

Abe's Oddysee **Review**

Game Name: *Abe's Oddysee*.

Game Platform: PlayStation, PC.

Game Overview:

Abe's Oddysee is a quirky adventure game that sends players to the fictional setting of Oddworld. They play as the Mudokon called Abe, who is a humble janitor for the shady Rupture Farms—a food production corporation. He must escape when he discovers that their new line of food products is made of Mudokons. Players venture through various places, going scene by scene solving puzzles, avoiding enemies, and saving fellow Mudokons.

What did this game do that was different from its predecessors?

This game had unique puzzles and means of solving them. Abe had a variety of actions that could be done in solving problems including running, jumping, sneaking, deactivating and activating bombs, using special chanting magic, whistling, farting, laughing, and speaking various phrases to communicate with fellow Mudokons. The game progressed screen by screen as opposed to other sidescrollers that place players on one large map. The world itself was unique and original, which was one of my favorite parts about it.

Favorite part about the game (and why).

The best part about the game is its overall quirkiness and charm. It was a game of its own, and it still is a very unique game by today's standards. Very few games feature a fart button, and even fewer actually make it a real part of the gameplay. It's that kind of humor coupled with the lovability of the surprisingly adorable protagonist that makes the game what it is. The entire universe of Oddworld oozes with originality, and that's the main reason it's stuck with me so long. From the interesting character designs of the Mudokons and sligs to the wild landscapes of Scrabania and Paramonia, the whole game is memorable. There are so few games out there that have dared to be that off-the-wall.

Least favorite part about the game (and why).

The biggest flaw in the game was that the save points were placed at odd intervals. There wasn't much consistency in them, and it made dying a real punishment because there was no telling when the last save was. Additionally, the manual save system was odd—to be polite. When you saved your game, it simply made an entry in the save list with the level and the save point number, so if a player backtracks in the level and then saves, there's going to be a lot of confusion as to which save is which.

Additionally, the difficulty of some of the puzzles were polarized into either brain-dead easy or brain-fryingly hard. This causes the player to have to get through the majority of the game based on trial and error, plenty of dying, and lots of memorization, which doesn't make for the most fun gameplay.

How would you change the game to make it better?

Adding more save points would make the game much smoother. That way, dying doesn't have to be such a severe punishment. With a trial and error style of gameplay, it's better to make dying just a minor (emphasis on minor) annoyance rather than something that causes a player to redo a solid ten minutes of the game. It can really put a frown on a player's face, so fixing that would honestly make the game a good 40-50% better, since that was its main flaw.