

Stupid Invaders FAQ/Walkthrough

by falsehead

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This walkthrough was originally written for Stupid Invaders on the DC, but the walkthrough is still applicable to the PC version of the game.

***** STUPID INVADERS: FAQ/WALKTHRU *****

Dreamcast Point and Click adventure released 2001 US

FAQ/WALKTHRU (Final Version) 28/11/2001

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***** INTRODUCTION/REVISIONS *****

INTRODUCTION - Stupid Invaders is a 3D point and click adventure for the Dreamcast. It's good fun to play if you are into the genre, but it can be a little unfair in some of the puzzles and random deaths it springs on you. It can also be completed VERY quickly if you use this guide, so have a crack at solving some of the puzzles yourself first. One thing I do recommend doing is saving before every puzzle, you never know what will result in your death. Some of the death scenes can be pretty funny, so in my guide I have noted instances where you may want to die, just to see the hilarious scene!

Anyway, this is a pretty simple guide, and I've tried to keep spoilers to a minimum. There aren't any secret routes or unlock able extra's. It's just a linear story. But it's well written, well animated and voice-acted and I enjoyed playing it a lot. Hope you do to!

REVISIONS - Version 1.0 (10/09/2001). Wrote first version of guide.

The next version will probably be the last, there are some objects in the game I am still unsure of the purpose of. When I have explored all the avenues I'll write up the final guide.

Final Version (28/11/2001) Well this is going to be the final version. I gave this guide to two people who played through using it and there were no wrong directions or parts I had missed. I have fixed the spelling errors in the previous version and there really isn't anything more to add.

Can I just ask that you please, PLEASE read the guide thoroughly before asking me a question. All the info is in the guide and you'll save a lot of time getting the info from this, rather than waiting for me to reply to your emails!

***** HINTS FAQ *****

I've included this section so those of you trying to do it without the guide can read some hints without having the full solutions revealed.

GENERAL TIPS: Save regularly, often a clue to a puzzle can only be figured out by dying a certain way. Its unfair and illogical I know, but you have to get used to it. Also collect everything, almost every item has a use and if they don't work on their own, try combining them. Finally make sure you have searched every inch of the screen before giving up. Many sections later in the game require a lot of travelling simply to do one thing. Make sure you have explored as much as you can. Some of the puzzles are pretty pointless; so do bear this in mind to.

Q1) There's a Chicken blocking my way on the chimney, any advice on how to move it?

A: If it's sitting on a Chimney then maybe the FIREPLACE is your answer. Hunt around for something you can send up the FIREPLACE to get rid of the chicken.

Q2) In the SPACESHIP ROOM, the Hat Guy killed me - HELP!

A: This is a hard one, but you'll need something to wrap around the CUPBOARD

and then something to drag the cupboard away. Look in Candy's room and look outside the house as well.

Q3) So now I can't melt the ICE CUBE...

A: Then find something that blows hot air, and something that will allow it to stretch across the room.

Q4) I can't get the computer to open the safe.

A: Well you should have the SMTV up and running, this will alter your appearance. Once you can get the computer to mention the Amazing Maurice, you should be fine.

Q5) What am I supposed to be doing in the place with the cows??

A: Your whole goal here with Gorgeous is to get the tool you need to pull one of the cows out of its hole and take it away. So as you search around, look for items that could possibly be of use.

Q6) The dog ate me, how you I get rid of it?

A: Find THE WELDER, he has something you can use.

Q7) Yeah, but he killed me as well...

A: Look for a weapon you can use, there is a "crappy" one lying around :)

Q8) I got Candy out Nelsons Lair but now I'm in a dead end?

A: Well check your inventory; make sure you collected everything from Nelsons Lair. If you check the ground and a message appears, that's a clue to use something.

Q9) The Fish Chopping man keeps killing me, help!

A: Ok the fish are a clue. You need to find something in the area that will fool the fish man. Can you see anything water related?

Q10) Now I'm Stereo, I opened the access chamber but nothing is happening.

A: You need to find an item that you won't need to use until you switch back again to playing Stereo at a later date. There's really only one other place you can look.. yup time to backtrack...

Q11) Arrgh, Gorgeous is surrounded by alien bits and I keep killing him in the radioactive acid gutter, what do I do NOW??

A: This can be tricky as the perspective of the room view doesn't help, but the key to escape is to be found along the ledge. You'll need the acid to, but you have to find something to put it in...

Q12) I'm just teleporting Candy at random, which one gets me out?

A: You can't get out unless you use certain pods in a certain order. The clue is in the numbers on the pods. Start in pod 1 and look at the number of where you teleport to next. Now you can use those two numbers to start figuring out a sequence.

Q13) The maze and desert are driving me MAD!!!

A: Sorry there is no trick to these parts. Either get through by trial and error, or look at the guide further down in the FAQ. I can't give any clues.

Q14) Why won't Etno stay in the Sieve.

A: Etno has two pointless tasks to do here before his scenario ends. One involves going up very high, the other involves pressing the right switch. Not very exciting.

Q15) Am I missing something in this section with Candy in the Rocket? How can I get the rocket started?

A: Look hard for something that could contain fuel, Candy is stronger than he looks!

=====
***** WALKTHRU *****
=====

(NOTE ON CONTROLS: Basically I'm using the word USE whenever you need to interact with an object. Some times you will need to switch from EXAMINE to USE. The EXAMINE icon is a hand holding an eyeball; the USE icon is a hand moving its fingers. To switch from one to the other press the blue B button. Then press the red button to EXAMINE/USE as normal. Also when I say walk UP that means walking to the back of the screen, DOWN means walk to the front of the screen.)

1) STUPID INVADERS - DISC ONE

a) PLAYING AS BUD:

After the introductory sequence you take control of lanky orange alien Bud. Your task is to rescue your friends while avoiding the Evil Guy in the Hat. You'll find yourself in a room with Evil Hat Guy banging at the door (opening the door will result in Game Over). Walk Left. You are now in the toilet room, in the first perspective viewed from above is a window. Move forward into the toilet area.

You can USE the toilet if you want, does nothing useful but is quite funny. EXAMINE the CANDY'S and GORGEOUS TP. You can pick up the CANDY TP, but it is useless for escaping with. Pick up the PLUNGER (left of toilet) and the Roll of GORGEOUS TP (far left bottom shelf). Pick up the DRAIN EUGH from the top shelf and go back to the first view of the room, so you can see the window. COMBINE the TP and PLUNGER and USE the combo on the Window. Finally USE the hanging TP and you'll climb out.

Now Bud is on the roof. EXAMINE the CHIMNEY. Now talk to the MAN IN CHIMNEY. Choose the second dialogue option twice (although you can annoy him with the others), the USE the DRAIN EUGH on the CHIMNEY. Now enter the CHIMNEY.

Bud's in the Cellar now. Pick up the SULPHURIC ACID in front of you. You can talk to the Green Blob on the floor, he won't kill you. Walk up towards the shelves at the back of the room. Pick up the FUNNEL and CLAW. GO BACK to the where you were and carry on DOWN and you'll see a coffin. USE the CLAW on the COFFIN, then USE the FUNNEL on the ZOMBIE. USE the SULPHURIC ACID on the FUNNEL. You'll take the KEY automatically. Walk right the way back across the room to where the shelves were and climb the STAIRS. USE KEY on PADLOCK.

Now in the room you in now immediately to Bud's left is a MOUSETRAP. EXAMINE the pick it up. Head down screen and you'll be facing a button, with some stairs in front. Walk to the FRONT OF STAIRS (don't go up them or it's game over). USE the MOUSETRAP in on this spot and Bud will place it at the foot of the stairs. Now go back to the SWITCH on the post and USE it.

[CUT SCENE OCCURS]

Now go up the STAIRS. You're in a corridor with a ringing phone (you can safely answer it, it's quite funny). Head UP towards the far end of the corridor, you'll see a blue door and a brown door with a cactus next to it. Enter the BROWN DOOR. Head down screen and right, you'll see a pile of rockets, a scooter and Bud's mags. Pick up a ROCKET. Head back out the door and EXIT TO CORRIDOR. Now enter the BLUE DOOR.

Bud's in the kitchen now. Go down past the fridge (you can get a snack from it if you want), until you are in front of the sink and dishes. Open the DRAWER (under the green Urn) and take the LIGHTER from the DRAWER. EXIT the room the way you came in.

Now head back along the corridor, past the ringing phone until you stand facing a brown door, with a blue door either side. Enter the Left Door. You can open the pink cupboard for the start of a funny running gag! Move to the centre of the room which has a fireplace in it. Over to the far left is a roaring, snapping plant. You can interact with it, it won't kill you. To the right is an organ Bud can play to get a VERY immature joke. USE the ROCKET on the FIRE PLACE, the USE the LIGHTER on the ROCKET WICK.

[SHORT CUTSCENE]

Now exit the way you came and you're back in the corridor. You can enter the other blue door on the right but there is nothing important to do there. Walk to the STAIRS and go up them. Go right through the red curtains and enter the green door. USE the WASHING MACHINE to the left and take the KEY inside it. Now leave and cross to the other side of the balcony. Enter the door on the left.

This is Candy's bedroom. Head left across screen towards the CUPBOARD. Open the CUPBOARD and take CANDY'S PANTYHOSE. Then carry on round to the dressing table and USE the KEY on the DRAWER. Take the HAIRDRYER inside it. You can explore more if you want. You can listen to the hi-fi and sit in the chair. When you are done, leave the room. Head UPSTAIRS.

You are in a room with stuffed animal heads on the wall. You can examine them, but there isn't anything to do here. Carry on ahead through the doorway. You're in a room with a bath tub in it and two doors. A blue one on the right and a brown one at the far end. Head past the bath and go through the Brown door.

You're in a dark ATTIC now. Go forwards and you'll be facing a patch of darkness on the left and a window directly ahead. Move towards the patch of darkness and move the pointer around until it highlights the word SWITCH. USE the SWITCH and a light will come on. USE the CHEST twice (you'll close it then climb up it) and take the CRANK of the shelf. Just click the pointer on the floor to get Bud to jump back down. Now walk back and up towards the WINDOW.

There is a small hole roughly in the middle of the window frame. USE the CRANK on the HOLE and Bud will open the window. JUMP OUTSIDE. Get the PLANK and USE it on the CORNICE. Click on the PLANK to get Bud to walk across. Now go down the CHIMNEY.

You're back in the SPACESHIP ROOM. Be careful here, don't walk in front of the CUPBOARD or its Game Over!! USE CANDY'S PANTYHOSE on the CUPBOARD, then leave the way you came, back up the LADDER. You need to go back to the kitchen. So go back through the ATTIC, down the stairs, down more stairs, past the ringing phone and through the blue door near the brown one. Now you're in the kitchen leave via the Purple Door on the left. You'll see the PANTYHOSE hanging down. USE the PANTYHOSE then USE the LAWNMOWER.

[A CUT SCENE OCCURS]

Re-enter the house and go back up to the room before the ATTIC. This time go through the Blue Door. You're in a room with a Zebra skin rug on the floor. Walk forwards and then towards the chair and TV. Go round the back of the TV and pick up the EXTENSION CORD. Exit via the door at the far end. Carry on past

the red doorway (you can go in the red corridor, but there is nothing useful there). You'll be facing a broken door that leads to the SPACESHIP ROOM. Enter the SPACESHIP ROOM. USE the EXTENSION CORD on the SOCKET (located behind Bud, on the left of the doorway). Then USE the HAIRDRYER on the EXTENSION CORD.

[A LONG CUTSCENE OCCURS]

b) PLAYING AS ETNO:

Now you're in control of the big lipped, purple alien Ethno. This scenario takes place in just one big room -the secret lab. Firstly walk right and you'll walk into the main view of the room. You're at the top of this view. Walk to the right of the screen and now you'll be looking up screen towards a small blue box. Walk up screen towards it and now you'll find it's a SUITCASE. USE the SUITCASE and it'll turn into the SMTV. Next to it is a BATTERY. Pick up the BATTERY and GO BACK to the main room view. Head up and towards the top left of the screen towards the big generator (it has big cogs on top). Behind this is a SOCKET. USE the BATTERY on the SOCKET.

Now GO BACK to the main room view and head down and left. You'll be in front of the computer. Talk to the computer.

- Talk to it about cricket.
- Talk about your papers.
- Tell him you are sorry
- Tell him he can come with you
- Tell him you can put him on disc
- Tell him you'll make two trips.

Now it'll clam up and won't talk anymore (don't select the "getting on my nerves" option - Game Over if you do). Go back to the SMTV. USE the BATTERY on it, then USE the SMTV. A short auto-scene will occur.

Now the safe is open, GO BACK and GO IN THE SAFE. Pick up ENCYCLOPEDIA and GO OUT.

[LONG CUT SCENE OCCURS]

c) PLAYING AS GORGEOUS

Now you are the Fat Blue Alien Gorgeous. You start off surrounded by chickens. DON'T interact with them - you'll die (it is quite funny though!). Go left, then left again until you are in front of the factory. Walk down to the lower left of the screen and you'll be standing by the SEWER ACCESS. You can't open it yet, so leave the way you came to trigger a short cut-scene. Talk to CHICKEN ZILLA (press B to change the action from LOOK to TALK). Another short scene occurs. When it is over you can enter the SEWER ACCESS.

d) PLAYING AS CANDY

Briefly you take control of camp green transvestite alien, Candy. Go down screen then up screen. USE the DOOR twice and enter. Now you are trapped in NELSONS LAIR. Eeeek, poor Candy!

[CUTSCENE]

e) PLAYING AS GORGEOUS

You're back in the sewer with Gorgeous. Go down screen. USE LADDER. Head up

screen and you are facing an elevator; USE the SWITCH on the right of it. As you ride the elevator there will be a short CUTSCENE back to Candy. Now, back with Gorgeous and you're inside a tower full of defecating cows. Walk across the bridge until you are outside of the tower. Walk to the upper left to go round the tower and you'll be facing another ELEVATOR. Ride the ELEVATOR and head towards the FOOTBRIDGE. Carry on across it and GO TO NEXT ROOM. Climb the stairs; to your left is a big cooking pot and ladle. Pick up the LADLE in the BIG POT and USE it twice on the BIG POT. Now you can pick up the BIG POT. Now head up screen and GO TO NEXT ROOM.

You are now in the dung museum, which is full of turd sculptures (you can examine them, they are gross!). Go down screen and then up the STAIRS at the far end of the room. Now you can see a DUNG MALLET on a plinth behind a flag. DON'T take it yet, it's another GAME OVER if you do. Instead select the BIG POT in your inventory and are given the option WEAR BIG POT. Do it, and you'll automatically take the DUNG MALLET. Hit the HEN with it (for a laugh), and then leave the Dung Museum the way you came. Back across the FOOTBRIDGE, and down the ELEVATOR. You're at the bottom of the Cow Tower again. Walk down to the front of the tower and use the SWITCH by the wood floor panel.

Now you're on a level with a bridge going upper right and upper left. Walk upper left and GO UPSTAIRS. Head up and along to the right. Now you are in front of the WELDER. You can talk to him, but he won't give up his GAS CANNISTER. Don't take it, he will kill you. Instead USE the DUNG MALLET on him (hardy har, har!). Now THE WELDER is taken care of you can take the GAS CANISTER.

Go back the way you came until you are at the bridge junction, this time go upper right and GO TO NEXT ROOM. Now you're in the Dog's Room. Don't go near the dog, he'll kill you (quite disgustingly as well!). Instead select the GAS CANNISTER from your inventory and move it across the floor until the message WALK HERE appears. USE the GAS CANNISTER in this spot and that will get the Dog out of your way. Now walk down screen and you'll be facing a caged doorway. To the right is a DOG KENNEL (green and shaped like steps). Pick up the DOG KENNEL. Go through the cage door and GO TO NEXT ROOM.

To your right is a SKATEBOARD, go and pick it up. Now walk right and jump over the large cable (you may need to move Gorgeous about a bit to get him to automatically cross it). On the next screen USE the KENNEL on the area marked FRONT OF CHEST. Click on the KENNEL to climb up it. Take the WINCH. Leave the cage, go back through the dog's room, along the bridge to the elevator, use the switch to return to the foot of the Cow Tower.

Now walk to the right and you'll find you can talk to four of the cows. The one you say "I like your nose ring" to is the one you want. USE WINCH on that COW, and USE it again until it pops out of its hole. Now USE the SKATEBOARD on the COW. Now push the COW and follow it into the ELEVATOR. In the next room, PUSH THE COW three times, until you are facing a metal door. OPEN THE DOOR. Go back and PUSH THE COW through the door. Pick up the HOOK and USE the LEVER.

f) PLAYING AS CANDY

Poor Candy needs to escape from Nelson's Lair. Don't try going straight out, Nelson will wake up and stop you leaving. Go up screen, then through the curtains to the bathroom. In the bathroom, walk right. Now open the DRAWER to find a RAZORBLADE. Pick up the yellow bottle of BODY OIL on the bathtub and then leave the bathroom.

Go bottom right and carry on down past the door until you are facing an INFLATABLE CUSHION. Take it and now its time to leave. Go over to the door and

USE the BODY OIL on the HINGE (on the left hand side of the door). Now you can open the door and GO OUT.

Carry on walking left, carry on past the skeletons (Nelson's former boyfriends?? Erk). Now move the pointer until you get the message ON THE GROUND. USE the INFLATABLE CUSHION in this spot. Now sit in it and USE the RAZORBLADE on the CUSHION.

[END OF DISC ONE]

3) STUPID INVADERS WALKTHRU - DISC TWO

a) PLAYING AS CANDY (cont.)

Now Candy is in the back room. Walk up screen and OPEN THE DOOR. Walk right, past the trolley shelves. Pick up the VACUUM CLEANER (to your right) and Candy will remove its HOSE. Now carry on and GO TO NEXT ROOM. AT the top of the screen is a yellow DIVING SUIT. Put the DIVING SUIT on and Candy will automatically move to the next pace you need to be. Now you're underwater so walk down screen and ahead is a yellow submarine.

Go to the SUBMARINE, once underneath click again to climb the ladder and go inside. Walk Left and USE STEPLADDER and Candy will grab the Singing Fish (look at it first to get a song). Now leave the SUBMARINE (don't try and pilot it, you'll die). GO BACK and climb the ladder in the water.

Once Candy is out of the suit, head rightwards. Don't interact or walk in front of the fish chopping man or its game over. Use your FISH on the FISH PILE; this will dispose of the Fish man. Now open the SMALL CUPBOARD and USE HOSE with GAZ CYLINDER, USE GAZ CYLINDER then USE GAZ STOVE. A flame should start burning.

Now walk towards the FRIDGE (open it for the running gag), pick up the BUCKET by the FRIDGE. Press the BUTTON by the metal double door. ENTER CABIN and EXAMINE CONTROL PANEL. Press BUTTON NO. 2, then GO OUT.

You're at the far end of a long red bridge. Follow it right round to the left. Now walk down screen, then up screen, then right (past the IRON CURTAIN), then left (past the smoke). Keep going up screen until you reach a yellow HUGE DOOR. Open the HUGE DOOR and you're in a metal room. Walk forward and press the RED BUTTON in front of you *DON'T PANIC*, Candy is supposed to get squashed!

Now return to the IRON CURTAIN (go back right, right). Click on the IRON CURTAIN and Candy will slip under. Go down the STAIRS. Now turn around and move towards the light brown boxes behind the steps. Pick up the CHILI CAN. Go back up then go down the small set of STAIRS, then GO DOWNSTAIRS. You should be in a room with a pipe and a big pile of crap in it. Go left across the room. You'' see a REDNECK, don't talk to him - you'll die.

USE LEVER (on the left) and the REDNECK is not a problem anymore. Now head right to the double doors in the top right corner. Pick up the IRON BAR then go through the SWINGING DOORS. Walk down screen and you're back where you started near the kitchen.

Go back to the GAZ STOVE and USE the CHILI CAN on the flame. Now you have a can of HOT CHILI. Now go left, left, down, up, open door to return to the room where the CART is. Go past the CART and cross back right to the IRON CURTAIN (it'll say walk here by a pile of boxes). Open the IRON CURTAIN. You're back with your blue, foul-mouthed pal Gorgeous. Finally USE BUCKET on the COW.

[Sit back and enjoy another funny CUT SCENE]

b) PLAYING AS STEREO

Now you take control of Stereo, the red, two-headed alien. Go down screen, then up towards the striped double-doors. GO OUT through them. Walk rightwards along the bridge and enter ACCESS NO. 1, then ACCESS NO. 3 and ACCESS NO. 5. Now your in an elevator. PRESS 1. [SHORT CUTSCENE].

Go down screen and EXIT CORRIDOR. You're in a big, grey panelled room. The door on the left is where you need to go - it says TO THE GAS ROOM. In the gas room, go down screen and pick up the GREEN GAS TANK. GO BACK and up screen USE GREEN GAS TANK with the PLUG GAS TANK. Use the right-hand taps with the "smile" sign underneath; the other taps will result in a Game Over. Now EXIT GAS ROOM.

Now go right across the screen towards the other door - TO THE DISSECTING ROOM. You are on a sort of balcony, so go left to the END OF THE CORNICE. USE the IRON CURTAIN, USE the GREEN GAS TANK on the PIPE PLUG. [SHORT CUTSCENE].

Now walk to the far right of the balcony and go down in the ELEVATOR. Carry on right and USE IGORS FOOT, USE IGORS FOOT AGAIN to add it to your inventory. Now USE PROFESSOR IGOR to acquire the MAGNETIC CARD. Then go down screen and EXIT. Then EXIT ROOM through the door on the balcony.

GO TO THE CORRIDOR (through striped door) and go down screen. CALL THE ELEVATOR. PRESS " and retrace your steps all the way back to the jail area where you started off with Stereo. Once there, go down screen and down again. Then go left by the first pod (the one with the SPACE BRICK inside) and USE the MAGNETIC CARD on the ELECTRONIC LOCK. Take the SPACE BRICK. Now exit the jail area and go ALL the way back to the elevator AGAIN (!!!). PRESS 3. Now walk down screen, then up screen. USE PLATFORM, then USE IGORS FOOT on the FOOTCHECKER. The door will open, now ACCESS CHAMBER.

c) PLAYING AS CANDY

Well we're back with my fave camp alien and it looks like he's in the crap again :) TALK to the GIANT FLY seven times. Once it has dropped you off go down screen and up the steps on the right (GO UPSTAIRS). Walk to the upper right. You can ENTER JOHNS HOUSE NOW if you want, but you'll just get thrown out. SO go right and USE the FEMALE ROBOT. Oh dear, looks like Candy's gonna get shafted again...snicker.

d) PLAYING AS GORGEOUS

Pick up the ALIEN GUTS just to the left. Now walk down screen and pick up the ALIEN SKULL. USE the ALIEN SKULL on the RADIOACTIVE GUTTER (don't touch the gutter with your hands, you'll be vaporised!). Go up screen and pick up the SMALL ALIEN BONE. Combine the ALIEN BONE and ALIEN GUTS. Now go up screen so Gorgeous follows the ledge around. USE the LAIEN BONE AND GUTS on the SMALL BARS. Pick up the WOODEN WEDGE, then CLIMB. Pick up the next WOODEN WEDGE, now USE the RADIOACTIVE WATER FILLED SKULL on the SMALL BARS, then CLIMB.

Walk down screen and down screen again. USE LADDER. There is an IRON HOOK hanging from the bar above the pipe (it's a bit hard to see, look carefully). USE the IRON HOOK. Now GO BACK and go down screen, then up screen. USE IRON HOOK on the GAS PIPE. Go down screen twice (back to the ladder screen) and USE the IRON HOOK on the IRON DOOR. Almost immediately to the left of the blown out doorway is a red box. Go left towards it. Pick up SMALL HAMMER and USE it

on the FIRE AXE. GO BACK rightwards then down screen. Head up screen and (try to) EXIT.

Now use the FIRE AXE on the STOOL and then EXIT. You're in a room full of aliens in bubbles (if you are feeling cruel try pressing the switches on the panel mid-screen). Go through the EXIT on the far left. Now you're in a room with a giant, erm, Thing in a bubble (press the switch underneath for more cruelty, heh heh heh). EXIT far left.

e) PLAYING AS CANDY

Walk right and then USE the COUCH. You'll get some MONEY. Now EXIT HOUSE. GO BACK and you'll see the GIANT FLY at the top of the steps. USE the MONEY on it and you'll both fly off to another area.

You are now in a room full of teleporters numbered from 1 to 21. The key to this puzzle is the teleporter numbers. You have to use them in a certain way to find the one that leads out. So start in Teleport POD 1, you'll reappear in POD 2. Now add 1 and 2 to get 3. So go down screen and use POD 3. You'll reappear in POD 5, now add $5 + 3 = 8$, so go to POD 8. You'll appear in POD 13, so add 13 and 8 to get 21 and then use POD 21, which will teleport you out of the area.

f) PLAYING AS STEREO

Click anywhere on screen to bring Stereo into the room. Walk right, and right again, then down screen. The blue ring to your right is a teleport, so USE it. Go right and USE FOOT SWITCH, then USE SPACE BRICK on the RED SWITCH (a secret door will open). Go back down using the teleport.

Go down screen, left then left again and through the secret door. Go up screen. Now its time to play "Simon" the memory game I remember from my childhood...urk.

Basically there are four colours; one will light up so you press it. Then the same colour will light up again, followed by another, so now you press both colours. This goes on until the sequence is ten lights long. If you mess up the sequence starts from the beginning and will be different.

When you have succeeded, GO BACK and go right three times. Go through the security door. Go down screen. Walk towards the green window, click on the desk to end this scenario.

g) PLAYING AS BUD

Go down screen and go left towards the toilets and USE the LARGE TOILET BOWL. Now GO TO THE RIGHT and carry on right along the pipe and GO TO NEXT ROOM. Walk to the lip of the ledge you are on and travel down on the PLATFORM.

Now you're in the maze - ENTER MAZE to get started (HINT: save before you start if you get lost following my directions its easier to reload than try and find your way back).

Each instruction covers one screen worth of movement.

- head right towards the flag (TURN HERE)
- go to the bottom of the screen (WALK HERE)
- go to the bottom of the screen (THIS WAY)
- carry on following that path
- keep on the same path
- go to upper left corner
- go to bottom left corner

- follow path around up screen
- go up
- up again
- go left
- go down screen
- go down screen again
- go left
- go up screen
- go down screen (GO HERE)
- go down screen
- go right
- go down screen

All being well you should now enter an automatic cut scene. Go to the toilet or make a cup of tea as this is the longest, boringest cut scene ever made in the world ever.. hardy har Ubisoft >:(

OK now that's over, walk right to the HOLE and pick up a GREEN ALIEN. Now go up screen TALK to the ROBOT. Keep talking until you get the option to offer him a foot massage and choose it. Now when the robot is gone you should go back down screen and BEHIND THE FAN. USE the ROBOT and you'll be blown up into desert.

[I advise saving here as the desert is a difficult area, go too many screens in the wrong direction and you burn up - game over!]

Walk down screen then GO WEST (left) three times. Pick up HOSE PIPE. Now GO SOUTH twice and then GO EAST six times.

You should reach a screen with a see-saw in it. Rock on one end, skeleton on the other. USE the ROCK then pick up the SKULL. Now go left and then GO NORTH three times. [SAVE HERE!!!] Go up screen and talk to the EAR TRUMPET.

h) PLAYING AS ETNO

This is why you should save before, Etno has three second to get out of here or it's game over! Quickly go down screen and USE SPRING to escape. Now go down screen to use the TELEPORT POD.

USE MOVING PLATFORM (right side of screen) and go up LADDER. Go down screen and up the STAIRS. Go down screen and follow the bridge around to the SMALL PLATFORM. Go down screen and USE MOVING PLATFORM. Go up screen and go up LADDER. Pick up the rat and then go all the way back down to the bottom.

Get on SMALL PLATFORM and press the GREEN SWITCH (nothing will happen, but that's OK). Now EXIT PLATFORM and go down screen. PUSH THE SWITCH and enter the SIEVE.

i) PLAYING AS STEREO

Go down screen and GO TO NEXT ROOM.

j) PLAYING AS BUD

Go down screen, go right, GO EAST, GO NORTH, GO WEST, go right. Get the HOSE PIPE, now USE the SKULL on the HOSE PIPE [CUT SCENE]

Now go left wards, then down screen. GO TO NEXT ROOM (doorway on left). Go down screen and use the CONTROL PAD under the big picture.

[LONG CUTSCENE]

k) PLAYING AS CANDY

Heh, looks like Candy has to save the day! Go down screen, then GO DOWNSTAIRS, GO DOWNSTAIRS again. Go down screen and JUMP DOWNSTAIRS (down the hole). USE the ELEVATOR, then go right. Pick up the huge BARREL (!) [SHORT AUTO SCENE].

Pick up the PIPE, now go BACK TO THE ROCKET, go left and USE the HANDWHEEL. Now CLIMB UPSTAIRS and USE the RED LEVER. Finally GO UP THE LADDER, go down screen and press the IGNITION SWITCH.

Time to sit back and enjoy the ENDGAME FMV! Hope you had as much fun as I did :)

Feel free to email me about any aspect of this guide, any contributions you would like to make will be fully credited if used and are more than welcome. Please inform me of any errors, typos etc so I can rectify them immediately My email is falsehead@aol.com

(Blatant plug: check out my games website at www.kungfuhamster.cjb.net for loads of info on Martial Arts, Beat 'em Ups, Kung Fu Movies and Pokemon!)

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***** THE END *****
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