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----- 1. - Basics of the Game -----

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-----Controls-----

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- * D-Pad - Move
- * A - Jump
- * B - Throw Projectiles
- * L - Look+Move
- * R - Look
- * Start - Pause
- * Select - No Use

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-----Movement-----

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The two game controls are Isometric and Direct. Isometric is on by default, and it will move diagonally whenever you press one direction. Direct will move side to side whenever you press one direction.

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----- 2. - Walkthrough -----

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2.01 - Treasure Iceland -- Stage 1

=====TI01=====

Go down and to the left. Grab the key and the hot dogs. Now go back up and go through the gate. Grab these items and go up the stairs. Talk to the director and go to the left. Grab the film reels and then keep going up. Go to the right at the stairs and grab the fruit by the director. Now go back down and go to the right the next chance you get. Break the box with the arrow over it with the fruit and grab the key. Get back to the stairs after you grab the key and open the gate to the left. Talk to Slappy Squirrel and you're off to your next objective.

Get out of that jail cell and go up the stairs. You will have to attack the guard with the bombs until he drops a key. Grab it and open the gate up ahead. Climb the stairs and grab the items up there. Fall down and push a metal crate towards the stone in the middle. Jump up there and grab the key. Go to the top where you see the director, talk to him. Go along this path that right next to the director until you reach a large yard.

Move all the way to the right and throw fruit at the target. Go through the stage door and you will be in a little mini game. It's a DDR sort of game where you have to press the button in the star perfectly. The more perfect hits you get, the more bonus time reels you get. Afterwards, switch to Brain. Go up the moving platform and to the top left. Flip the switch and go back to the stage door. Switch back to Yakko and go back to the top by where the gate was. Get on the moving platform to get to the right.

Attack the enemies here and grab the film reels. Follow along this path. Go down to the bottom of this area and you'll see somebody walking around with a box over his head. Throw apples at him until he drops the bones and grab them. Now go to the top right and you will have to fight the brutal Major Gringo.

Throw bones at the dogs and start throwing bones at Major Gringo. Be careful because the dogs will stop chewing them for a while. Watch for them before they attack you. Don't touch the dogs while they're gnawing away at the bones either, because they will hurt you. Grab the key after Major Gringo surrenders. Go through the gate and to the end of the dock.

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2.02 - Martian Assault -- Stage 1
=====MA01=====

Go to the right and flip the blue switch when you see it. Go on the platform that just started moving and along this path. Flip the switches until there's nowhere else to go. Grab the fruit up there and explore this whole room attacking all of the enemies you see. Once you are certain all of the enemies are gone, go to the left and through the stage door. Switch to Brain and switch the switch in the middle of the room. Move to the upper right corner. Flip that switch and move along these platforms until you reach two different paths you could take. Take the path to the right.

*Side-Note - The gray platforms will wait for you until you get on them, the orange platforms will never slow down so be quick with those.

Go up the small elevator and flip the switch in the top of this section. Go down to the bottom corner and get onto that moving platform. Hit the switch and fall down to the lower platform. Go on the moving platform to the far left and keep moving across across this path and flipping the switches until you reach last switch. Fall down and get to the stage door. Switch to Dot and go up the platform and move across them. Talk to the director and fall down to the right. Flip that switch and go all the way around, and get back to where the director is. Stand on the elevating platform and glide to the right.

Talk to the director here. Go to the right and get on the moving platform. Keep following this path and fall off the ledge at the end. Attack all of these enemies and go back to the stage door in this area. Switch to Brain and go to the top right corner of this corridor. Sneak through the hole in the wall on the top and follow this path. Hit the switch and move along the moving platforms until you get off. Keep going and you will reach more moving platforms. Get on the first one and you will see two moving platforms.

Get on the lower of these two new platforms. Move to the next platform and you will reach two more platforms. Go onto the platform to the right of these two. Fall down at the end of the platforms and move to the right. Get to the switch near the right end and switch it. Move along these moving platforms and flipping the switches where necessary. After you grab the blue key, go back up the platform you went up to activate the last platform. Go onto the smaller platform and move along these. Move along all of these and grab the lever at the end. Fall down and use it to flip the switch to the left. Go up this platform and go through the gate to grab the next key.

Now fall and go back to the far right. Go up the small platform and open the yellow gate. Now you have to fight the invasion. Avoid all of the lasers that shoot out and attack the yellow glow. It will also teleport a few enemies in so be careful for them too. You could attack it from an angle from the left. Get just below the shock that shoots towards to the left, and throw the fruit towards the teleporter. You will know if you hit it by a puff of smoke that will appear. Keep attacking it until you destroy it. Go on the star platform to enter the next level.

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2.03 - The Castle of Doctor Scratchsniff -- Stage 1

Go down and to the left and help this man. Attack all of the bats and he will give you some garlic. The garlic will give you a better burp to make attacks easier. Keep moving to the left and destroy all of the skeletons. You could walk right through the skulls after you hit them. Go down the moving platform and move to the end of the platform you're on after the elevator. Jump across these platforms to the end. Attack the skeleton as you jump and grab the key. Jump to the left to grab the film reels. Attack all of the enemies in this area before you go on to the next.

After you've searched the area enough, go to the far left and down this area. You will see a big frankenstein walking around in this area. You could attack it and it will crouch in fear. You could then push it to use it as a platform. Collect all of the items in this area. You have to keep going to the open treasure chests until you get the big key in the last chest. Go to the bottom right when ready. Switch to Yakko through the stage door and continue to the right. Grab the apples. Jump and throw it at the target. That will make the platform begin to move, so hop onto it. Get to the end of this path and grab the key. Now you have to backtrack all the way to where you walk down the stairs and there was a gate.

Stay on the lower level and move to the left. Jump and throw an apple at the higher target. Continue to the left and flip the switch. Go back to where the mayor and the director are. Go up these stairs and go through the gate to flip the switch. Jump along the moving platform. Go to the end of this path and flip the switch. Go back to the left and up the moving platform. Collect all of the items in this area and jump on the coffin by the target. Jump towards it and destroy it to get the platform moving. Go up it and save the mayor from the bats.

Switch to Wakko and grab the garlic. Move to the right and burp on the tombstones. Avoid the ghosts when they come out. Keep burping on them until you find the gnome with the key. Attack it to get the key. Go to the top corner once you get it. Go through that gate and run to the end of this path to finish this level.

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2.04 - Treasure Iceland -- Stage 2

=====TI02=====

Go up and grab the apples. Avoid the pirates and go up the stairs. Attack all of the pirates and collect all of the items. Go up the stairs at the top to reach the stage door. Finish this little minigame and switch to Pinky. Go back to where you started and move to the right. There will be a part of the railing you could squeeze through next to the parrot. Go through it and follow this path for a key. There is also a stunt double to the right of the key. Fall off the platform to the left of the key and go back to the stage door to switch to Yakko.

Attack the strong pirate with the box if you haven't already, move the box to the top right corner. Go back by the stage door and jump onto the box to get to the next platform. Open that gate. Clear the enemies in here and collect all of the items. Go to the right edge and slowly fall off by the arrow. If you fall slowly, you will land on a lower platform. Move to the upper right along the moving platforms until you reach the platform that goes straight up. Go up it and talk to the director.

Go through the stage door and switch to Pinky again. Go to the right and grab the key. Jump onto the box there and jump through the hole. Get the key at the

end and switch back to Yakko. Go through the gate and go to the right to the lower platforms. Grab the keys and get back up, avoid the cannons. Open the treasure chests and save the frog in the chest farthest to the left. Jump on him and get to the higher platform. Attack the pirate with bombs to grab the lever from him. Use it in the switch on the left side of this platform. Fall down to the lower level and slowly fall off the ledge with the arrow next to it. Move across the platforms to the right until you reach the life raft.

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2.05 - Martian Assault -- Stage 2
=====MA02=====

Move around this area collecting all of the items and attacking all of the enemies. Now go to the left and around the vehicle. Grab the items there and flip that lever. Now go back to the beginning and use the part of the lever by the scientist. Go back and onto the vehicle. Grab the key it brings you to and go to the right. Open the path to the moving platform and use all of the levers until you reach the area of the first lever you switched. Now go back to the right and go along the platforms but go on the other platform where the two paths split and you couldn't go to before. Follow this path to the end. Flip the last switch and enter the rocket.

There is a stage door to the left, use it to switch to Dot. Flip the switch and jump onto the teleporter. Now look at these three platforms. The platform on the left will make the platform on the right rise. The platform in the middle will make the platform on the left rise, and the platform on the right will make the platform in the middle rise. You have to stand on them to make them rise. If you fall down, they will all drop. Keep going up them like stairs in a zig zag fashion. Just don't let one move too high or you'll miss it and have to start over. Grab the lever at the top and fall all the way down. Use it and go through the teleporter.

Attack the alien to the left for the next lever. Use it and go through the teleporter. Flip the switch on the right side of this area and go through the teleporter. Attack all of the enemies in this room and a lever will drop. There's another enemy that drops in a few seconds after you defeat the aliens so be patient. Go through the teleporter to the next room. Talk to the direct and you're done.

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2.06 - The Castle of Doctor Scratchsniff -- Stage 2
=====CS02=====

Go up and to the right. Keep going until you reach the gate. Go down the stairs to the right. Go to the bottom corner and grab the key in the coffin. Once you get the key, go to where you started the level and grab the items. Move along the higher platform on the left side until you get another key. Now go back to where you got your first key, and go to the right corner for a gate you could go through. Get to the top corner of this area and grab the apples. Keep throwing them at the coffin until it breaks. Be careful though, when you hit it, the ghosts will chase you. Grab the lever that appears and use it on the switch to the right.

Jump on the rock and go along this path. Now explore everywhere attacking all of the goblins holding the chests. Go to the left corner of the area when you got all of the keys and get the items in those chests. Now go to the highest platform here and go to the right, through the gate. Go through the path on the left side and collect all of the items. Get out of this path and go back to where the gate was. Fall down to the lower platform and go to the right, get the key from that chest. Now get back to where the gate was and go to the right

to the next gate.

Go to the upper right corner of the next area and enter the stage door. Switch to Brain and go back to the gate. Go through the hole in the wall and follow this path to the end. Destroy the coffin and grab the key there and go back. Destroy all of the boxes until you find the garlic and grab it. Switch back to Yakko and go through the gate to the right. Attack the Frankenstein and jump on his head to get onto the higher platform. Just keep attacking everybody and follow the path until you get three big keys. Go up the stairs and get to the end of this path. Open the coffin and grab that key to open a chest. Grab that key. Go to the last Frankenstein and push him to the top corner. Jump and open all of these gates. Keep attacking the ghost until it gives up. Grab the key and go through the gate.

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                2.07 - Treasure Iceland -- Stage 3
=====TI03=====
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Go to the left along this platform and jump onto the raft with the pirate on it. Talk to him and walk around him. Keep moving to the top right corner of the pier and collect all of the items you see. Next to a blue parrot, you will see some moving platforms. Move along these until you reach the next pier. Go to the right and you will see some moving platforms. Take the one on the left and get to the end of this path. Dolly will be on a boat down there that you need to get. Now go back to the beginning of the level where the man asked you to find him.

Now you have a weapon, fish. This weapon is a little more helpful because they jump around a bit and may jump into the enemy. Your job is to defeat the four barrel pirates. You only have to defeat three though. The trick to beating them is to get them all close together. Throw a fish at all of them and they will drop dynamite. Their own dynamite won't hurt them but they will hurt the other barrel pirates. Keep them all together and keep attacking them until you get three bottles of grape juice, then talk to the man you gave the parrot to.

Once you get four bottle of grape juice, give them to the pirate at the beginning of the level. Grab the key he gives you and go back to the man with the pirate. Now go to where you found Dolly and you will see two prisoners. Free the prisoner on the right and jump along the next moving platforms. Once you get the map, get back to the pier. Keep moving to the upper right corner until you reach the gate to the Aurelia.

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                2.08 - Martian Assault -- Stage 3
=====MA03=====
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First off, go to the stage door to the right and switch to Wakko. Talk to all of the aliens and flip the switch on the left corner of this little island. Start moving along these moving platforms until you reach the final stationary platform. Collect all of the items on the larger section of this island and go to the left. Get onto the moving platform to reach the next island. Just keep moving along these islands on the moving platforms until you reach a large island with a lot of enemies and items.

Flip the switch and go up the elevator. Go to the right and collect all of the items. Go through the stage door to switch to Dot. Now go to the left corner of this island and collect all of the items. Talk to the director and glide where the arrow shows up. Go to the left half of this island and flip the switch. Move across to the next island. Attack all of the aliens here and flip the switch on the top of this island. Now go back onto the platform that you came

on here with. Get onto the island with the moving platform you just activated.

Collect all of the items around here and flip the switch on the right side. Use that platform to the top. Glide down and to the left and break those boxes for items. Now get back to the island with the elevator platform. Go to the bottom of it and move to the other island. Flip this switch and wait for the platform to the right. use this to get back to the huge island with the stage door. Switch to Wakko and use those platforms to get back to the island with the mountain on it.

Go to the bottom corner and push the boat into the water. Hop on and let it bring you to the next island. Get off at the first island you see and attack these aliens. Collect the items and keep moving from island to island with the moving platforms. You will eventually reach a larger island with two moving platforms on it. Take the platform to the right for some items and then take the paltform to the left to continue through the level. Take the moving platform on the bottom left corner to the next island.

Flip the switch on this island. Go back to the island with two different platforms. Go to the right and stand on that moving platform. Get off at the end. Now keep following this path to the director. Go to the top corner and you will reach a stage door. Switch to Dot and go to the right. Hit the target to get the moving platform moving. Hop on it to reach the higher level. Talk to the alien up here and then attack all of the commandos until he comes down from his hiding spot. Then all you have to do is hop onto the taxi.

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2.09 - The Castle of Doctor Scratchansniff -- Stage 3
=====CS03=====

Go to the left and push the crates to the left side. Let the skeletons scythes break the boxes until you get fruit from one of them. Now that you have the fruit, go to the left and attack the skeleton. Jump onto the platform and let it move. Attack that skeleton and get past it. Continue along this path attacking all of the enemies in your way until you reach the stage door. Go into it and change to Wakko.

Go to the left and fall off the platform onto the lower level. Go to the right corner and grab that key. Go to the left and get near that chest, stay away once you open it because a ghost will come out. Avoid it and grab the key. Get to the other chest on the bottom corner and avoid the ghost in there. Grab the key and attack the Frankenstein. Push him to where you were before you fell and get onto that platform. Go through the gate using the key you just got.

You have to burp at these skeletons to defeat them. Clear out this area and get the key from the goblin running around. Once you get the key, move to the right and break the coffin. Grab the lever and switch to Dot. Move to the right until you reach the gate, open it. Go to the right and use the lever. Grab the bones on the lower corner. Go up the moving platform to the right and go to the left at the top. Collect all of the items and go back. Fall off the ledge and move to the wall on the right. Collect those items in the secret area and jump onto the platform. Stun the Frankenstein and move back to where you last saw the director.

Go down and throw the bones at the wolves. Get past all of the wolves and stay along the lower platform. Move all the way to the left until you get a key and move back to the Frankenstein. Get onto the higher platform using him. Get onto the next higher platform using the Frankenstein. Go to the left and talk to the director. Glide to the left and grab the key from the chest. Quickly get onto the moving platform and follow this path.

Attack the goblin in the next area and grab the key. Now go through the gate. Now search through the swamp for a total of four keys. Once you get all four, switch to Wakko, move to the bottom right corner and move through all of the gates. Break the crates at the end of this pier and push the metal one to reach the higher platforms. Now keep climbing up and move onto the platform with the arrow over it.

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                2.10 - Treasure Iceland -- Stage 4
=====TI04=====
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Clear out this whole area. Grab the key in the top corner and then open the chests with the corresponding colors. You will eventually get some watermelons you could throw. Now attack the pirates and get another key from one of them. Open up the last chest to free the frog. Attack all of the pirates that come in after the frog. After he leaves, walk across the planks to the next ship. Hop onto the moving platform and move to the left. Attack the small pirates moving around. Avoid all of his attacks until he throws his sword. Avoid it and get close to him. You have to jump and throw your watermelon. Keep doing that until you defeat him.

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                2.11 - Martian Assault -- Stage 4
=====MA04=====
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Go to the right and talk to Laardo. Hop on the moving platform to get over the water. Explore the entire mountain in search of every item you need. There's a stage door near the top. Once you only need two more eye fruits, switch to Pinky. Use the moving platforms to reach the highest part and go through the small hole. Grab those last two and switch back to Dot. Go all the way back to Laardo and give them to him. Get the key from him and climb back to the top of the mountain, go through the gate.

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                2.12 - The Castle of Doctor Scratchsniff -- Stage 4
=====CS04=====
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Go down and collect the keys. Open the chest and continue to the bottom left. Keep going until you reach a chest with a key in it. Go back up and to the path to the left. Open these chests and flip the switches. Go up the moving platform on the top corner and keep collecting the items. Flip the switches on the lower level and fall down. Move to the bottom corner and move across these platforms. Stay on the lower path and flip the switch, now climb the stairs. Break the box for a key. Go back out of this area and jump onto the platform with the key on it to the right. Use it on the chest to the left and avoid the ghost. Grab the key and move to the left again. Go to the bottom corner and open up those gates.

Flip that switch and move across the moving platforms. Climb the stairs and open the coffin. Grab that key and go down. Open the chest for a key. Now go down and open the two gates. Clear out this entire next area. Flip the switch. Don't get on the moving platform until you get the key from the right. Go up these platforms and jump onto the main platform. Get back to where you started and go to the right. Open that gate. Go down and fight Dr. Scratchsniff. Avoid his fire and keep burping on him until you defeat him.

Fall down to the right and open the coffin. Grab the lever and get back. Grab the key in the middle and go to the right. Open the chest and flip the switch there. Keep climbing to the top of these stairs and get on the moving platform

that you just activated. Now just go up these stairs to finish this level off.

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2.13 - Treasure Iceland -- Stage 5
=====TI05=====

Collect all of the items in this area and go to the left. Talk to the two eskimos. Collect all of the penguins after the second sends you to the next area until you get twenty. Fall down to the right and land on the lower platform. Talk to the eskimo who asked you to collect the penguins. Go to the left of this area and grab the apples. Go to the right of the mountain and defeat four barrel pirates so you could get a lever. Now climb up the mountain and avoid the barrels. Use the lever near the top and continue to the top. Defeat Captain Carnage the same way you defeated him last time.

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2.14 - Martian Assault -- Stage 5
=====MA05=====

This level is very straightforward. Get the items and break the containers. In every room, you have to defeat all of the enemies to get a key. Use the key to open the next door. Keep going through the base until you reach the Great Leader. What you have to do is jump and throw watermelons at its head. Avoid all of its attacks and keep attacking his head until he charges at you. You have to sneak behind him. Grab the lever there and go back to the left. Flip the switch and get past him again. Go on the moving platform and grab that lever. Go to the left and flip the other switch. Get past the robot and keep following these platforms. Now just defeat this last alien.

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2.15 - The Castle of Doctor Scratchansniff -- Stage 5
=====CS05=====

Go to the left and stay on the lower path. Grab the lever and go back to the right. Climb the platforms and you will see three switches. You have to flip them in this order : left, right, middle. Now go up the moving platform you just activated and grab the key. Fall down and go to the left. Go to the lower left path here and grab the apples. Now go back and to the upper right path. Go through the stage door and switch to Wakko. Go to the upper left path and get past the skeletons. Break the coffin and use the Frankenstein as a platform to get to the switch. Now go back and switch to Dot.

Go up the moving platform here and fall to the lower platform to the right. Jump and glide where the arrow is and grab the key. Now go all the way to the left and through the gate with the purple lock. Avoid the ghosts and go to the right. Flip the lever and go back. Attack all of the chess pieces until you get the key from the king. Go back and through the other gate. Get to the stage door up ahead and switch to Pinky. Go back to where the boxes blocked the stairs and jump over them. Go to the left and squeeze through the hole in the wall. Go up to the top and flip that switch. Climb up the platforms and break the coffins for a key. Go back and switch to Brain. Bring him to that same spot and flip the IQ lever. Grab the key from the chest that falls and switch back to Yakko.

Go through the last gate you haven't gone through yet and clear out this room completely. By the end, you should have two keys. Go to the door on the left on the lower level and open the chest on the left side in the middle. Grab the key and go up all of the stairs. Get to the top and go to the right. Open the two gates and you will have to fight the boss. Go to the right of the monster making machine. What you have to do is get the enemies under it whenever it

goes down to make a monster. Keep doing that until it explodes. Now you have to avoid the ghost and fire and attack him as he moves around. After you break his bubble, he will try to crush you. Avoid that and make him get under the crusher.

----- 3. - Items -----

====0003=====

- Projectiles - You could use this to throw at enemies.
- Film - You could use this to get more time.
- Food - Collect all of these for a better movie rating.
- Garlic - This will increase Wakko's belch.
- Stunt Double - This will work kind of like an extra life.

----- 4. - Disclaimer -----

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