First Ten Years*.

“Abe lands upon the remains of a Necrum guardian. Guardians are remnants of ancient protectors. Long before the Glukkons ever knew about Necrum, the guardians were its sentinels, protectors of the sacred place and the Mudokons buried there. When alive these guardians had the unique ability of spitting fiery globbers of vengeance from the orifice between their horns.”

## 91. Moon Deleted Scene

[https://youtu.be/HzAd8\\_sHaA4?si=PjymbDvTqTOQQhgw&t=711](https://youtu.be/HzAd8_sHaA4?si=PjymbDvTqTOQQhgw&t=711)

<https://magogonthemarch.wordpress.com/2008-2/nathan-interviews-lorne-lanning/>

Lorne Lanning stated that the moon was going to be originally crafted by a meteor shower as a divine showing, before this was changed due to budget. In the canon, the Mudokon Moon was instead the start of the historical schism between the Mudokons and the Glukkons.

On an episode of *G4 Icons* in the early 2000s, Lorne spoke about his original ideas for the Mudokon moon.

**Lorne Lanning:** “It’s all budget, right? what can do you do, how much time, how much money, but what got edited out was that as he was escaping, there was supposed to be a meteor storm hitting

that moon, slowly forming his hand, so that would imply that there are these greater forces that are really behind him, that are trying to send him symbols.”

Lorne later talked about the moon idea in an interview with Nathan.

**Lorne Lanning:** “Well, in Oddworld there’s usually more history to whatever a mythos might be. The idea that it would be magically created at the moment of Abe’s freedom is a little too deus ex machina for me. It would be a little too much like god is on their side. Now, whose side God is on, if that’s how we want to think about it, should always be more clouded. What I always saw with the moon is that it’s an enigma. So we wanted to make sure that the shape of the Mudokon hand was almost unmistakable but at the same time you could never be sure and neither would they. It could become more of a radical faith, ‘We are the chosen ones, God put our hand there’ or it could be ‘Maybe we just fit in to the universe, maybe we’re a piece of everything.’ It could have been very holistic or it could have been very patriarchal and orthodox. That, later, would appear as a fear for the Glukkons, who would have a different type of superstition. In many ways they’ve denied mysticism, went more towards science and industry. Then you have the Glukkons, Vykkers, Gloctigi and Oktigi—the Oktigi are a more powerful as families. So, in Stranger, Sekto is an Oktigi. They’re more primal to the evolution than the Glukkons so they’re not even full land-forms yet. They’re parasites. When we do make the movie and you see the boardrooms of the Magog Cartel, they’re all modelled after parasites, leeches, flees, ticks... but they’ll be sitting there in Armani suits.”

## 92. Abe Speak

<https://apps.apple.com/us/app/abe-speak/id575153358>

This was an App for iOS.

## 93. Bomas and Carmine

<https://www.oddworld.com/2016/04/new-n-tasty-easter-egg-finally-discovered/>

There are two mines that appear throughout New 'n' Tasty. They appear in the start of the game, during Abe’s trials and at the end of the game. They were named Bomas and Carmine.

## 94. ddcheat

[https://oddworldlibrary.net/wiki/Oddworld:\\_Abe%E2%80%99s\\_Oddysee\\_cheats](https://oddworldlibrary.net/wiki/Oddworld:_Abe%E2%80%99s_Oddysee_cheats)

ddcheat is a cheat for Abe’s Oddysee and Exoddus. It is a noclip mode. When pressing it, you can move Abe wherever you want on the screen while his sprite remains immobile. It is possible to skip parts of the game with this. Information shows up on the left side. You can enable this cheat by typing in -ddcheat after the EXE file and making a shortcut.

## 95. Gabbit reproduction cycle

At the end of Munch’s Oddysee, Munch is given a can of Gabbiar to revive his almost extinct species. The next game would have followed Munch reviving his species with the eggs in the can at Ma’Spa.

## 96. Shrinking Mudokon

It is possible to finish the game without turning into Shrykull in the final Boardroom level. If you pull the lever without saving the last Mudokon, you can pull the lever, which triggers the end of the game. If you take the Mudokon with you, the Mudokon shrinks and disappears in the boardroom.

## 97. Hollow Oddworld

<https://magogonthemarch.wordpress.com/nathan-interviews-lorne-lanning-again/>

An idea for Oddworld that there would be craters in the planet where people have built cities. It's a commonly misreported notion that Oddworld is ten times the size of Earth, when Lorne was originally talking more about surface area.

**Nathan:** This is one that's had so many arguments about, I can't even begin to tell you. You said a while back that Oddworld is ten times as large as Earth, which is why the cultures spread so slowly and...


**Lorne Lanning:** And the gravitational relationship of that makes no sense!

**Nathan:** Hence the arguments! So it's surface area you meant?

**Lorne Lanning:** Yes, surface area. So, on Earth we live on a water planet. Oddworld is not a water planet, it's a mostly dry planet. And there's another layer to that... Have you ever read the theories of the Hollow Earth? It's really far out stuff and I'm not in to it, but I've read it and it's interesting as a theory. What I wanted to do is that I wanted to have cities that were underground. I wanted a world where such turmoil had taken place naturally that it had formed in to huge volcanic outside crusts and then shrunk again, so that shell stayed there but collapsed into big holes. So, the 'leech' creatures, the bad-guys, the Magog Cartel, those who came out of the swamps, the parasites, fleas in suits and ties, tape-worms with lapels; these guys needed to live in damp, warm places. Damp, with no sunlight, like slugs, but in suits. So we have these craters, and then out of these huge shells of collapsed earth that go down thousands of feet, they've built cities. When you're looking across the landscape, you can see just the tips of cities coming out of these craters.

But they're not craters so much as large pockets. The planet has three layers. So there'd be different ones that live here, different ones that live here and different ones that live here. And it would be different climates, different temperatures, different gravity. So the idea was that it was that much bigger, but it allows the planet to be smaller. And it wasn't a water planet. Not perfect, you know, but fun idea.

## 98. Missing hub in Bonewerkz/Bone Products

 Explaining the Oddworldian Iceberg

There is an unused screen in Abe's Exodus showing that Bonewerkz produced several bone-related products, most of which are not seen.

## 99. Unused SW Bosses

<https://oddworldlibrary.net/archives/togg/picture.php?/908/category/22>

<https://oddworldlibrary.net/archives/togg/picture.php?/907/category/22>

<https://oddworldlibrary.net/archives/togg/picture.php?/906/category/22>

[https://oddworldlibrary.net/archives/togg/index.php?/tags/48-gunter\\_%E2%80%9Csparky%E2%80%9D\\_vonfahrenheiten](https://oddworldlibrary.net/archives/togg/index.php?/tags/48-gunter_%E2%80%9Csparky%E2%80%9D_vonfahrenheiten)

[https://oddworldlibrary.net/archives/togg/picture.php?/3313/tags/131-cleever\\_mcmince](https://oddworldlibrary.net/archives/togg/picture.php?/3313/tags/131-cleever_mcmince)

[https://oddworldlibrary.net/archives/togg/picture.php?/1027/tags/135-snapps\\_manic](https://oddworldlibrary.net/archives/togg/picture.php?/1027/tags/135-snapps_manic)

<https://www.ign.com/articles/2004/03/25/gdc-2004-oddworld-just-got-stranger>

Stranger's Wrath also had these additional bosses that were not in the final game. They are:

- Nilsworth "Pokey" O'shafter
- Mortimar Bang
- Snapps Manic
- Gunter "Sparky" VonFahrenheiten
- Cleever McMince

## 100. Sam's Shrink

[https://web.archive.org/web/20010119010600/http://www.oddworld.com:80/universe/industrial/characters/ow\\_shrink\\_stats.html](https://web.archive.org/web/20010119010600/http://www.oddworld.com:80/universe/industrial/characters/ow_shrink_stats.html)

"A Shrink is programmed by the Vykkers to have self-awareness. This is necessary for a Shrink in that it makes it more compatible and understanding for whomever it is assigned to comfort and manipulate...the Shrink is constantly investigating sideline schemes in attempts to plot its own escape from Vykkers Labs." "Being caught in what the Shrink believes to be a "no win" situation, the Shrink is constantly edgy and highly suspicious. At times, it's combined stress, sense of defeat, and feeling of entrapment, almost allow it to identify with Sam's condition. But with Sam's mood swings, the Shrink is quickly brought back to its more established feelings towards Sam. It hates her."

## SIXTH LAYER

### 101. Bad Ending

Lorne Lanning once claimed that the ending of the Oddworld Quintology is a massive tragedy. Interestingly, Oddworld Forums admin Wil stated that the Almighty Raisin foresees an awful fate for Oddworld. Whether these two comments are related is unknown.

<https://owforums.net/showthread.php?p=73972>


<https://magogonthemarch.wordpress.com/2008-2/nathan-interviews-lorne-lanning/>

**Lorne Lanning:** "The ending of the entire Quintology is a massive tragedy. It's not pretty."

**Wil:** "The Almighty Raisin is an Elderling, a very very rare creature on Oddworld. It may possibly be that he is the only one...He has also predicted a terrible fate for Oddworld, but feels that he can somehow prevent this precognition from occurring."

The concept artwork of the Almighty Raisin as an experiment also states that he is a storyteller, and will be there at the beginning and at the end, adding credence to this concept that he is the type of character who can have special insight into the story.

Lorne also made an additional comment about the ending, stating "I do have a very specific idea for where it goes."

 [Lorne Lanning on Oddworld Graphic Novels & The Quintology](#)

### 102. Cameos

Oddworld Inhabitants have had several cameos in obscure media.

<https://oddworldlibrary.net/archives/togg/index.php?category/88>

There were skins made for Abe, Munch, and Stranger in the video game Little Big Planet.

[https://store.playstation.com/en-ca/product/UP9000-BCUS98245\\_00-LBPDLCODDWC0003](https://store.playstation.com/en-ca/product/UP9000-BCUS98245_00-LBPDLCODDWC0003)

<https://oddworldlibrary.net/archives/togg/index.php?/tags/70-littlebigplanet>

Game Over was an obscure tv show. It referenced the Oddworld universe, having Abe and the Slogs and background details show up.

<https://www.youtube.com/watch?v=zgp-DKwW-wQ>

Code Monkeys Lorne Lanning Cameo

<https://www.youtube.com/watch?v=Bur5EhvN9Uo>

Abe Appears in Astro Bot:

<https://youtu.be/2IJLjCUUm9M?si=hKF7D8C9aTo6Mwi9&t=71>

PlayStation Classic Trailer (Abe shows up in the left)

<https://youtu.be/H-IYzVM0Vzc?si=sJEnByO4y23FMrDn&t=18>

Abe is a character in Mutant Mudds Super Challenge.

<https://x.com/OddworldInc/status/713308759951544320>

A sign of RuptureFarms shows up in the fan-made The Ultimate Showdown 15th Anniversary Redux Collab

<https://youtu.be/hGtbr-ZvdT0?si=uTyluoYaV0SR3xPx&t=209>

Oddworld games also show up in the following media (credit to Sgabbit).

[https://www.youtube.com/watch?v=QEtQz6ig\\_L8](https://www.youtube.com/watch?v=QEtQz6ig_L8) (Third Watch S4EP5)

<https://www.youtube.com/watch?v=rN1YVTDBuwg> (Agent Cody Banks (2003))

<https://www.youtube.com/watch?v=HU7QWaz2VRd0> (The Prince and Me (2004))

## 103. Penny Arcade

<https://www.penny-arcade.com/comic/2001/10/08/highly-anticipated>

<https://www.youtube.com/watch?v=n402wi0FyJA>

Penny Arcade was an internet comic. It made two comics that were critical at Oddworld Inhabitants and Lorne Lanning.

## 104. Passport to Oddworld

<https://oddworldlibrary.net/archives/togg/picture.php?/6077/category/86>

 [Passport to Oddworld](#)

A promotional E3 video for Munch's Oddysee.

## 105. Promo Videos

<https://oddworldlibrary.net/archives/togg/index.php?/category/70>

<https://oddworldlibrary.net/archives/togg/index.php?/category/82>

<https://oddworldlibrary.net/archives/togg/index.php?/category/95>

 [Oddworld Munch's Odyssey "Oddworld Needs You" \(Xbox\) US Commercial \[High Quality\]](#)

<https://www.youtube.com/@TheOddworldCinema/videos>

Promos for Abe's Exoddus, Munch's Oddysee, and Stranger's Wrath. The latter two have G4 promos.

## 106. Unknown concept art

<https://oddworldlibrary.net/archives/togg/index.php?/category/52>

There is concept art from artist Silvio Aebischer that does not seem to correspond with any released Oddworld game. Fans have been speculated that it belongs to a cancelled or unannounced game. This art has concepts such as “Lazy-Assist”, “Flightless’ Birds”, and a bird-like creature in a robot body. Many people in the fanbase believe this bird-like creature to be the only look at Squeek, given that it is seemingly in a robot body, just like Squeek.

## 107. The original AE plotline

[https://oddworldlibrary.net/wiki/Archive:Designers\\_on\\_the\\_Ledge](https://oddworldlibrary.net/wiki/Archive:Designers_on_the_Ledge)

The original pitch for the sequel to Abe’s Oddyssey was described as “a big, stinking pile of merde.”

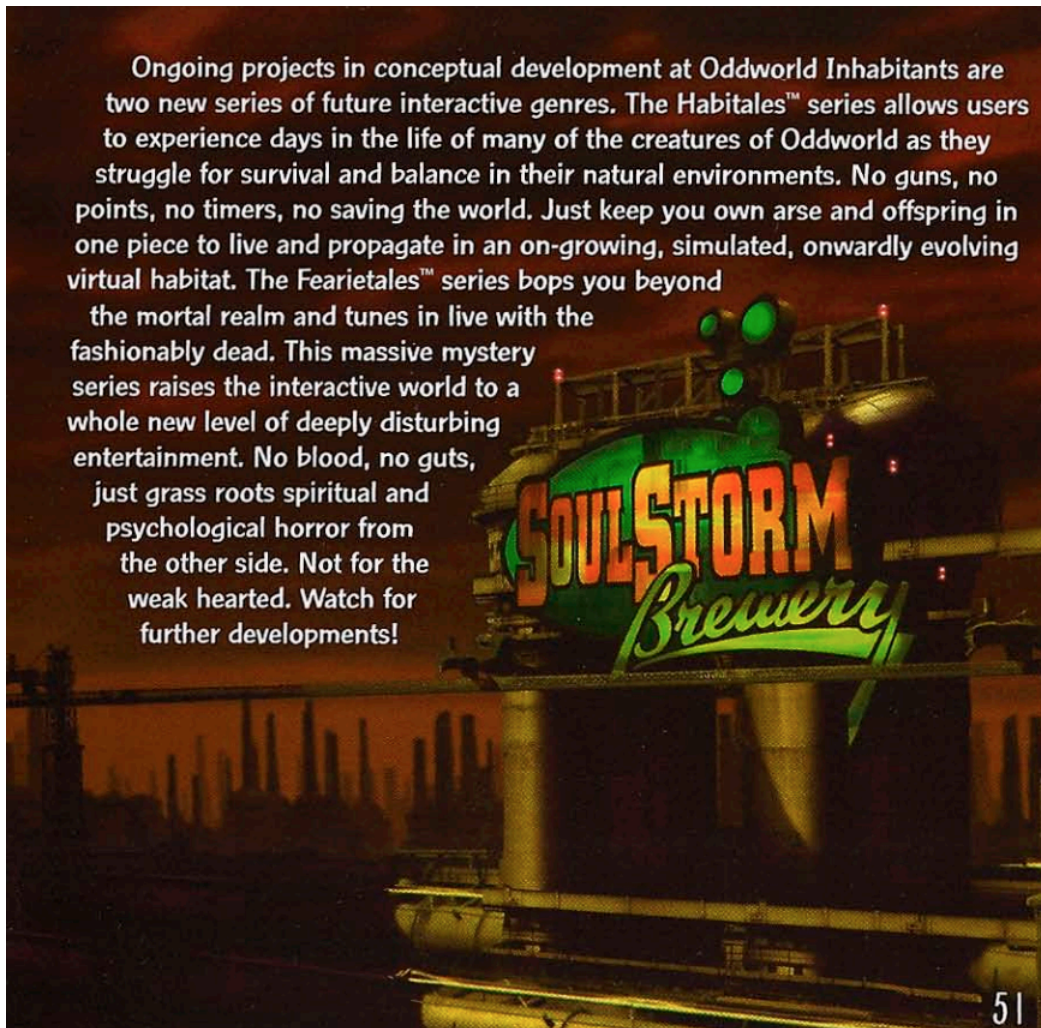
## 108. Habitaless

[https://shared.fastly.steamstatic.com/store\\_item\\_assets/steam/apps/15710/manuals/manual\\_english.pdf?t=1728644414](https://shared.fastly.steamstatic.com/store_item_assets/steam/apps/15710/manuals/manual_english.pdf?t=1728644414)

<https://x.com/CoolBoxArt/status/1541673278078582785>

A proposed game series for Oddworld that was featured in the Abe’s Exoddus manual. Games in this series would have focused on the day-to-day lives of Inhabitants in Oddworld. Both Habitaless and Fearitales were cancelled.

It is believed that the cancelled game Hand of Odd would have been in this series.



Ongoing projects in conceptual development at Oddworld Inhabitants are two new series of future interactive genres. The Habitaes™ series allows users to experience days in the life of many of the creatures of Oddworld as they struggle for survival and balance in their natural environments. No guns, no points, no timers, no saving the world. Just keep you own arse and offspring in one piece to live and propagate in an on-growing, simulated, onwardly evolving virtual habitat. The Fearietales™ series bops you beyond the mortal realm and tunes in live with the fashionably dead. This massive mystery series raises the interactive world to a whole new level of deeply disturbing entertainment. No blood, no guts, just grass roots spiritual and psychological horror from the other side. Not for the weak hearted. Watch for further developments!

Beyond the manual, Habitaes and Fearietales were only mentioned once in Dear Alf.  
<https://magogonthemarch.wordpress.com/2000-2004/dear-alf-5/>

**Q:** What about Habitaes and Farietales series?

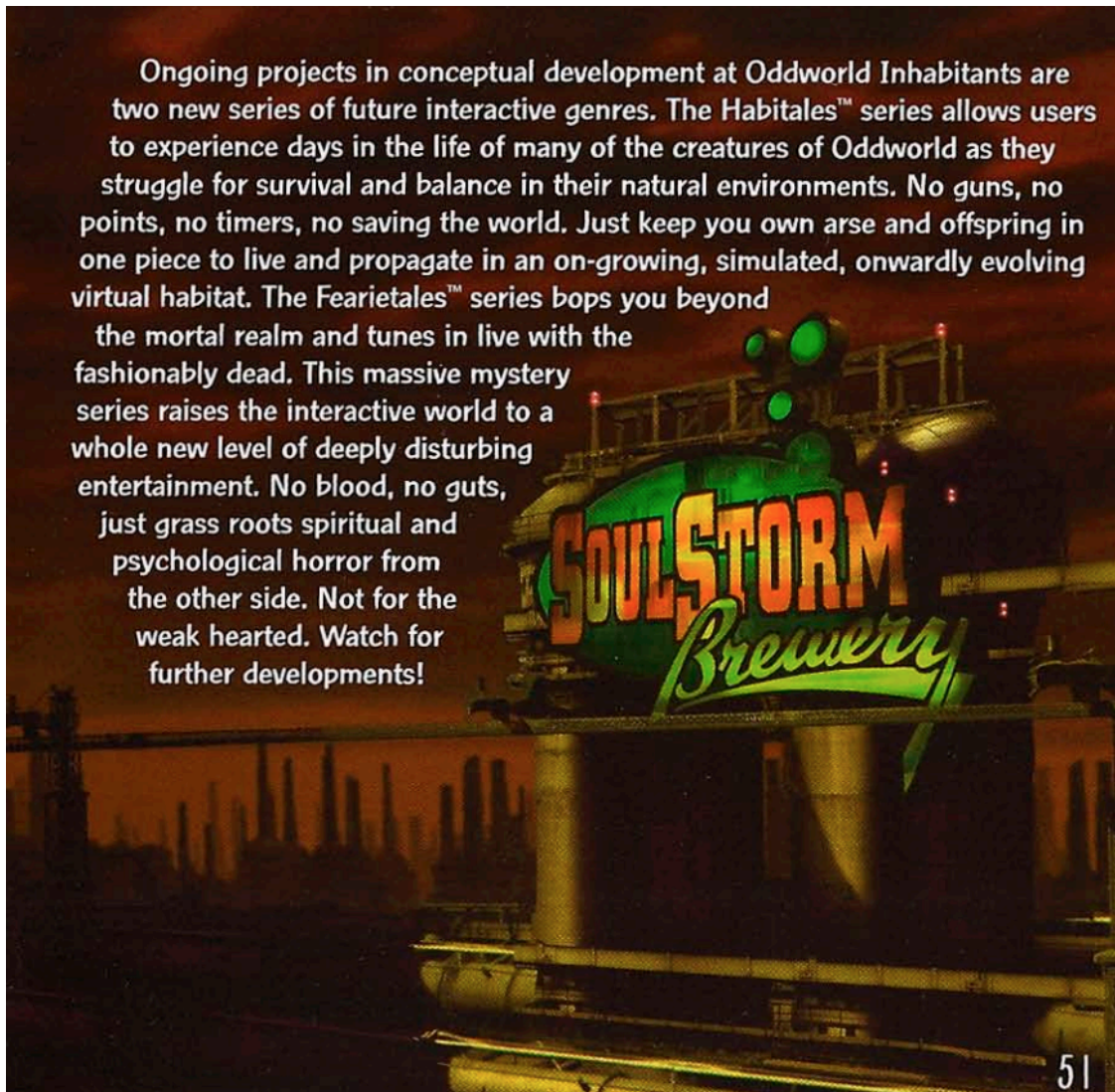
**AIf:** What about them?

## 109. Fearietales

[https://shared.fastly.steamstatic.com/store\\_item\\_assets/steam/apps/15710/manuals/manual\\_english.pdf?t=1728644414](https://shared.fastly.steamstatic.com/store_item_assets/steam/apps/15710/manuals/manual_english.pdf?t=1728644414)

<https://x.com/CoolBoxArt/status/1541673278078582785>

Just like Habitaes, a proposed game series for Oddworld that was featured in the Abe's Exoddus manual. It would have focused on the supernatural aspects of Oddworld relating to the afterlife and death. Both Habitaes and Fearietales were cancelled.



Ongoing projects in conceptual development at Oddworld Inhabitants are two new series of future interactive genres. The Habitaes™ series allows users to experience days in the life of many of the creatures of Oddworld as they struggle for survival and balance in their natural environments. No guns, no points, no timers, no saving the world. Just keep you own arse and offspring in one piece to live and propagate in an on-growing, simulated, onwardly evolving virtual habitat. The Fearietales™ series bops you beyond the mortal realm and tunes in live with the fashionably dead. This massive mystery series raises the interactive world to a whole new level of deeply disturbing entertainment. No blood, no guts, just grass roots spiritual and psychological horror from the other side. Not for the weak hearted. Watch for further developments!

Beyond the manual, Habitaes and Farietales were only mentioned once in Dear Alf.

<https://magogonthemarch.wordpress.com/2000-2004/dear-alf-5/>

**Q:** What about Habitaes and Farietales series?

**Alf:** What about them?

## 110. ABEYAWN.BIN

This is a cut sprite for Abe yawning.

## 111. Abe and Stranger together

<https://oddworldlibrary.net/archives/togg/picture.php?/741/category/20>

There is this concept art from the Oddworld Movie that seems to show both Abe and Stranger, with Stranger putting a hand on Abe's back.

## 112. Stranger's Wrath was Munch's Exodus

<https://oddwords.hu/history/index.html#electronic-arts-2004-2005>

<https://talonbrave.info/2023/06/25/anoddworld.html>

<https://magogonthemarch.wordpress.com/the-futures-odd-how-just-add-water-revived-oddworld-and-where-itll-go-next-2013/>

<https://x.com/OddworldInc/status/324806402952552449>

Stranger's Wrath was originally Munch's Exoddus. The game that was Munch's Exoddus was going to have Munch and a mount that he goes on. It seems this mount concept eventually evolved into Stranger's character and Munch was removed.

**Stewart Gilray:** "Stranger's Wrath was Munch's Exoddus, and actually there is a build somewhere, on Xbox, which has Stranger and Munch hopping round the world. And it's like OK, this is a bit weird now."

An early version of the game was also called Stranger: Wrath of the Wild. During its development, it was also called Oddworld: Stranger, Oddworld: Steef, and Oddworld Stranger: Wrath of the Wild.

<https://oddworldlibrary.net/archives/togg/picture.php?/6977/category/23>

<https://oddworldlibrary.net/archives/togg/picture.php?/6976/category/23>

<https://oddworldlibrary.net/archives/togg/picture.php?/993/category/22>

<https://oddworldlibrary.net/archives/togg/picture.php?/1005/category/23>

<https://oddworldlibrary.net/archives/togg/picture.php?/4290/category/23>

Similarly, The Brutal Ballad of Fangus Klot is thought to have come from ideas for Stranger's Wrath 2.

## 113. "Dripping" characters

In many pieces of concept art by Farzad Varahramyan, characters are shown dripping. The significance of this, if any, is unknown.

<https://cdn.artstation.com/p/assets/images/images/019/737/330/large/farzx-munch00039.jpg?1564786415>

<https://cdn.artstation.com/p/assets/images/images/019/737/344/large/farzx-munch00032.jpg?1564786456>

<https://cdn.artstation.com/p/assets/images/images/019/737/342/large/farzx-munch00007.jpg?1564786453>

<https://cdn.artstation.com/p/assets/images/images/019/737/329/large/farzx-munch00048.jpg?1564786410>

## 114. Chi-charms

<https://www.polygon.com/2019/5/13/18564512/oddworld-soulstorm-preview-lorne-lanning-interview>

Soulstorm originally had chi-charms that were said to be currency.

"'You create an orb by chanting,' Lanning says, dipping for a moment into the nasally falsetto he created for Abe. He sounds like a hamster deep in meditation. 'You're able to fly that orb around and then attach it to other characters. That orb itself can get layered with other cosmic abilities, more spiritual abilities, but you'll earn those through a different chemistry, which we call chi-charms.'

Just what exactly those chi-charms will do has yet to be revealed, but they will form the game's secondary economy. Combined with the makeshift weapons, Soulstorm will have more in common with modern role-playing games than any other game in the franchise's history."

## 115. Squeek never existed

There is a fan viewpoint that Squeek and the other two heroes were more of a concept than an actual designed character, given that we have heard nothing about them and that Munch, the prior hero, went through a ton of iterations indicating Oddworld wasn't sure about how to do the character. This is interesting given that Lorne Lanning claims that he used the story of Squeek to pitch Oddworld to Sherry McKenna when founding Oddworld. Also interesting is that despite the new Quintology focusing on Abe, OWI is still secretive about Squeek, implying they still plan to use him.

**Lorne Lanning:** "I mostly told her about Squeek's Oddysee (3rd in Quintology) and moved a lot around the character and dilemmas of Squeek. She loved Squeek so much that she didn't believe we'd be able to make Abe as likeable. Now she loves Abe more. She also felt that there was no way she would like Munch as much as she likes Abe. But now she loves Munch just as much."

## 116. Mickey Mouse

Concept art for the Brewmaster shows him having a watch with a Mickey Mouse design on it. This was not a part of the final design due to copyright.

## 117. Unused Munch Dialogue

▶ [Oddworld: Munch's Oddysee - Characters Voice Sounds \[Reuploaded\]](#)

▶ [Moddworld: Oddworld Munch's Oddysee: Vendo Test Level And Unused Sounds](#)

There was unused dialogue from Munch's Oddysee. This audio can be found in the game's files. There was also a voice file CANDYSTRIPER-GS-SEDATIVE-WAV, where a robotic voice says "IT'S SEDATIVE TIME!" This character is possibly an early version of the Snoozer from the game.

## 118. Fisherman

The original concept for Abe was that he'd be a fisherman who would firsthand see how the land is changing under the consumerism of the Glukkons.

In the artbook *The Art of Oddworld: Inhabitants: The First Ten Years*, it states that the name Abraham Lure is a reference to him being a fisherman.

## 119. Monkfish

<https://oddworld.fandom.com/wiki/Abe#Name>

Abe originally had different names. One of them was Monkfish.

Other names were Prophit, Aben, Aboman. This was discussed in the artbook *The Art of Oddworld: Inhabitants: The First Ten Years*.

There's a story that the Oddworld staff didn't want Abe to be named Monkfish and left notes all over the office to ensure that the character was named Abe.

## 120. Buddy

<https://oddworldlibrary.net/archives/togg/picture.php?/645/category/19>

<https://oddworldlibrary.net/archives/togg/picture.php?/2154/category/19>

There was a Mudokon character called Buddy. He is referenced in a rendering of *The Daily Deception* that was not in any of the games. He was also present in issues of the *Daily Deception Online* and referenced in *Dear Alf* several times.

## 121. Dancing Schoolgirls

The Japanese version of Abe's Oddysee was called Abe a GoGo. It came with this bizarre advert with someone in an Abe costume dancing with schoolgirls.

I pity the poor people of Japan who bought Abe's Oddysee only to find no dancing.

<https://www.youtube.com/watch?v=VnmwZbpVggg>

<https://www.youtube.com/watch?v=oPvegHle8K4>

<https://oddworldlibrary.net/archives/togg/picture.php?/6614/category/36>

## 122. Holiday Content

<https://oddworldlibrary.net/archives/togg/index.php?/search/385>

<https://oddworldlibrary.net/archives/togg/picture.php?/1084/category/23>

OWI has made content for some holidays. There have been Christmas cards and Valentine cards. The Oddworld artbook *The Art of Oddworld: Inhabitants: The First Ten Years* also discusses holiday content.

There was a digital Oddworld Holiday card, described [here](#). It was called the Happy Hol-ODD Days Christmas Card. Unfortunately the link for that card no longer works due to Flash no longer being in service, but I remember using it.

## 123. Orange Abe

<https://oddworldlibrary.net/archives/togg/picture.php?/6453/category/19>

This was an Amazon Appstore exclusive skin where Abe would be coloured orange.

## 124. Munch's Oddysee Test Levels

<https://www.youtube.com/watch?v=fbFWIbcSj4g>

<https://www.youtube.com/watch?v=5DKaMEyogSE>

<https://gamebanana.com/mods/476997> (mod that makes them playable).

There are test levels for Munch's Oddysee. Thanks to Azloh and the YouTuber Sgabbit, we can see what these levels look like.

## 125. Munch Xbox Beta

<https://www.youtube.com/watch?v=ioyNWI4xCTQ>

<https://gamebanana.com/mods/397157> (mod that makes it playable).

There was a demo of Munch's Oddysee that was attached to some versions of the Xbox.

It follows Abe and Munch as they collect humshrubs, which is what this demo level calls Spooeshrubs.

## 126. Abe's Oddysee Beta

Wil from Oddworld Forums provided access to screens showing a beta version of Monsaic Lines from Abe's Oddysee and apparently an Elum tutorial section.

<https://www.youtube.com/watch?v=WxxPPONF4BI>

[https://www.youtube.com/watch?v=Qxune\\_z8S\\_0](https://www.youtube.com/watch?v=Qxune_z8S_0)

<https://www.youtube.com/watch?v=8UL5NL1T0QY>

<https://www.instagram.com/p/BqFZpj7IbOb/>

“There were originally three distinct areas from Abe's trials before being merged into the two found in Abe's Oddysee. Scrabania was originally just “the desert”, with “the forest” being Paramonia.”

## 127. Ruins of RuptureFarms

This was a proposed level where Abe would have gone back to Elum and saved him.

<https://x.com/OddworldInc/status/1026744486079160320>

## 128. Scrab Riders

There are a couple of pictures showing people apparently riding Scrabs in the movie concept art.

<https://oddworldlibrary.net/archives/togg/picture.php?/7414/category/20>

<https://oddworldlibrary.net/archives/togg/picture.php?/741/category/20>

# SEVENTH LAYER

## 129. OWI hired fan-artists

<https://www.deviantart.com/alexkonstad/art/Oddworld-Abes-Awakening-368944977>

<https://www.deviantart.com/alexkonstad/art/Abes-Awakening-498017281>

<https://cdn.akamai.steamstatic.com/steamcommunity/public/images/items/314660/32df38e13edeee1f3e1d89c8681b324406c2b3af.jpg>

[https://www.youtube.com/watch?v=LvG6\\_ng7sFY](https://www.youtube.com/watch?v=LvG6_ng7sFY)

<https://web.archive.org/web/20130723190114/http://www.oddworld.com/2013/07/the-gangs-gettin-back-together/>

OWI has hired several fan-artists, including Jonny Eveson, Alex Konstad, and Sammi McEwan. Alex Konstad had made fan-art of Abe and later did a similar illustration officially for OWI's New 'n' Tasty.

Jonny Eveson made fan-posters for the first four Oddworld games and then made an official New 'n' Tasty poster for OWI, as well as a t-shirt design.

Sammi McEwan made a new map for Oddworld.

The Sammi McEwan interview is here (<https://oddswords.hu/mapinterview/> )

OWI also used fan-art for a 2017 presentation about Soulstorm. This fan-art was made by (M.H) NorthWing.

<https://www.deviantart.com/northwing/art/Exodus-434791589>

<https://magogonthemarch.wordpress.com/egx-2017-lorne-lanning-brewing-oddworld-soulstorm/>

This official usage of fan-artists seems to be OWI seeking to uplift fans and maximize community engagement, similar to how they have social media influencers cameo in New 'n' Tasty and Soulstorm. OWI also frequently posts and discusses fan-art on their social media.

## 130. 9/11 edit

<https://magogonthemarch.wordpress.com/oddworlds-lorne-lanning-recalls-the-russians-who-made-ea-afraid-2014/>

<https://youtu.be/psnQH5rRBkc?si=b30uXN9cJtUNJJmY&t=42>

-After 9/11, Munch's Oddysee was modified to remove the references of Munch and Abe being terrorists.

“Another case is Munch's Odysee,’ Lanning continued. ‘All of the newspapers that were reporting the fugitives throughout the game were originally calling them terrorists. And then shortly before release, we had 9/11. So...’ he trailed off. ‘You have have to be adaptable.’”

## 131. Abe's Quest

<https://oddwords.hu/abesquest/index.html>

A document detailing a potential game using Oddworld's characters. This game would have had Abe able to use guns and would have been by Data Design Interactive. The plot would have revolved around a bell.

## 132. Abe's Vacation

Proposed game about Oddworld with Mudokons of different body sizes. Was mentioned on an Oddworld Discord.

## 133. Mulletokon

<https://oddworldlibrary.net/archives/togg/picture.php?/2150/category/19>

<https://magogonthemarch.wordpress.com/the-daily-deception/issue-2/>

This is an official Oddworld picture of a Mudokon with a mullet. It shows up in an issue of the Daily Deception Online.

## 134. Momma Flabby

[https://oddwords.hu/lcd\\_nnt/](https://oddwords.hu/lcd_nnt/)

A character referenced in an LCD message in New 'n' Tasty.

“MAMA FLABBY KNOWS WHEN YOU SCREW UP.”

The name Momma Flabby also shows up in the background of New 'n' Tasty. In the scene where Abe is scheduled to be executed at the end of the game, a heart with an arrow in it with the name Momma Flabby can be seen.



### 135. Lava/Snow

<https://oddworldlibrary.net/archives/togg/picture.php?/7771/category/33>

<https://oddworldlibrary.net/archives/togg/picture.php?/7770/category/33>

<https://mrbosdesign.blogspot.com/2021/01/oddworld-abes-oddysee-game-play.html?m=1>

This concept art shows that lava was at one point considered to be in Abe's Oddysee. The picture also makes reference to wasps and there also seems to be a Meech-looking creature there.

According to the artbook Abe's Origins, a snow biome was considered for the games at one point. Ideas for Abe to swim were also considered.

### 136. Antisocial Network

[https://oddworldlibrary.net/oddblog/2010/01/The\\_Antisocial\\_Network\\_revealed](https://oddworldlibrary.net/oddblog/2010/01/The_Antisocial_Network_revealed)

Another cancelled project from Lorne Lanning.

### 137. Brain Slurfs

There is a long-running debunked fan conception that Squeek's Oddysee would have revolved around Squeek using something called a Brain Slurf to control people. This conception was born from a Dear Alf answer where Alf sarcastically references Futurama, but people thought that it was actually telling us about Squeek. Lorne has said that Squeek would be about symbiosis, which some people saw as supporting this idea of a Brain Slurf.

### 138. Original Vision

<https://www.youtube.com/watch?v=ARn49354zG0>

<https://magogonthemarch.wordpress.com/online-chat-with-lorne-lanning-2000/>

Lorne repeatedly stated that Soulstorm was true to the "Original Vision" of Abe's Exoddus, unlike Abe's Exoddus itself.

Some fans did not believe his statement because Abe's Exoddus was always intended to be a bonus game, with Oddworld: Munch's Oddyssey being the true second part of the Quintology. Ironically, his idea of having Soulstorm, an Abe-centric game, being the second part of the Quintology instead of Munch is a retcon that is opposed to the "Original Vision".

The Quintology was originally about 5 heroes, but became just primarily about Abe.

**Lorne Lanning:** "I mostly told her about Squeek's Oddyssey (3rd in Quintology) and moved a lot around the character and dilemmas of Squeek. She loved Squeek so much that she didn't believe we'd be able to make Abe as likeable. Now she loves Abe more. She also felt that there was no way she would like Munch as much as she likes Abe. But now she loves Munch just as much."

**Lorne Lanning:** "I told her the broad view of the epic of the Quintology and focused around Abe...but that's what happened, that's the story of Abe...that's what hooked her in...she fell in love with Abe."

## 139. Slig Fur

According to Wil, Lorne Lanning imagined the Sligs to have pig hair instead of just green skin.



## 140. The Cool-Aid Man Barrel

In Soulstorm Brewery in Abe's Exoddus, there's a background detail where some have said that the barrel resembles the Cool-Aid Man's face.



Image from Zed the Insomniac's "Explaining the Oddworldian Iceberg"

## 141. Stewart Gilray's plan for the Quintology

Stewart Gilray said that he wanted to make an HD version of Abe's Oddysee, then use the funds created by that to create Hand of Odd and Squeek's Oddysee and continue the Quintology. Lorne Lanning instead opted to reboot the Quintology with Soulstorm.

## 142. William Anderson

An employee who worked on Abe's Oddysee, but was never credited for it by OWI.

Magog on the March interviewed him here.

<https://magogonthemarch.wordpress.com/2019/03/11/mom-interview-william-anderson/>

## 143. Molluck's Vault

<https://oddwords.hu/molluck/>

Munch's Oddysee would have featured Abe and Munch going to Molluck's vault.

This vault can also be seen in Abe's Oddysee.

## 144. Abe's Oddysee found source code

<https://www.oddworld.com/2017/12/announcing-oddworld-the-lost-archives/>

OWI announced that they had found the source code for Abe's Oddysee after it was lost. They said that they had a big announcement about this, but nothing ended up coming to fruition.

Lorne claimed that the source code was used for New 'n' Tasty. This seems to contradict other reports that New 'n' Tasty had to be built from the ground up.

## 145. The Munch demo footage was faked

The Munch PS2 visualizations were not actual in-game footage, rather they were visualizations of what Lorne wanted the game to be.

## 146. Mr. Ryce

[https://static.wikia.nocookie.net/oddworld/images/8/8d/Ryce\\_Text.png/revision/latest?cb=20240706221012](https://static.wikia.nocookie.net/oddworld/images/8/8d/Ryce_Text.png/revision/latest?cb=20240706221012)

[https://oddwords.hu/lcd\\_nnt/](https://oddwords.hu/lcd_nnt/)

A mysterious name referenced in New 'n' Tasty. Wil Bunce-Edwards provided more information about the context of this name.

In Oddworld New 'n' Tasty, there is a LCD message that shows up that says "SLIG SECURITY TO ESCORT MR RYCE TO THE STOCKYARDS".

From the Oddworld Wiki

“This message was written by Community Manager for Oddworld Inhabitants, Wil Bunce-Edwards, as a reference to an event in an early Oddworld film script. In this story, the Glukkon head of security at RuptureFarms is Mr. Rice, a reference to real world republican speaker Condoleezza Rice, who would have been in office when the script was written. Molluck orders Mr. Rice to be fed to the Wyenas (an unseen Oddworld creature).”

## 147. The Juggernaut

<https://farzadart.com/wp-content/uploads/2024/05/Munch-III-12.jpg>

A moving fortress that would have been in Munch's Oddysee. It is seen in the Abe's Origins artbook, as well as on Farzad's website.

## 148. Meglascrab Pithicus

<https://farzadart.artstation.com/projects/e0qD4Y#top>

<https://cdnb.artstation.com/p/assets/images/images/019/737/227/large/farzx-exodden-ii-32.jpg?1564785716>

A prehistoric Scrab. Mentioned in Farzad's concept art.

## 149. Shove it up

<https://www.youtube.com/watch?v=0jnn9Z-70sk>

In the Munch's Oddysee files, among other comments that it seems might show up in game, there's a note that reads

“Please write all management complaints on a 5 X 7 note card, then roll it up really tightly and shove it up your ass.”

# EIGHTH LAYER

## 150. Oddwars

<https://magogonthemarch.wordpress.com/nathan-interviews-lorne-lanning-again/>

A concept of Oddworld action figures that Lorne talked about. It was never made.

“Well, we had a thing called ‘OddWar’ and it was an action figure game that you could play anywhere. The action figures had certain moves and then – do you remember what Whiz Kids did with keeping count on the bases? Whiz Kids was founded by Jordan Weisman, a brilliant guy, who created the

MechWarrior series and FASA, all these different companies. But, at the base there was a scorekeeper. So, we wanted to take all the Oddworld action figures, make them really quality action figures, but make that playable as an action figure game. And we have it, we still have it, so we can still do it.

It wasn't only cool things, but you could see "This guy's here and that guy's there, if you could hit him then you get two of his points taken off and two added to here." And all the scorekeeping was in the bases of the action figures. So, that was what that was intended to be. Oddwars. And I've still got it all."

## 151. Gabbit cloning

<https://oddworldlibrary.net/archives/togg/picture.php?/424/category/18>

This mysterious concept art (which is also featured in the artbook *Oddworld Inhabitants: The First Ten Years*) seems to show Gabbit embryos, implying that the Vykkers might be cloning or growing Gabbits, possibly to find a cure for Gorman Disenza.

## 152. The Almighty Raisin was originally an experiment

<https://www.instagram.com/p/BjFgoSYgrt9/>

There is concept art for Oddworld that shows The Almighty Raisin as an experiment.

Interestingly, this concept artwork also states that he is a storyteller, and will be there at the beginning and at the end, adding credence to this concept that he is the type of character who can have special insight into the story.

## 153. Human Burger

<https://oddworldlibrary.net/archives/togg/picture.php?/3294/category/60>

This is the same footage that plays on loop during the Munch's Oddysee level "Boiler Room". In the background of this footage of Sligs, there's this giant burger in the background. I found it interesting because it's the only time we really see food like that in the series and it's somewhat jarring for that reason.

Interestingly, in the artbook *The Art of Oddworld: Inhabitants: The First Ten Years*, this footage is labeled as being from *Hand of Odd*. It is perhaps the only footage from *Hand of Odd* to be in a game. There's a Mudokon named [Po who has a burger hat](#), which may be related.

## 154. Munch swimming with can

<https://youtu.be/Eu2VEfjkZ1Y?si=OvWrYAdWArBMQroq&t=100>

<https://imgur.com/a/Hkzmnxc>

-I found this concept art/storyboard of Munch swimming with a can with his brethren in the background of an Oddworld Interview, as well as this video. It looks like a big emotional moment.

There's text that reads

MUNCH VO: And I am swimming...again...with the others.

MUNCH VO: But this time, I feel, it's forever

And I am happy...again.

## 155. Mystery Eyes

In the Oddworld artbook *The Art of Oddworld: Inhabitants: The First Ten Years*, there's a picture for Stranger where there are a bunch of mystery eyes poking through the wood. Who these eyes belong to are unknown.

## 156. Mudflubs

<https://www.youtube.com/watch?v=TLRwKJYcw00> (Mudflubs)

<https://magogonthemarch.wordpress.com/part-15-designing-a-region/>

Mudflubs are a species that you would have to save in Munch's Oddysee.

"The Flubco Fat Fuels Facility refines aviation fuel by sucking it out of unfortunate inhabitants called mudflubs."

## 157. Manchine

<https://trademarks.justia.com/owners/oddworld-inhabitants-inc-724159/>

<https://oddwords.hu/history/#citizen-siege-2005-2008>

A trademark OWI has despite never using this name in their games. Manchine was apparently also the name of a computer or server that they used, as Lorne gave their computer and servers names that he felt were significant, according to Wil.

Additionally, also according to Wil, Manchine was an early name for Squeek.

This is interesting, because it is speculated that Citizen Siege was Squeek's Oddysee turned into a story outside of Oddworld, given that both deal with one's physical body replaced by a machine.

It is possible "manchine" may have some relationship to Citizen Siege or Squeek's Oddysee, given that both revolve around people being put into machines, a man being put into a machine. It is referenced in a concept image of Citizen Siege.



The text here seems to read "UNDERGROUND: SAVIOR OF THE MANCHINE".

This picture is a zoomed-in image from [here](#).

## 158. Backwards Message

[https://www.youtube.com/watch?v=YPS9Wnv\\_0XY](https://www.youtube.com/watch?v=YPS9Wnv_0XY)

There is a hidden backwards message in Oddworld: Stranger's Wrath. This message says "Nation of fools, a Nation under siege. Don't trust Corporate media, Religious Right is insane."

## 159. Jacque Cousteau-a-way

<https://oddworldlibrary.net/archives/togg/picture.php?/1083/search/416>

There is a character who would be a Scuba Toad (a species that seems to be affiliated with the Grubbs, but did not ultimately appear in Stranger's Wrath) and their name was Jacque Cousteau-a-way.

## 160. Nod's Oddysee

<https://oddworldlibrary.net/wiki/Nod>

A theory about a proposed fourth game in the Quintology. Was confirmed to not be true.

## 161. Abe's City Companion

<https://www.youtube.com/watch?v=jF5k0Q-ITo&t=57s>

It was from the live Q&A from Lorne Lanning.

Huge thanks to Oddworldfan and Nemin for their help in finding this link.

### **Lorne Lanning:**

"Then I wrote a script where there was something different going on, for a movie of Abe, I don't want to reveal too much about that, but he meets someone from the city and then that would create tension, let's call it sexual tension, but it was never about, and in a lot of ways it was meant to reflect his naiveté and innocence, and her cynicism and how it changes each of them, you know, in the story. But that's something that would be maybe difficult in a game, but more if there was a linear story like a Netflix series or something like that. I don't want to get too deep into it."

## 162. Meetle Blimps

[https://youtu.be/vLAO\\_O3VSM?si=W6hvNVW7x1J3l4zm&t=23](https://youtu.be/vLAO_O3VSM?si=W6hvNVW7x1J3l4zm&t=23)

Interestingly, there are several sources that said that Meetles were going to be blimp-like creatures and show up in Munch's Oddysee. This was back in the early days before OWI switched to Xbox. These sources also keep the same idea that Meetles can change depending on what they consume.

<https://magogonthemarch.wordpress.com/next-generation-munchs-oddysee-2000/>

<https://magogonthemarch.wordpress.com/p2-munchs-oddysee-2000/>

"New enemies include evil scientists, known as the Vykkers, and some giant blimps going by the name of Meetles. The Meetles are the strangest of all the new additions, as throughout the game they can change into all sorts of things, depending on what or who they eat!"

## 163. Offworld

Offworld Inhabitants/Offworld Entertainment

The Original Title for Oddworld Inhabitants

Abe's Origins discusses this original title further.

Interestingly, it was inspired by Blade Runner.

The temptation to romanticise Free Oddworld without acknowledging its challenges alongside its attractive qualities has speculative ties to Lorne Lanning's early forays into the videogame industry. Before settling on the name of Oddworld Inhabitants for the company that he and co-founder Sherry McKenna would establish together Lanning had originally dubbed it Offworld, inspired by Blade Runner. That film does not explicitly depict what life is like for the supposedly utopian off-world colonies that it refers to, but there are several indicators that conditions are not as idyllic as advertised; a warning that not everything is as you're meant to believe.

In an interaction befitting of the Industrialised Oddworld examined later in this book, Lanning received a trademark block from registering the name Offworld. The block came from videogame developer Crystal Dynamics due to a perceived clash with its 1994 title Offworld Interceptor. Soon afterwards, Oddworld Inhabitants was officially named and established.

<https://magogonthemarch.wordpress.com/computer-gaming-world-abes-oddysee-1997/>

<https://magogonthemarch.wordpress.com/electronic-gaming-monthly-oddworld-abes-oddysee-1997/>

## 164. Uggae Estate

[https://oddworldlibrary.net/wiki/Uggae\\_Estate](https://oddworldlibrary.net/wiki/Uggae_Estate)

A Glukkon business led by Lady Margaret. Is mentioned in three unused Magog on the March News broadcasts and in Dear Alf.

**Alf:** "Oh man, you won't catch me saying anything about the Uggae Estate. Not with the lawyers those freaks have got. I hear it's ruled by a horrible monster that can literally scare you to death with its gaze. Nope. I'm not going there."

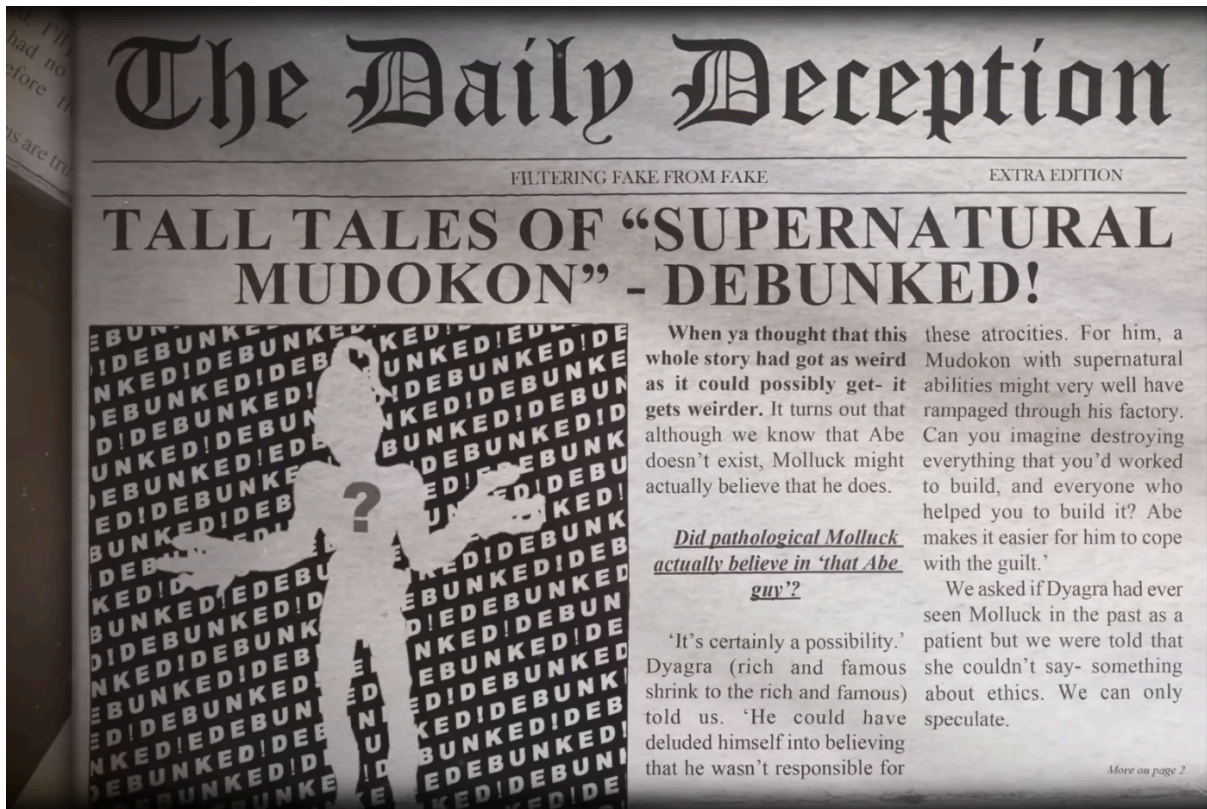
## 165. LeGluk Stogies

Oddworld: Munch's Oddysee originally had a corporation called LeGluk Stogies.

<https://www.youtube.com/watch?v=Eu2VEfjkZ1Y>

## 166. Dyagra

A Shrink with she/her pronouns that is referenced in a newspaper in the bad ending of Oddworld: Soulstorm.



## 167. Interns become Vykkers

Concept art of Interns shows them becoming Vykkers. This is also stated in the artbook Abe's Origins.

## 168. Fong Foo

A reporter for Uggae Estate mentioned in Unreleased Slig News. Apparently a Slig.

[https://www.youtube.com/watch?v=QPMwa043\\_08](https://www.youtube.com/watch?v=QPMwa043_08)

## 169. Fegas

A location mentioned in the opening of New 'n' Tasty, displayed on the boardroom projector.

## 170. Kuntic

<https://owforums.net/attachment.php?s=3004b9a26de75f22662900c66a795087&attachmentid=14071&d=1408311953>

Kuntic Scrabs. In Oddworld: New 'n' Tasty, there is a reference to "Kuntic resources" in regards to Scrabs.

According to a source, it is a fertile male that looks for other fertile males to kill and females to impregnate. This is the type of Scrab in Abe's Oddyssey and Exoddus.

## 171. Epic 1

The original title for Abe's Oddysee. Abe's Oddysee was called this and then Soulstorm, before then being called Oddworld: Abe's Oddysee.

Additionally, Oddworld was initially called Offworld.

## 172. Fangus Klot is(n't) Oddworld

As mentioned above.

At one point, the OWI team considered removing the game from the Oddworld Universe.

<https://magogonthemarch.wordpress.com/the-futures-odd-how-just-add-water-revived-oddworld-and-where-itll-go-next-2013/>

"Intriguingly, however, Lanning appears not to have made his mind up as to whether Fangus really qualifies as an Oddworld game. "Because I've asked him this as well and he said the name is not prepended with Oddworld so it's not Oddworld," Gilray muses. 'OK, then you ask again and he says 'no it's Oddworld'. Right. Fangus is The Brutal Ballad of Fangus Klot, there isn't an Oddworld anywhere near the name."

<https://magogonthemarch.wordpress.com/the-oddworld-game-that-never-was-the-brutal-ballad-of-fangus-klot-2009/>

**Lorne Lanning:** "The team that was working on it basically wanted to, in my opinion, just use all the Stranger mechanics to make a more traditional shooter. In some ways, the company was a little split – not in terms of intent – but we said, "Okay, if you guys want to do what you want to do, that's fine, but it's not going to take place on Oddworld, and you'll have more creative freedom that way. Go ahead and run with this project." That's where it was eventually headed."

## 173. Evenwurst Weenerz

A location from the Munch's Oddysee GBA game. It was apparently used for a fan mod.

## 174. Munch runs on the same engine as Morrowind

GameBryo is the engine for both these games.

## 175. Xmobb/Oddmobb

<https://magogonthemarch.wordpress.com/electronic-gaming-monthly-the-wizard-of-odd-returns-2011/>

A proposed social media network created by Lanning. It seems it did exist for a brief moment, but then stopped existing.

It was the name of both the social media network product and the company. The company was originally named Oddmobb before this was changed to Xmobb.

## 176. Pound Dog

<https://www.gamespot.com/articles/pitched-and-ditched/1100-6235274/>

<https://oddworldlibrary.net/archives/togg/index.php?/category/10>

<https://magogonthemarch.wordpress.com/meeting-lorne-sherry-2006/>

A cancelled non-Oddworld video game about dogs.

**Lorne Lanning:** “I pitched to a big publisher a game about dogs called Pound Dog. There were about 15 people in the room, and they all loved the pitch. It was gonna be great, but then one guy, who of course doesn’t play games and is about to retire, says, “But who wants to be a dog?” Everyone looks at him ‘cause he’s the boss, then they come looking back at me, shaking their heads and saying, “Yeah, but who wants to be a dog?” Six or seven months later, Nintendogs came out to huge sales. If the capacity of your vision for what titles could be and what makes them resonate with an audience is “who wants to be a dog,” then OK, go make your next shooter with 2 percent new mechanics and better graphics.”

## 177. Demolition Man

Demolition Man was a game for the Sega Genesis developed by Alexandria Incorporated. Some of these members of this company later worked for OWI.

The engine for this game was the basis for A.L.I.V.E, the engine for Abe’s Oddysee and Abe’s Exoddus.

## 178. Designer Near-Suicide Incident

[https://oddworldlibrary.net/wiki/Archive:Designers\\_on\\_the\\_Ledge](https://oddworldlibrary.net/wiki/Archive:Designers_on_the_Ledge)

An overly dramatic way of saying that two designers (Chris Ulm and Paul O’Connor) were disappointed when Lorne Lanning disagreed with their concept for an Abe’s Oddysee sequel.

## Miscellaneous Notes:

### Abe’s Oddysee:

- The RuptureFarms in Abe’s Oddysee was RuptureFarms 1029 and this is mentioned all the way back in the 2004 artbook and possibly further.
- Soulstorm was the [original title](#) for Oddworld Abe’s Oddysee.
- Glukkons were originally called Oldgers. Sligs were originally called Order Guards. Scrabs were originally called Arachnid Sr.
- Pigs and Slugs makes Sligs.
- A level editor was used to create the Abe games. Mentioned [here](#).
- There’s a poster for the New ‘n’ Tasty product Mudokon Pops in Abe’s Oddysee with the original decapitated head design. This does not seem to make sense in the universe of Abe’s Oddysee as RuptureFarms has not begun rolling out that product yet.
- In Abe’s Oddysee, Abe’s laugh [changes after getting Shrykull](#).
- It was speculated that in the opening cutscene for Abe’s Oddysee, the symbols on the side of the presentation could be insignias for species affiliated with the Magog Cartel. [Link here](#).

### Abe’s Exoddus:

- An original name for Abe’s Exoddus was “Abe gets boned and brewed.”
- Alex Carroll confirmed that the stone carvings in Exoddus were tombstones on the Oddworld Discord.
- Distribution of this game suffered due to several copies being lost apparently in a warehouse in New Jersey. This [interview](#) with Lorne discusses it.

## Munch's Oddysee:

- The first footage of Munch's Oddysee was of Gabbits escaping from the nets. This footage [had to be remade](#).
- In Oddworld: Munch's Oddysee, Splinterz Manufacturing is "the only level where Sligs can be found in the same area as the Glukkon. Because of this, it's possible to send a Slig through into the room, but it won't get zapped to death by the Guard Orb, nor can it get over to the Lulu Fund since possessed enemies are incapable of jumping. If the Slig fires at the Glukkon, it'll never die, no matter how many times." (Text taken from the Oddworld Wiki Splinterz Manufacturing entry)
- The Vykker with the monocle is named Headley. This is stated in [concept art](#).
- There's a difference between these Munch's Oddysee posters.

<https://oddworldlibrary.net/archives/togg/picture.php?/4049/category/19>

<https://oddworldlibrary.net/archives/togg/picture.php?/5793/category/19>

<https://oddworldlibrary.net/archives/togg/picture.php?/5796/category/19>

Though both use the same idea of Munch in the middle while a pair of eyes look at him, one has a set of eyes that look more like the typical Vykker and another has these weirdly human-looking eyes.

They look different depending on the poster. One set of eyes clearly looks like they belong to a Vykkers', and this makes sense. The other set of eyes look more human (white sclera, orange iris and black pupil) and it's not clear if these eyes are meant to be from a Vykkers' too or belonging to the Almighty Raisin or another person entirely.

- There's [this Windows Media Player file](#) of Munch dancing to music.

## Stranger's Wrath:

- Stranger's Wrath has innuendo where a female Clakkerz is spit-roasted. When Stranger returns to Farmer Beeks, he finds out that all the Clakkerz at the farm have been killed and one is being spit-roasted on the fire. Spit-roasting is a term that can refer to a sexual act, where one partner is on each side.
- There is a Stranger's Wrath build that has Munch [in there too](#).
- There's a hedgehog thing in the game files of Stranger's Wrath. It would be a species used for ammo. In one file, it is called Pokeypine, although it's not clear if this would be its final name. There's also concept art for the Devil Vine creature (from The Lost Archives concept art) as potentially another ammo species.

## Rebooted Quintology:

- The New 'n' Tasty Oddworld logo shows up in the New 'n' Tasty opening cutscene on Molluck's presentation, which may be really immersion-killing.
- The opening tape screen with five Mudokons being shot ([Mudokon Countdown](#)) was bonus footage before being officially added into the games in Oddworld: Soulstorm, during the scene where Abe is looking at the Brewmaster's tape.
- This Oddworld concept art of Aslik's facial expressions, found [here](#), says "fuck"
- The Oddworld video game New 'n' Tasty had the end song "Born to Love You" by Elodie Adams (who is a fan of Oddworld) play in the credits. This was criticized for its tonal clash. (<https://magogonthemarch.wordpress.com/2018/07/01/mom-interview-elodie-adams/>)
- Oddworld had a partnership with Just Add Water, which was made up of old fans of Oddworld. They were in this partnership for New 'n' Tasty and HD remakes. However, they left this partnership when making Soulstorm. They instead worked with Fat Kraken Studios.
- Sleeches are in Oddworld: Soulstorm, but they are not physically seen. Their models can be seen however in the game's files.

- Soulstorm is in several ways a redo of Munch's Oddyssey. It was said to be the second part of the Oddworld Quintology and used concepts from Munch's Oddyssey, such as Molluck's return.
- Criticisms of Soulstorm mirror criticisms of Munch's Oddyssey; over-hyping and over-promising content, half-baked gameplay, an over-emphasis on cartoony elements, etc.
- It is unknown where Big Face is in Oddworld: Soulstorm. He seems to be a different character than the Shaman who is killed in the introduction cinematic.

## General:

- There is a mysterious location that shows up in the background of some old Oddworld interviews. It can be seen in this video.

<https://youtu.be/PEH3psRdwas?si=vRU6sTsUZUQZr0Mh&t=165>

Lorne explicitly says it's for the next game that they'll be working on after Munch's Oddyssey. The next game was originally Hand of Odd before it was cancelled and was instead Stranger. There has not been a place like this in any other concept art. It reminds me of the planet Kamino from Star Wars. You could say it's from Munch's Oddyssey, but Lorne said earlier in the video that the staff is mostly on vacation because they got done the game (meaning Munch's Oddyssey) and this is for the "next game". It can also be seen in the background of this video, which is another Oddworld tour, at these time points.

[https://youtu.be/HzAd8\\_sHaA4?si=KnGqksxugGzqGORK&t=598](https://youtu.be/HzAd8_sHaA4?si=KnGqksxugGzqGORK&t=598)

- [https://youtu.be/HzAd8\\_sHaA4?si=KnGqksxugGzqGORK&t=598](https://youtu.be/HzAd8_sHaA4?si=KnGqksxugGzqGORK&t=598) Several characters have names that are puns. In Oddworld, Stranger's Wrath, D. Caste Raider is The Castrator. The name Aslik is a pun, meaning "Ass Lick". Additionally, Gabbiar is a reference to Caviar.
- Oddworld shut down and was in a hiatus from roughly 2005 to 2013.
- Hero 4 and Hero 5 of the Quintology have never been shown or detailed in any capacity.
- Lorne Lanning stated in this interview ([Lorne Lanning answering the questions formulated by the members of the Exoddus Club \[2000\]](#)) that all of the five Quintology protagonists would have their own moons and Squeek's Oddyssey, would revolve around symbiosis.
- This [PlayStation Plus article](#) suggests the idea of farming Scrabs. It states "Get big enough in Oddworld, and you can farm Scrabs".
- Lorne and Sherry hate the fart. They removed it from Oddworld: Soulstorm. This is discussed in the Abe's Origins artbook.
- Lorne Lanning believes that the story about the Titanic isn't true. (<https://www.youtube.com/watch?v=uotua5VoV9U>)
- OWI commonly re-uses pre-existing renders. In promotional art, the same images are copy-pasted repeatedly. The newspaper cutscenes for Soulstorm are an example as they show the same rendered images of the characters; these are the same renders that were initially released before gameplay was shown.
- Hand of Odd would have been an RTS game.
- Lorne Lanning credits dropping Hand of Odd to a talk he had in the bathroom. [Link here.](#)
- There was a Lorne Lanning controversy when he made statements about the deceased Iwata. He apologised.
- There is an enemy variant from the cancelled game The Brutal Ballad of Fangus Klot that is called Brute.
- Mudokons are often seen to be carrying spears in concept art, as well as in promotional footage from Hand of Odd.
- In the Abe's Origins artbook, there is a reference to Lorne's idea of a Flying Simbiant Creature. This creature has never been mentioned elsewhere.
- There's what seems to be [an image](#) of Christian Bale in one of the pieces of Citizen Siege concept art. Citizen Siege also seems to have a character called Candice.
- A very early build of Fangus Klot [apparently exists.](#)

- There is a common fan theory that Molluck will be one of the five Quintology heroes, but this has never been officially stated or suggested.
- Oddworld had various trademarks including “One Nation Under Odd”, intended for Hand of Odd, “Oddworld Just Got Stranger” intended for Stranger’s Wrath and “In Odd We Trust” for Abe’s Exoddus and early Oddworld.
- The now infamous Tommy Tallarico (infamous after a popular [YouTube exposé](#) of him) is mentioned in the Abe’s Origins artbook and he provided music for Oddworld: Munch’s Oddysee.
- The Abe’s Origins artbook mentions something called the Parlech Soulgrounds. It also mentions Soulgrounds for the Scrabs. As this concept art is among concept art for Scrabania and Paramonia, we can assume that this is a place for either Paramites or Scrabs.
- There’s a James Bond reference in the Abe’s Origins artbook.
- There is a [Mudokon called Po](#).
- Spitfire was an early name for a Meech.
- There are 100 [signed versions](#) of the The Art of Oddworld Inhabitants: The First Ten Years artbook.