

Sabre Wulf FAQ/Walkthrough

by Humanvegetableonline

Updated to v0.5 on May 15, 2005

go ahead. email me

- i'll finish it within a few months... i have school, damn it.

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That's Wulf. Not wolf. There's also a C64 version. Never tried.

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#

Sabreman says, "Hello!"

=====
Sabre Wulf for Gameboy Advance

Email : Humanvegetableonline2002@yahoo.com

Aim: Humanvegetable02

Website : geocities.com/humanvegetableonline2002

Forums : Http://s4.invisionfree.com/humanvegetable

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Version 0.1 - 1/14/05 - 2/1/05

Version 0.2 - 3/21/05

Version 0.3 - 3/22/05

Version 0.4 - 3/26/05 - 3/27/05

Version 0.5 - 5/14/05 - 5/16/05
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Dedication

Dedicated to DesertEagle415AE, Daniel K., David Y., Erik P and
ImationM320.

Introduction

This game reminds me of Donkey Kong. This guide will help you get 100%.
The levels will tell you how to get "extras". If you want to go for the
"best times" and cannot do it, please feel free to email me. My guide is
not for the best times. It's about going through the levels while getting
the important treasures.

About this game

A very good game. The Wulf is stupid though. I touch something while it's
sleeping and it wakes up and goes nuts. It chases me and it never catches
me cause I am quick. Stupid Wulf. That's Wulf not Wolf. The death scene
reminds me of "Prisoner of Ice" (a.k.a. "Call of Cthulhu") because of
the sound that plays when you die. The object is this game is to get past
a bunch of obstacles to get a treasure. When you get a treasure, all the
obstacles disappear and Saberwulf chases you to the end. It's pretty fun.

Copyright Stuff

Do not use this guide unless you ask me. If you wish use it then you
know what to do. My Email and AIM are up there. These websites are
allowed to use this guide.

- <http://Neoseeker.com>

- <http://Gamefaqs.com>

- <http://wogaming.com>

- <http://cheats.de>

- <http://faqs.ign.com>

Version 0.1

Two Full Locations Complete

Version 0.2

Info on good creatures added. More info on orchards. All photographs
discovered.

Version 0.3

The Underwurlde Mines and some discoveries given. Better Layout.

Version 0.4

The Entombed Swamp is complete. Slightly more info on good creatures.

Version 0.5

Mount Knightlore is complete. Some stuff has been added. Like the golden key rooms and slightly more info about items.

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1.0 - Basic Stuff
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Controls

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- 3D Mode
 - B = View compass (If available)
 - A = Jump/Talk to character
 - L = Nothing
 - R = Menu/Inventory
 - Start = Menu/Inventory
 - Select = Nothing
 - D-Pad = Move (8-way)

- 2D Mode
- A = Jump/Select and place creature from creature menu.
- B = Open Creature Menu.
- L = Move last placed creature
- R = Menu/Inventory
- Start = Menu/Inventory
- Select = Nothing
- D-Pad = Move/Look (8-way)

Items

Compass

Location : You buy it at the shop at Blackwyche Village.

Cost : 50 GP

Description : Guides you to the next SaberWulf Cave.

Body Armor

Location : Saberwulf Caves and shops

Cost : 20 GP

Description : Protects you from one hit.

Camera

Location : You buy it at the shop at Blackwyche village.

Cost : 200 GP

Description : Look in the photograph section of this guide.

Notes

For movies:

Name : Message

Background Description

The man with the red robe is a guy who takes you to any location in a jiffy.

There is a man with white clothes who you see in almost every part of the game who sells creatures. In different locations, he sells different things. You can't buy like a hundred creatures from one guy or any other guy.

Save by going into the menu or by standing next to a wulf hole and pressing A.

When I say jump left/right, that means jump to the higher platform to your left/right.

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2.0 - Walkthrough

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Choose a save slot.

Note : Funny but terrible voice acting.

In a camp

Sabreman : Eh? What's going on? What do you want?

Mayor : We mean you no harm. I am the Mayor of the nearby village, Blackwyche. You helped us once before, and I'm afraid we must ask for your assistance again.

Village being seiged

Mayor : Years ago, our village was ravaged by Sabrewulf.

In a camp

Sabreman : Sabrewulf! Yes, I remember...

Mayor : He was ruining everything! We thought him unstoppable. Only the power of the amulet that you brought back to us allowed us to banish him.

Sabreman with the mayor in front of the statue.

Mayor : We erected a large statue in the center of the village, imprisoning the 'Wulf. The power of the amulet was used to keep him permanently frozen within the sculpture.

In a camp

Mayor : One day, not so long ago, a very bad man paid us a visit. He goes by the name of Dr. Dolittle-Goode. For years he wanted to seize control of our land, but lacked the power to do so.

The Wulf Statue

Mayor : Somehow he found out about the 'Wulf trapped inside the stature, and the reckless fiend destroyed the amulet! The 'Wulf awoke, escaped his prison and ran off to join Dolittle-Goode. Now we are powerless once more: They roam the land taking whatever they want, whenever they want.

In a camp

Professor : I... don't see how I can help.

Mayor : Sabreman, the 'Wulf runs free. He terrorizes us, steals from us - treasure, precious items, even people. We can no longer go about our normal business. But you have had dealings with this beast before. With your help we can overcome our mutual enemy and recover the eight parts of the sacred amulet! Only you can help us, Sabreman. We are desperate!

Sabreman : Maybe I can. Where do I start?

Mayor : Just follow us across the bridge to the village hall.

And so it begins.

=====
2.1 - The Campsite
=====

Go right, get the chest. Go down to meet the guard.

Guard : Oh no, oh d-d-dearie me.

Sabreman : Hello there.

Guard : Oh, h-h-hello.

Sabreman : What seems to be the trouble?

Guard : I was left b-b-behind when they all set off. As I tried to r-r-run after them, this hole opened up in front of me. I s-s-stopped suddenly, and my hat fell off and disappeared down the s-s-steps.

Sabreman : Why don't you go after it?

Guard : N-n-no fear, I'm not going down there. I d-d-don't suppose you'd g-g-go?

Sabreman : Hmmm. I suppose I could.

Campsite Clearing

Now you are down the hole. The game has changed! It is now 2D. Press start and take a look at your controls. It has changed as well.

Now try touch the red bag in front of you.

Game : This is a magical bag - the creature will be very helpful in your quest. Open it to see what you've found. Did you know that pressing A will make you jump?

Now touch the bag for real.

BLUBBA

Place underfoot to reach high areas.

Go right until you reach a wall.

Game : Press B to open your backpack. You can scroll the backpack menu using left and right on the control pad, then press A to select your creature. To place a creature, move it around using the Control Pad and press A to position it. Try placing the Blubba here to jump over this house. If you press L, you can adjust the position of the last creature placed.

Now press B and select Blubba with A. Place him right in front of you. Jump on him and you will bounce high on to the building. Above you! Another red bag. Jump to it.

BOOMER

Blows away most obstructions.

NOTE : It can kill you.

Go right. You see the white hat? Go to it.

Game : Look, there's the missing hat! Snatch it back quickly before Sabrewulf wakes up...

Get it.

Game : That's done it! Quick! Run for the safety of your tent!

Now hold left and just careful jump over the building. Go beyond the torches. Sabrewulf stops.

Sabreman : Is this the one?

Guard : Yes, yes! That's it. Th-th-thank you.

Sabreman : A pleasure. Now, I'd better catch up with the Mayor.

Sabreman runs down

Mayor : Aha! We thought you'd run off or something.

Rumble

Mayor : What's that?

Sabrewulf chases the mayor into the hole

Guard : What? Where? Oh no! Where is the Mayor? That nasty 'Wulf must have snatched him... Sabreman, you must go and rescue him!

Sabreman : Not again. Can't you do it? You are soldiers, after all.

Guard : Us? Not likely, we only joined up for the uniform. Girls are very partial to a man in uniform, you know.

Sabreman : Oh. Very well, then. But there had better be some treasure involved soon.

Get the treasure chest to the left of the "lost hat" guard.

Go right from there and you can see the second hole. Below that is a chest. Go get it and then go in the hole!

River Crossing

Jump over the first bomb and get the green armor.

Game : Armor can be found in some 'Wulf caves, or purchased from the shop. Once collected or bought, it appears at the bottom of the game screen next to the coin counter. Armor helps to protect you from harm. Use it wisely. Take one strong hit and it becomes ineffective.

Jump over the second bomb, go right, place blubba next to the high wall, jump on blubba and over, go right and get the bag.

SERPENT
Use it to access the inaccessible.

Use serpent. Place him about half-way from the top of the wall. Jump on him, go right, jump over the bomb, go right and touch the mayor. Hold left and run like hell.

Mayor : Whew! Thank you, I thought I was a goner back there. Look, I've got some business to sort out in Blackwyche. Meet me at the village hall as soon as you can.

Now go beyond the bridge on the south.

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2.1 - Blackwyche Village
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There are four chests in this village. One to the west on a building, one behind the lower-left building, one behind the lower-right building and one on top of the right building.

Go see the mayor in the north-center building. Talk to him.

Mayor : Thank you for saving me back there. You're a handy chap to have around. So you've met the 'Wulf and found some creatures to help you? That's good. Do you need any reminders on how things work?

Select No if you want to save 2 minutes of your life.

Mayor : No, I'm glad to hear it. Well, you've seen the statue outside. You've must retrieve the pieces of the amulet. That 'Wulf could appear anywhere. What's that?

Sabrewulf appears and makes another stupid hole in the village

Mayor : You'd better get to work.

Go outside and talk to the bearded man to the right of the hole. For a talk about collecting Orchards. Now, to the hole!

Blown Away

See those green monsters? They cannot kill you. Think of them as rocks. Go right, jump over the first green rock, go right, get the armor if you don't have one, go right, place a blubba to bounce to the top of the three green rocks. You just touched a bag for another boomer. Drop down and get the treasure. Jump from the bottom-right piece of land of the three green rocks to the high point to the right. Go right and jump over the first bomb. Place a serpent over the second bomb. Jump on the serpent, proceed right, jump on the green rock and try to touch the treasure next to Sabrewulf.

Game : In 'Wulf caves with treasure at the end, the value of the treasure will fall as time passes. Move quickly and efficiently through the level and the treasure will be gold. Take your time just a little and the reward will be silver. Too slow and the treasure will degrade to bronze. When you complete a level with treasure, your flag will signal the value of the treasure recovered. You can always re-enter a level to improve your booty. When creatures on the level are destroyed, they spill out golden coins. You can collect these by simply running over them. The coin counter at the bottom of the game screen displays the number of coins currently held.

Get the treasure and run left. Careful though. It's not a downhill path going left. It's a "U"-like path. Watch out for that.

Sabreman : That must be another one!

Enter the town's lower-right building. It's a shop. If you don't have any gold coins, sell the treasures you have received. Buy the compass for 50 gold pieces. Now go outside and enter the new hole in the lower-right corner of the town.

Blackwyche Swamp

Go right.

Game : You can use UP and DOWN on the control pad to scroll the screen vertically. This allows you to search ahead and make sure that you're not caught short by falling nasties.

Look up for a treasure. Meh, just a bunch of gold coins. Use a blubba to get it. Go right and you'll see three bombs. Set a serpent in the middle to help you cross over them. Go right and you'll see a bunch of green rocks. Set a boomer next to them. Jump on top of them and jump again for some body armor. Go right. Jump over the bomb and then set a boomer next to the green rock with a bomb on top of it. Go right, get the treasure and run your ass off left! The swamp will slow you down. Try to avoid running on it.

Your compass tells you that your next mission is on the upper-left side of the town. Get to that hole.

Outlaw Inn

Go right, walk under the hopping croc, go right, jump over the bomb, go

right, walk under the croc, go right, jump to the armor above, take the upper path, walk under the croc, go right, place a serpent on top of the bombs and proceed. Stop when you are left of three bombs on top of a house. Look up! Use blubba on your position and bounce to that treasure. From the treasure, jump to the next platform and then the platform with the bag in it.

BIGFOOT

Uses its giant feet to kick the path clear.

Just drop right and get the treasure and run your ass off left!

Mayor : You're doing well, but you must find those amulet pieces. The treasure's yours to keep as a reward - you can always sell it to Cookie at the shop. Grabbing golden treasure in a 'Wulf lair will open up Challenge Mode for that Lair. Challenge Mode allows you to replay your favorite lairs, but with limited creatures. The aim is to reach the treasure in the quickest possible time without the threat of the 'Wulf to chase you back. To play Challenge mode, go to the boar's head on the save game page. Then simply select the save game data that you wish to use by choosing a save slot, in a similar way to starting or continuing a game.

Now proceed to your next hole. On your compass, it points to the western part of the town. Enter that hole.

Eastern Karnath

Go right, jump over the spiked enemy, stop at the edge and place a boomer on top of the left bomb to destroy the three bombs on the platform. Jump on the platform that had the bombs, jump to the other side, jump over the bomb, drop down and use a boomer to destroy the green rock. Take cover. Go right, under the croc, under the two purple ceiling enemies and get the red bag for a new pet.

STICKY

Sticks your opponents to the ground.

Backtrack left to the bomb you jumped over. On the same platform on that bomb, jump up to the higher platform. Go right, jump over the spiked enemy, use blubba to go higher, walk under the croc, go right, jump over the two spiked enemies, get the treasure and run left!

Now proceed to the next hole just below the Mayor's office.

Wishing Well

Go right, jump on the crumbling log, jump over the purple enemy to get the treasure chest, go right, walk under the hopping croc, jump on top of the house, jump on the crumbling log to get the body armor, drop down, go under the croc, jump on the crumbling log to get over the three bombs, drop a boomer on the bomb on top of the green rock, avoid the crumbling log, jump to the platform with the two floating purple enemies and look up. There's a golden key. Use a blubba to get it. Go right, jump on the crumbling log, go right, get the treasure and run left.

Watch out for the fall when you jump off the first building when running from Sabrewulf.

Woody : Well done! Looks like the 'Wulf is banished from Blackwyche Village, and now he's on the run. The name's Woody - I work in Karnath Jungle. I think you should come with me, as I've found something rather odd hidden amongst the undergrowth. Before you do, though, you might want to visit the shop and stock up. Head back this way when you're ready. Do you want to come with me now?

Select Yes and you'll be taken to West Blackwyche.

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2.2 - West Blackwyche

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Woody : This way leads to Karnath Jungle. I'm sure you'll be visiting shortly. Oh my, look! What's that?

Dolittle-Goode with Sabrewulf appear in a hot air balloon

Dolittle-Goode : This ends here, you meddling old fool! You can't stop me! I will be victorious. I will be master of all I survey. You shall all bow down before me. I mean it! This lab will finish you. It is my greatest invention. Powered by pieces of the magical amulet, it seals off the far lands and leaves me free to capture the rest of this pathetic little world.

A small lab appears to the left of the balloon on the ground

Woody : D'oh! How can we get past? Dolittle-Goode has done it this time! You'll have to find a way into that lab and deactivate it. It's powered by a piece of the amulet. I bet if you can retrieve the amulet piece, the whole lab will go into meltdown. I'll just watch from here.

Now you can freely move around. There are three treasure chests here and one bonus room. There are two visible treasure chests. One next to the north-west guard and one on the south-east corner. There's a hidden chest under the trees on the north-center.

Now go to the lab.

The Small Lab

Go right.

Dolittle-Goode : Welcome to my greatest invention. This laboratory protects my territory while I'm away conquering other equally pathetic lands. I've harnessed the power of your sacred amulet pieces for my own use. My beautiful mechanical monstrosities detect any organice intruders, and react with force to flush them out. Basically you have no chance, Sabreman. Haw Haw Haw!

On the bottom-right corner, you see a meter. The pointer will move clockwise. If the pointer goes around once, the acid on the ground will rise and kill you,.

Go right, get the body armor, jump up twice and push the red button.

Game : You must press the red button to reset the timer. If the timer reaches zero, the lab will flush out all organic matter. Press all three buttons to gain access to the amulet piece. Don't forget that you can still use your creatures in here, as you may need their help.

Go left, jump over the spiked-wheel, jump left to the higher platform, wait for the moving platform above to come, jump on it, jump right, jump left, push that red button, jump on the moving platform to your right, jump off left, jump right, avoid the robo-dog, jump right, push the button, jump left, go all the way left and touch the platform that comes down.

You will see Sabreman will get the amulet and run.

Game : One piece only you have found, Seven left so onward bound.

Lab blows up

Mayor : Wow, well done! You've retrieved the first piece of our sacred amulet.

Sabreman : Hey, it was nothing really. This little adventure is proving easier than I'd thought.

Mayor : Your work in Blackwyche Village is done, but remember, you can always return at any time for my advice. The people of Blackwyche will be more than pleased to help you in your quest, and I'm sure they will reward you greatly for any tasks that you perform. In the regions ahead, be sure to look out for handy shortcuts back to Blackwyche Village.

Sabreman : Thanks, I'll bear that in mind.

Mayor : You've got to keep going. Dolittle-Goode is causing untold damage to beautiful Karnath Jungle. You should head there immediately.

Sabreman : Here we go again!

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2.3 - Karnath Jungle

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You will meet up with Woody.

Woody : Welcome to Karnath Jungle.

Sabreman : Good to see you're still in one piece.

Woody : Oh, yes - the 'Wulf and Dr. Dolittle-Goode both came by here a while ago. One of those sinister laboratories has appeared up at the entrance to the Underwurlde caves.

Sabreman : How do I get up to the caves?

Woody : They've destroyed the only way up the cliff face. Sabrewulf stole my ladder too, but if you could somehow get it back, you could use that.

Sabreman : Hi ho, it's off to work again!

Woody : See you later.

Go to the village, buy a camera from the south-east shop and then enter the north-east building and talk to that man about Photography.

There are two treasure chests. One on top of Woody's poor-ass shack. Use the bucket of water as a footstep to reach there. There's another chest below the poor-ass shack just hidden under the trees.

Go back to the Karnath Jungle and enter the hole there.

Karnath Canopy

Go right, avoid the dropping spike, drop a boomer on top of the spiked

enemy, jump to where it was, go right, drop a sticky on top of the hopping croc, drop a boomer right on top of the left purple enemy and then jump carefully to get the bag.

SUCKER

Sucks up whatever it can.

Now go right, stand on the crumbling log and make it crumble. You'll drop down. Drop a sucker to the right of the right hopping croc. Get the golden key. Go left and use a serpent to climb higher. Stand to the left of the green boxes. Use a blubba to the left of the green boxes, jump to the top of the three green boxes, get the armor and drop down right. While dropping, try not to land on the crumbling log. From there, go all the way right. Avoid the two dropping spikes. Get the treasure and run! Watch out for the first two jumps.

Neat Trick

While Sabrewulf is chasing you, fall down on the first jump. Go left and you'll encounter a tall wall. Turn right, jump over Sabrewulf, go right jump to the higher ledge, jump to the higher ledge to the left quickly and just go on left from there. Sabrewulf is trapped.

Go left from the first hole and enter that hole.

Tangle Terror

Go right, jump under the bag to get a new pet.

CLUB

Its clubs come crashing down on any obstructions.

Go right, jump over the spiked ball, drop a boomer on top of the bomb that is on top of the green box, go right and drop the club to the left of the spiked ball. When the club kills the spiked ball and one green box, quickly jump on top of the two green boxes and then jump over the two spiked balls to the right of the green boxes. Go right, drop a boomer on top of the right bomb, go right, walk under the dropping spike, jump over the croc, jump over the spiked ball, get the treasure and run! Watch out for the swamp. Walking on it will slow you down.

Go to the next hole which is next to Woody's cabin.

Lower Karnath Mines

Go right, jump over the plant, drop to the left under the dropping spike. From here, you can see a blue hopping croc. Drop down one more step. Drop down another step, run past the blue croc, jump over the spiked ball, drop down carefully, jump over the plant, go right, set a boomer next to the three green boxes, run past the two falling spikes, jump over the green box, run past the two falling spikes, go right, jump right, set a blubba there, jump to the high platform to the left, avoid the plant, jump right, set a serpent to your left about half way on the higher platform, jump on the serpent, jump left, jump right for body armor, jump left, avoid the plant, keep going left, jump over the plant and back for a pet called Sticky. Go right, get that ladder and run!

Now be careful for falls. Falling can slow you down quite a bit. Jump from lower platform to lower platform. Other than that, watch where you jump.

Now you have just climbed the ladder that has been placed next to the cave. There's a shop. Don't buy anything for the moment. You may but just don't. Go on the bridge to the north and talk to that guy.

Morris : Hello there, let me introduce myself. I'm Morris the miner. Before you enter the Underwurlde, you're going to need a torch to light your way. You could have used my lamp, but Sabrewulf swiped it. Retrieve it, and it's yours. Good luck... you'll need it.

Stand next to the waterfall and you'll get a picture taken. Now enter the next hole on the north-east corner of this jungle.

Overgrown Outpost

Go right and you'll see a black platform. Jumping on it will make you bounce either left, center or right. Jumping on it is 66% dangerous. Now head past that platform, go past the blue croc, jump on the black platform to the higher ground and jump over the green box with the bomb on top of it to get the armor above it. Now you should be to the right of the green box. Jump from there, over the spiked ball and land to the right of the black platform. Drop down to the right of the bomb below. Drop a boomer on top of the right bomb. Drop down and get the bag for a blubba. Now go right and use the black platform to get over the spike and the bomb. You can leap over the bomb and the spiked ball. Get the treasure and run!

Go left and you'll encounter the next hole.

Knightlor Falls

Go right, jump between the two plants and look up. Place a blubba on top of where you are and bounce to that platform. Look up again and use a blubba on your current position to bounce to that platform with the body armor. Jump right, get the chest, jump over the shelled enemy, get the shell, use a bommer on the green box, use a boomer on the bomb that is on the platform to the right of the green box, jump to that platform, jump to the next platform, jump over the shelled enemy, get the treasure and run!

Take the high ground.

Go left from the hole. To the left of the Lab, there is another hole. Go there.

Upper Karnath Mines

Go right, jump over the bomb, walk under the spiked ball, jump over the spiked shell, land on the left crumbling log, drop down, get the chest, jump on the right crumbling log, get the body armor to the left if you want, go right, set a boomer to the left of the two green boxes, avoid

the two red ceiling spikes, jump over the green box, go right, jump over the spiked ball and the bomb, continue this path and get the bag at the end for another boomer.

Back track, jump over the spiked ball and the bomb, go left, drop down, carefully jump over the two spiked shells, go left, drop down on the black platform, hop to the left, walk under the croc, get the body armor above the spiked ball if you need it, go left, jump over the spiked ball, drop down, go right, jump between the bombs (use your shadow), set a boomer next to the two green boxes, go right after it explodes, watch out for the ceiling spike, jump over the shelled enemy, jump over the shelled enemy with a spiked ball on top of it, get the treasure and run!

Go south and enter that hole.

Tangle Terror Lookout

Get the body armor above the tent to your left. Go right, jump over the two spiked shells, walk under the two hopping crocs, avoid the well camouflaged plant, go past the blue hopping croc, plant a boomer on top of one of the bombs that is on top of the logs. Go down, go left, plant a boomer on top of the yellow spiked ball, go left, avoid the two ceiling spikes, set a club next to the green boxes. Get the bag behind those boxes.

GOLEM

Protect yourself by blocking the path.

Go right and quickly set a serpent to cross the river. Do it quickly because the club is coming and it gets annoying. Go right, jump over the hopping croc, go past the ceiling spike, jump over the two bombs and then get the treasure and run!

Neat Trick

You can actually drown Sabrewulf! Stand really close to the lake. When the Wulf is an inch away from you, lightly jump and he'll fall in! He'll howl like crazy.

Morris : Well done, Sabreman! You've found my lamp! That was the 'Wukf's last lair: The laboratory door is now open. Deal with the lab and you can enter the Underwurlde. Down there you might come across my brothers, who will all be keen to help.

Now go into the lab that lies on the top-left corner of the map.

The Small Lab

Go all the way right, hop over the saw and get the body armor. Go left, push the button, jump on the moving platform, go right, jump on the moving platform, go left, push the button, go right, hop over the steam sprayer, jump on the moving platform, go all the way left, jump right, go right, jump past the robot, go left, go past the dripping acid, push that button, jump on the moving platform near you, get the two chests to your right (You have time.) and then go all the way left to finish the level.

Game : Two fragments are yours to hold, but six to go, you must be told.

Lab blows up

Sabreman : This is getting dangerous!

Morris : Well done, Sabreman. You're really cracking on with this adventure. You've helped to regain control of Karnath, but the evil of Dr. Dolittle-Goode doesn't end there. He's disappeared into the Underwurlde. Past the labyrinth of tunnels, deep underground, there's a lake - if he reaches it, he'll gain access to the Entombed Swamp.

Sabreman : I found another piece of the amulet!

Morris : You certainly did. I knew you were the man for the job. Six more pieces to go, then we can regain control over that nasty old 'Wulf.

Sabreman : I'm getting too old for this...

Sabreman enters mines

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2.4 - Underwurlde Mines
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Boris : Welcome to the Underwurlde. You've already met my twin, Morris. Well, I'm Boris. We are identical. You've just missed Doctor Dolittle-Goode. He came through here like a whirlwind. He didn't stop; he just jumped into the lift and was gone. This hole is the only evidence of him being here. Why don't you investigate? Meanwhile, I'll bring the lift back up so that you can explore the Underwurlde's lower levels, and see if you can catch up with our friend the Doctor.

Enter the hole near you.

Torchlight Torment

Go right, walk past the ceiling spike, jump over the hazard pit, jump over the spiked shell, go right, set a boomer on top of the wind blower, go right, stand to the right of the spiked shell above and then jump left. The wind blower will blow you left. Go left, past the ceiling spike, go past the crumbling log, walk under the croc, walk under the ceiling spike, jump above the north-wind blower, go right. jump over the two bombs, set a blubba to get higher, with the blubba go left, get the body armor, avoid the croc, go left, avoid the ceiling spike and then get the bag for a new pet.

BLOATER

Traps its prey then floats away.

Now go all the way right, jump over the blue east wind-blower, jump over the bomb, get the treasure and run!

Go to the next hole

Deep Dark Dugout

Go right, put a serpent between the four spikes. Jump over the first set of spikes, get the body armor, jump over the second set of spikes, go right, jump over the walker, walk under the croc, jump over the spiked shell, jump over the red fanman and fly to the higher platform. Make sure he doesn't switch the fan's direction or else. Jump over the spiked shell, kill the fan man with a boomer, drop a club below the goodie bag. The goodie bag has a golem.

Backtrack to the point where the first fanman is. Go left this time. Jump over the walker, go left and jump to the right side of the croc on the higher platform. Go right, run past the dropping spike, kill the fanman with a boomer, kill the spiked shell with a boomer, run past the ceiling spike, get the treasure and run.

Run directly left till you come across a cliff. Leap left and you will fall on the exit and Sabrewulf will fall into the lake.

Borris : Sweet! You're doing quite well. I've recalled the lift, and I see you've brought some food for my donkey. If you hop in, I'll winch you down to the next level. When you need to use the lift again, just get in and press the button for the floor you want... okay?

Sabreman : Thank you, old chap! I'm hot on the tail of that boulder!

Sabreman enters the elevator

Borris : Going down!

Proceed to the next wulf hole which is south.

Stinky Cavern

Go right, jump over the plant, walk under the acid dropper, jump over the fan man but don't stay above him because you'll get hit from ceiling spikes, go right, jump over the walker, walk under the acid dropper and then stand next to the three green boxes. Don't use a blubba to go over them. There're spikes above. Set a boomer on the top of the green boxes.

Jump over the two green boxes, use your two boomers on the first two crocs and then use a sticky on the last croc. Jump over that last croc, go right, walk under the acid dropper, walk slowly between the edge of the platform and the spike to your left, walk right under the three spikes, go right, jump to the right platform, walk under the acid dropper, jump on top of sabrewulf's resting area, get the goodie bag for a new creature.

TAILSPIN

Strong gusts will knock all but the sturdiest back.

Now drop down, get the treasure and run.

The water will slow you down so keep jumping.

There's like 10 gold just below the elevator. It's hidden.

Take the elevator and go to the third floor. Enter the next level.

Mining Mayhem

Go right, walk under the falling pig, set a boomer next to the fanman, go right and drop directly down. Go left, Set a sticky below and between the two ceiling spikes. When you stick both of the walkers, set a boomer on top of one and proceed left. Leap left over the bombs below and get the body armor. Jump right over the bombs and drop down. Go right, jump over the plant, jump over the croc, walk under the two dropping pigs, jump up, jump over the two bombs, go right, get the treasure and run.

There's some gold hidden below and there is another treasure sticking out.
Go south and outside for the next level.

Lookout Ledge

Go right, jump over the pit, jump over the pit, go right, jump over the walker, get the body armor, jump on the springy box to jump to the higher platform, go left, jump over the spiked shell, set a boomer next to the blue fan man and then jump over the second spiked shell. Set a serpent next to the green fanman. Jump over the green fanman to get a golden key.

Place a blubba to the right of the second spiked shell. Jump on the blubba and jump right. Go right, Walk under the two falling pigs, jump over the spiked shell and wait for the red fan man to start blowing up. When he does, jump on him and jump off left to the springy box.

Jump left, jump over the walker, go all the way left, set a boomer on top of the spiked shell to kill both of them and then get the treasure for a craptacular creature.

DROOLER
Chews up trouble and spits it out.

Go right and set the drooler on top of the walker that's on the small platform. Jump to that platform, jump on the crumbling log, jump on top of the fan man, jump over the bomb on top of the crumbling log, go get the treasure and run.

Go back inside the mines and then go to the fourth floor.

Crumble Crevice

Go right, jump over the two spiked balls, walk under the hopping blue croc, jump up, go right, set a serpent under the dropping pig, get the body armor, go left and jump up. Set a serpent under the two dropping pigs, keep going left, walk under the blue croc, walk under the dropping pig, walk under the dripping acid, get the bigfoot and go right.

Jump to the higher platform, go right, jump over the purple croc, walk under the dropping pig, walk under the dripping acid, stand on the right crumbling log, go left, jump left to drop down, go right, jump over the bomb, set a boomer on top of the middle spiked ball, drop down, go left, stand on the crumbling log and wait.

After you have dropped to the ground, get the treasure and run.

Go to the next wulf hole.

Stranglehold Swamp

Go right, jump over the spiked shell, walk under the dripping acid, run right past the two dropping pigs, walk under the croc, set a boomer above the middle spiked ball, set a serpent to reach the goodie bag above for a serpent, go right, jump over the plant, lightly jump over the fanman,

jump over the plant, set a boomer under the croc, walk under the two dropping pigs, set a boomer on the fanman, jump over the green box, get the treasure and run.

Go into the lab.

The small Lab

Go right, jump over the robot, jump right, set a serpent to reach the left platform, jump to there, jump over the saw, press the first button, go right, jump right, jump left, jump up, jump on the moving platform, jump right, head past the stomper, press the second button and jump left.

See the acid dripping above you? Jump to that platform from where you are but jump to the right of the right dripping acid. Jump right to the moving platform, jump left, wait for the sprayer to stop, jump over it, head past the stomper, press the third button, jump up, jump up and exit.

Game : Pieces three bring your quest alive, but where might lie the other five?

Lab explodes

Sabreman : Wow, piece three of the amulet!

Borris : Well done! The Underwurlde can start getting back to normal.

Sabreman : How am I going to get out of this place?

Borris : Speak to Swampy. He runs a water taxi. The swamp water down here runs through an underground river and out into the Entombed Swamp.

Sabreman : Okay.

Borris : I'll see you around!

Sabreman : 'Bye!

Sabreman walks down a little bit

Sabreman : I say, taxi!

Swampy : Yes squire, 'ow can I 'elp?

Sabreman : Do you have any idea as to the whereabouts of a certain cad who goes by the name of Dr. Dolittle-Goode?

Swampy : Oh yes, indeedy. 'E only went and hijacked my 'umble taxi.

Sabreman : What did you do?

Swampy : What could I do? He 'ad that fierce-looking 'Wulf with 'im. I just did what 'e said.

Sabreman : Which was?

Swampy : I 'ad to take 'im and the 'Wulf to the Entombed Swamp. They didn't even pay the fare.

Sabreman : Follow that Doctor!

Swampy : I'll take you through this underground lake, into the Entombed Swamp, but nuffin's for free - it'll cost yer. A bloke's got to make a livin'. Cross my palm with gold and my water taxi is at your service. My fee is 25 of your GP. Want to travel with me?

Choose Yes.

Swampy : That's fine. 'Op aboard!

Sabreman : Let's go!

Sabreman hops onboard

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2.5 - Entombed Swamp

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You are now in the Entombed Swamp.

Swampy : 'Ere, you'll never guess who I 'ad on the back last week...

Sabreman : Yeesss, well, I'd better be off, plenty to do... Well, thank you, my good man. I'll be seeing you later.

Swampy : Wait, let me tell you about the Entombed Swamp. We're simple folk and our land is a bit primitive. Dr. Dolittle-Goode's smashed the place up good an' proper. Our 'ome is under the power of the evil Doctor and 'is 'Wulf. 'E's left one of 'is laboratories 'ere to protect 'imself. Several of us 'ave tried to storm the lab, but it's no good. You're our last 'ope. You know 'ow to deal with those places.

Sabreman : It's always me, isn't it?

Swampy : Well, I'm off. I've got work to do... did I tell you I 'ad that Wesley Snaps in my cap the other week? Oh yes, and I said to 'im...

Swampy goes away

Go up and into the wulf hole.

Stinger Strangle

Go right, get the goodie bag for a tailspin, jump between the first bomb and the second bomb, jump over the second bomb and the third bomb, jump over the walker, get the body armor, set a boomer on top of the spiked ball to the right of the croc, walk under the croc, jump over the green box, walk under the croc, set a tailspin right next to you facing left to kill the fleas to the right of you, continue going right, walk under the three blue croc, set a boomer on the middle spiked ball, jump in between the two spiked balls, jump right, get the treasure and run.

Go to the next wulf hole below.

Frantic Fissure

Go right and stop when you see wood sides above you. Look up. You see a goodie bag and a plant next to it. Stand directly to the left of the flying spiked ball and set a boomer next to the plant above. Use a blubba to reach the goodie bag for a drooler. Drop down on the blubba that you've placed and hop over the flying spiked ball.

Go right, jump on the crumbling log, jump right, walk under the croc, lightly jump on the crumbling log, jump right, set a boomer on the middle flying spiked ball when the three enemies are aligned horizontally, jump right, set a boomer to the right of the green boxes, jump over the green boxes, jump over the bomb, jump over the flying spiked ball, get the body armor, jump over the springy box and to the left of the spiked shell. Set a serpent to get to the platform to your left. Jump to the springy boxes, jump left, jump over the spiked shell, walk under the falling spike, jump over the spiked shell, lightly jump left, quickly walk under the first flying spiked ball, jump over the second spiked ball and jump left.

Do not go beyond the acid droppers to your left. There are fleas, 10 gold and body armor. It's nothing. Instead, look right and set a blubba to get to that higher platform. Go right, jump over the bomb, set two golems on top of each other to block the fanmens' winds. Jump over the spiked shell, jump on top of the two golems, set a club to the right of the two fanmen

and then get the treasure when the club kills both of the fanmen.

Beware of falls.

Go to the next wulf hole just above you.

Hobbled Hamlet

Go right, drop down, down down again, lightly jump over the fanman and land to the left of the springy box. Set a boomer on top of the fanman to your right, set a serpent to cross the pit of bombs, go right, jump over the bomb, jump over both of the flying spiked balls, jump over the walker, set a serpent to reach the higher platform and look up. See that fanman? Set a boomer on top of him, jump over the spiked shell, jump over the green boxes, jump over the spiked shell, set a boomer on top of the snake charmer, jump over the bomb and make a small leap. Watch out for the two bombs and the plant below. Jump over the two bombs, get the bag of grain and run.

Walk right to talk to the guy.

Dave : I see you have some grain. I'll exchange it for this piece of meat, then you can lure the crocodile over. Go on, dangle your meat in the water and watch that croc come a-snapping.

Sabreman : Sounds good to me!

A crocodile comes over and eats the meat

Sabreman crosses the river by walking on the crocodile

Go to the next wulf hole below.

Stinkhorn Swamp

Set a blubba right to the left of the left most spiked ball. Set it next to it. Go right, walk into the blubba and land between the four spiked balls and the plant. Go right, jump over the plant, walk under the acid dropper, walk under the croc, set a serpent above the bomb, set a serpent to the left of the spiked balls closest to you, jump from the left serpent to the right serpent, jump over the second set of spikes, set a boomer on top of the goodie bag, set a boomer on top of the middle spiked ball on the ground, set a serpent under where the top spiked ball was killed and get the goodie bag carefully for a Bloater.

Go right, jump over the plant, walk under the falling pig, walk under the first purple croc, walk under the second purple croc, jump over the flying spiked ball, land on the fleas, quickly jump over the second flying spiked ball, get the treasure and run.

Go left, walk over the crocodile, turn up when you are next to the Hobbled Hamlet Wulf cave and walk on the lilypads to go to the next cave.

Rocky Mount

Go right, jump on top of the fanman to get to the higher platform, set a blubba near the beehive, jump to the higher platform, jump between the

spiked shell and the flying spiked ball, jump to the higher platform, set a blubba between the flying spiked ball and the beehive and then jump on the blubba to reach the goodie bag for a Blubba.

Go right, drop down, avoid the beehive's bullets, jump over the flying spiked ball, set a serpent above the fanman's winds and above the crumbling log, jump on it, set a boomer on top of the fan man, set another serpent a little lower and to the right of your first serpent, jump on to that serpent, jump to where the fanman was for a golden key, jump to the second serpent, jump on to the crumbling log to the left, drop down right, jump on top of the crumbling log below to the right, look down and quickly jump between any of the bombs.

Go left, jump over the bombs, jump over the walker, drop down to the right of the crumbling log, set a serpent under the falling pig, go right, avoid the beehive's bullets, walk under the falling pig, get the treasure and run.

Go down, go right, cross the alligator and go to the next wulf hole.

Viper Vines

Go right, walk under the crumbling log, set a boomer on top of the middle flying spiked ball and then jump over the remaining flying spiked ball to get the goodie bag. The goodie bag contains a drooler.

Go right and stop when you see three flying spiked balls to your right. Set a bloater in between the middle flying spiked ball and the fleas. The bloater will pop and the fleas will die. Set a serpent above the middle flying spiked ball, jump on the serpent, jump over the three spiked balls, walk under the dropping pig, jump over the purple croc, walk under the dripping acid, set a boomer on top of the plant to the left of the snake charmer and set a boomer on top of the plant to the right of the snake charmer. Jump on top of the green box closest to you, jump over the snake charmer, walk under the bee shooter, jump on top of the lower crumbling log and hold right, jump on top of the green boxes, get the treasure and run.

Go up to the next wulf hole.

Terror Temple

Go right, jump over the bomb and stand between where the croc jumps. Set a blubba on the ground where the croc lands. Place to the right and he will bounce on the blubba, jump into the purple spiked shell on the ceiling and die. Use that same blubba to get to the higher platform above that purple spiked shell and get the goodie bag there. It contains a club. Take a leap beyond the purple croc below you to the right of the purple spiked shell. Set a boomer on top of the top-most spiked ball.

Go right, jump over the spiked shell, set a bloater near the fleas, set a boomer on top of the green box, jump right, jump over the first bomb, jump over the second bomb, set a boomer in between both of the flying spiked balls, jump over the fanman, jump over the spiked shell to get the body armor, set a blubba to the right of the spiked shell, jump on the blubba to get higher, jump over the walker, leap over the two bombs, quickly

jump over the plant, jump over the spiked shell, carefully walk under the three blue crocs, jump over the spiked shell, get the treasure and run.

Enter the lab to your right.

The small Lab

Go right, jump over the electric fence, jump right, jump left, carefully jump over both of the sprayers, push the first button, jump on the moving platform above that button, jump left, jump right, jump over that robo-dog, jump on the moving platform to the right, jump off left, jump over the electric fence, push the second button, jump over the electric fence, jump right, jump left, jump up, leap right, jump over the sprayer, jump on the moving platform, jump left, push the third button, jump over the electric fence, jump on the moving platform to the left, jump left and get out of the lab.

Game : This fourth piece means halfway there, to seek four more requires great care.

Lab Explodes

Sabreman : That was a close thing!

Swampy : Oh, Mr. Sabreman, you are my 'ero! I knew you'd be able to 'elp us.

Sky darkens and Do-little Goode appears

Do-little Goode : You idiots! You will all pay dearly for this.

Sky lightens up

Sabreman : D'oh, there he goes again. No matter how close I think I'm getting, he always seems to be one step ahead.

Swampy : Don't lose 'eart, you're doing really well. You've got four pieces of the amulet. Soon we'll be able to trap Sabrewulf and give that Dolittle-Goode feller a good slap. But first we 'ave to get you up to Mt. Knightlore.

Sabreman : I'm never going to get up there. Look at me, I'm an old man. I can't climb that!

Swampy : No, no, you don't 'ave to climb. We 'ave to be clever. Between us we can come up with somefin'.

Sabreman : I'm thinking...

Swampy : 'Ow about we make a seesaw?

Sabreman : A... seesaw?

Swampy : Yeah, we can use that surfboard you got back from Sabrewulf - and the basketball, too.

Sabreman : Where is this going...?

Swampy : You stand on one end, I jump on the other, bingo!

Sabreman : Bingo?

Swampy : Yeah, up, up and away!

Sabreman : Tragically, I can't think of anything better. Let's give it a try.

Sabreman stands on one end of the surfboard

Sabreman : Here goes nothing!

Swampy : To infirmity and beyond!

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2.6 - Mount Knightlore

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Seymour : Hey, where did you come from?

Sabreman : You wouldn't believe the trouble I've been through to get up here. Brrr, it's cold. Is this Mount Knightlore?

Seymour : That's righth. I used to live here in this desolate place, until my home was destroyed. A great balloon flew overhead carrying Dr. Dolittle-Goode and Sabrewulf. They wrecked everything and left one of thos labs to guard the area.

Sabreman : Any sign of him now?

Seymour : Oh no, he's long gone, headed off towards the Nightshade Mining Company, across Lake Nightshade. But he's left Sabrewulf behind.

Sabreman : Well then, let's get to work!

Talk to the kids in purple and blue clothes. They want their toboggan back. Now enter the wulf hole to your right.

Snowy Knoll

Go right, jump over the purple blob (harmless), jump over the black box, jump on top of the green boxes, jump over the bomb and then take a leap to the right. Hold right and leap as far as you can. It doesn't matter if you don't leap all the way. The important thing is that you have touched the fanman's blowing breeze which instantly kills the fleas that were on you when you were on top of those green boxes.

You should have fallen onto a pit of harmless bouncy purple blobs. Just go left, jump left and land one step right of the black box. Then turn right, set a boomer on top of the fanman, go right, jump right, jump right, jump over the red walker, jump on to the higher platform to the right, take a far leap to the right, go under the bee shooter and get the goodie bag for a golem.

Stand under the beehive and set a serpent above the second sign to your left and set it higher than where you are. Jump on to that serpent, jump left, set a blubba on where you are standing, jump on the blubba to reach the higher grounds to your right, jump over the two walkers, drop down to the right of the black box, drop down next to the danger sign and then set a serpent under the goodie bag below. Jump down and on top of the serpent to receive the goodie bag. It contains:

PHOENIX
Provides its keeper with a great defence.

Now jump out left and continue going right. Jump right, jump over the two purple blobs, jump over the spiked shell, get the treasure and run.

Go northwest and into the next level.

Frosty's Grotto

Set a blubba on top of the crumbling log, jump over the flying spiked ball, jump on the blubba and go right. Don't land on the bomb. Get the body armor next to the bomb, jump right, jump over the purple blob and stand next to the danger sign. Set a serpent under and left of the goodie bag. Jump on that serpent and get the goodie bag for a Sucker. Then set a blubba on the serpent you are standing on. Jump right.

Stand next to the left danger sign and set a serpent to above the danger sign to your right. Jump on to that serpent and jump right. Proceed right, walk under the falling pig, jump over the spiked shell, jump over the snowball thrower, jump right twice, set a serpent to your left, jump on that serpent.

Look left, set a sticky under the falling spike between the two spiked shells, jump over the spiked shell to your left, set a sticky under the other falling spike to your left, jump over the two spiked shell to your left and then jump left. Run left and get the body armor. Watch out for the bee shooter. Jump over the bomb, set a boomer on the left side of the green boxes and then set another boomer on top of the snowball thrower to the left of those green boxes. Jump over the green boxes, run left, avoid the bee shooter, jump over the snowball thrower, jump right, jump over the purple blob, get the toboggan and run.

Go south-east and return the toboggan to the kids.

Sabreman : Is this your toboggan?

Kids : Oh, thank you, Mr. Sabreman! My sister and I are very grateful. We have nothing to give you in return... Except for this shiny key. Please take it, we think it may work in Blackwyche Village Hall.

Sabreman : Thank you, I'll give it a try.

Gained Village Hall Key.

Go northwest and go into the next wulf hole.

Shivery Peaks

Go right, jump to the platform below, jump right, jump over the green box, jump over the snake, jump right, jump left, jump over the spiked shell, jump over the purple blob, jump over the spiked, shell, jump left and set a boomer on the left side of the green boxes. After the box explodes, set a sucker next to the fleas. Jump over the boxes and get the goodie bag for a bloater.

Jump over the green boxes to the right, jump to the platform to your right, jump right, jump over the snake, jump to the platform above, leap left, run left, jump on top of the platform above the snowball thrower, jump left, leap right, jump over the purple blob, jump over the snake, jump over the green box, jump over the tornado, get the treasure and run.

Go down and into the next wulf hole.

Wafty Shaft

Set a boomer on top of the three green boxes, jump on the green boxes, jump over the two snakes carefully, jump on top of the two green boxes, drop down, go right, jump over the purple green blob, jump over the spiked ball and stand next to the danger sign to the right of the spiked ball. Look up. See the log? Place a boomer on top of that log. After the boomer explodes, place a blubba on top of yourself to get to the goodie bag above. The goodie bag has:

MISTI

Falls apart with the slightest of movements.

Continue right. Stop when you see two snowball throwers below you. Set a Misti between you and the crumbling log above. Jump on misti, jump on the crumbling log, leap right and land to the left of the bomb below. Jump over two bomb, jump over the tornado, stand next to the danger sign, jump to the danger sign above, jump over the snowball thrower, drop down on top of the black box below, stand to the right of the black box, jump over the two flying purple spiked balls, get the treasure and run.

Go north-east and enter the new wulf hole.

Icy Nook

Go right, jump over the purple spiked ball, set a serpent above the purple spiked ball to your right, jump on that serpent, jump right, set a serpent above the yellow spiked ball to your right, jump on that serpent, leap to your right and land on the goodie bag below. The bag contains a bigfoot. Now jump over the plant to your left and jump back on the serpent to your left, jump drop down to the lower platform to your left, drop down to the first serpent that you put and then drop straight down to right. You should have landed in front of the wooden fence in the background.

Go left, run past the two falling spikes and drop down. Go right, jump over the two snakes, jump on top of the green box, jump over the two snakes, drop down to the platform below, drop down right and start going left.

Drop down, set a sticky below the falling pig near you, run past the two falling pigs to your left, set a boomer on the left side of the green boxes and then jump over the green box. You can do this the easy way which is to just set a boomer on the second spiked shell to your left. Jump to that empty space and set another boomer on top of the spiked shell to your left. You can do this the harder but faster way by carefully jumping on top of the first purple blob to your left to the second purple blob and over the last spiked shell.

After you jump over the last spiked shell, drop down left. Just run right and jump over the two green boxes. You will not get hit by any of the two bee shooters. Get the treasure and run.

Go down and enter the next wulf hole

Gusty Gully

Go right, jump over the black box, lightly jump over the spiked shell, jump over the plant when the purple spiked shell is high, get the body armor, jump over the plant, jump over the spiked shell and then stop. Look up and set a blubba next to you. Jump on the blubba and land on to the right of the fanman. Set a blubba to reach the crumbling log above. Jump from log to log. There are seven logs. You'll get about 20 GP on the way. At the end of the path, there is a Golden key.

Backtrack to the second log that you have touched and then take a giant leap right. You'll probably land on the harmless purple blob. Afterwards,

go right, drop down and then stand to the left the yellow spiked shell. Set a serpent between the yellow spiked shell and the building to your right. Jump on that serpent and then set a boomer on top of the fanman to your right. Jump right. When you see a beeshooter, set a boomer on top of it. Then set a serpent between the building with the window and the fanman. Jump on the serpent, then leap over the fanman and then get the treasure and run.

Head north-east to the next wulf hole.

Coalhouse Climb

Go right and stand on the edge of the platform. Set a boomer on top of the spiked ball to your right. Then take a giant leap to the black box. Then drop down and continue going right. Keep going right until you are standing next to a crumbling log. Set a blubba on the crumbling log above. It'll fall on to a bomb, kill the crumbling log and kill the bee shooter. Then set a blubba on the bottom crumbling log. Jump on the blubba to reach the goodie bag above for a sticky. Then drop down on the right side of the crumbling log.

Set a boomer on top of the spiked ball between the hopping crocs. Run past the two spiked balls and the remaining croc. Set a boomer on top of the middle spiked shell. Set a Golem on top of the fanman above. Then jump to where the fanman was and set a Golem on top of the snowball thrower above. Then jump right, leap over the pit, stand to the right of the purple blob, jump to the next platform and land on the left side of the snake. Set a drooler on top of the snake. Move a little bit more right. set a Golem on top of the tornado. Jump to the next platform. Set a serpent over the pit between you and the spiked shell. Jump on the serpent and then jump over the spiked shell. Go right, jump over the bomb, set a serpent on top of the spiked shell next to you. Jump on the serpent, jumped over the spiked ball, use the phoenix, run right, get the treasure and run.

Seymour : Sabreman, the laboratory door is now open. You can return peace to the area by blowing it sky-high.

Now go north-west and enter the lab.

The small Lab

Go left, jump over the three saws, jump left, jump right, hit the switch, jump over the sprayer, jump right, jump left, jump right, get the treasure chest and stop. You can see something moving above. When that enemy is not above you, set a blubba and jump up. Jump over robo-dog, hit the second switch and then jump on to the moving platform to your left.

Jump left, jump left, jump right, jump over the sprayer, hit the last switch, jump on to the moving platform to your right, jump left, jump over the robo-dog, jump left and get on the last platform to get out of the lab.

Game : Five you have so three to get, to thwart the doctor and his pet.

Lab blows up

Seymour : Well done! Five pieces of the amulet have been recovered!

Sabreman : Yes, and it's starting to get a bit tricky... Now, which way did you say that rascal went?

Seymour : He headed off across Lake Nightshade, towards the Old Mining Company.

Sabreman : How do I get there?

Seymour : Well, you'll need to cross the lake. I suggest you try Blackwyche Docks. Travel out through the mountain pass, pass Blackwyche Station and into the village, then head straight down until you reach the dockside. Look for Captain Fingers. He's a salty old sea dog who might just be able to help.

Sabreman : Thanks, old boy, I'll be back!

Seymour : See you again!

Sabreman leaves

Seymour : What a guy!

Weaver : Hello, Weaver's the name, Fleece Weaver. I'm afraid you'll find no passage through here unless I can get my crook back.

Sabreman : I have a crook, I retrieved it from Sabrewulf. Is it yours?

Weaver : Why yes, that's it. Thank you very much, Sabreman! Feel free to pass on by.

Sabreman : Much appreciated, thanks.

Weaver : 'Bye!

Follow his directions and then talk to Captain Fingers.

Sabreman : Are you Captain Fingers?

Captain F. : Arr! Aharr! Er, yes.

Sabreman : I've been told that you may be able to help me reach the Nightshade Mining Company.

Captain F. : It's only a short trip by boat, but I can't take you.

Dolittle-Goode has badly damaged my vessel, H.M.S. Bubbler.

Sabreman : Well where does that leave me? I have to stop him, and soon.

Captain F. : I'm sure we could throw something together. Get that tin bath for a start, then all we need is some kind of sail.

Sabreman : What about these old ladies' bloomers?

Captain F. : Excellent! Those super-size pants will catch the wind nicely. Just give me a minute.

Sabreman gets on a crappy boat

Sabreman : Are you sure this thing will be safe?

Captain F. : Arr! You'll be fine.

Sabreman : I think I feel sick.

Captain F. : You landlubbers are all the same.

Sabreman sails off

=====
2.7 - Nightshade Mining Company
=====

=====
3.0 - Ending
=====

Try to get 100%

Buy out the stores.

Get golden flags for all the levels.

Complete Challenge Mode.

Collect the items, photographs and orchards.

=====
4.0 - Orchids - incomplete
=====

Talk to the guy in the center of the Blackwyche village.

Guy : If only I had a nice bunch of flowers to give to that girl. I know it would make a difference. Hey, you could help me!

Saberman : I could help? How so?

Guy : You're off travelling all over the world. Bring back the rarest orchids you can find! Blue, red, white, yellow, purple... that would surely impress her.

Saberman : Well, I'll try.

Inventory updated

*guy in library wants a fish. give him one and take the shrunken head to the temple.

*get a package from teh green guy in the last town. deliver it to the librarian in blackwyche village.

*collect the photographs for abe lincoln in the first town

White Orchid

Talk to the naked man on Mount Knightlore inside the only building there. He needs clothes. Go to Dave Crockett inside the building at the Entombed Swamp. Dave Crockett needs a trap. Get a trap from Woody inside the only building at Karnath Forest. Buy it for 20GP. Bring the cage back to Dave. Bring the Fur Coat back to Mr. Butt.

forgot about hte last one.

=====

5.0 - Photographs -semi-incomplete

=====

Just a bunch of Photographs. Buy a camera in the Blackwyche Village, go the to north-east building in the village, talk to the man and he'll tell you to go take some pictures. Take all 10 pictures and bring it back to him for.....*****

orchard. forgot what color.

The pictures will automatically be taken when you are in the right place.

Caged Critter

Description : A cage.

Where : Go to where you first started your journey. The Campsite where you met the mayor.

Jungle Falls

Description : A Waterfall.

Where : Go to Karnath Jungle. There's a waterfall to the north. Stand on the bridge.

Shining Beacon

Description : A lighthouse.

Where : Go to Blackwyche docks. Stand next to the lighthouse.

Let's Get Snappy

Description : An alligator.

Where : Go to the entombed Swamp. Stand on top of the alligator.

Nightshade Shaft

Description : An orange building surrounded by coal.

Where : Go to the Nightshade Mining Company. Stand next to the mining building.

Knightlore lookout

Description : A small building covered with snow with two trees next to it.

Where : Go to Mount Knightlore. Stand near the building with the naked man inside.

Dockside Dinghy

Description : A small boat.

Where : Go to the Nightshade Mining Company. Stand near the dock.

Temple Tower

Description : A temple. On the right of it, is a fountain.

Where : Go to the Temple of Imhotep. Stand near the south-west temple.

Off the Rails

Description : A train.

Where : Go to Knightlore Valley. Stand near the train.

Big City Bridge

Description : A bridge with two lamps.

Where : Go to Dragonskulle Town. Stand near the bridge.

=====
6.0 - Challenge Mode - incomplete
=====

=====
7.0 - Discoveries - incomplete
=====

In most levels, you should have discovered something. If not, the thing that you have not found will appear as a red question mark in the list. To view the list, stand next to a level and press A and scroll around for it.

The Campsite

Campsite Clearing
Hat, Blubba and a Boomer

River Crossing
The Mayor and a Serpent

Blackwyche Village

Blown Away
A Boomer

Blackwyche Swamp
Nothing

Outlaw Inn
A Bigfoot

Eastern Karnath
A Sticky

Wishing Well
A Golden Key

Karnath Jungle

Karnath Canopy
A Golden Key and a Sucker

Tangle Terror
A club

Lower Karnath Mines
A Ladder and a Sticky

Overgrown Outpost
A Blubba

Knightlore Falls
A Serpent

Upper Karnath Mines
A Boomer

Tangle Terror Lookout
A Lamp and a Golem

underwurlde Mines

Torchlight Torment
A Bloater

Deep Dark Dugout
A Golem and a Carrot

Stinky Cavern
A Tailspin

Mining Mayhem
Nothing

Lookout Ledge
A Drooler and a Golden Key

Crumble Crevice
A Bigfoot

Stranglehold Swamp
A Serpent

Entombed Swamp

Stinger Strangle
A Tailspin

Frantic Fissure
A Drooler And Surfboard

Hobbled Hamlet
A Bag of Grain

Stinkhorn Swamp
A Bloater

Rocky Mount
A Blubba and Golden Key

Viper Vines
A Drooler and a Basketball

Terror Temple
A club

Mount Knightlore

Snowy Knoll
Phoenix and a Golem

Frosty's Grotto
A Toboggan and a Sucker

Shivery Peaks
Old ladies' Bloomers and a Bloater.

Wafty Shaft
A Misti

Icy Nook
A Bigfoot

Gusty Gully
A Cane and a Golden Key

Coalhouse Climb
A Sticky and a Tin bath

INCOMPLETE BELOW

Nightshade Mining Company

Flames of Fury
A tailspin and ?

Ritual Ruins
A Golem

Filthy Factory
A Sucker

Mortar Mountain
?

Industrial Carnage
A Sucker

House on the Hill
A Misti

Heavy Metal
A Blubba and ????

Temple of Imhotep

Tumbledown Temple

A Golden Key

Watch Out Below

A guy who runs the train and ?

Magical Mayhem

A Witch

This Old House

A bag of Coal and a Club

Wings of Steel

?

Craggy Crack

A Boomer

Town and Out

A bucket of water and a serpent

Dragonskulle Town

Rooftop Rampage

Wizard and ?

Temple Plains

?

Cluster Keep

?

Factory Furnace

?

Blind Alley

?

Firing Squad

Nothing

Cobbled Courtyard

Nothing

=====

8.0 - Best Times - incomplete

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Look here for my best golden treasure times. Beat a time, send a picture and I'll post it.

=====

9.0 - Good Creatures

=====

Here you'll find a list of good creatures with descriptions straight out of the Blackwyche village. You'll also find a personal note from me for each of these creatures.

Some creatures are useless but if you are running low on creatures, it doesn't hurt to use some of the crappy creatures.

It is possible to stack creatures. Like a blubba on top of a serpent.

Blubba

Usefulness : High

Description : Any kind of contact with this sleepy bear will launch you high into the air.

Note: You need this creature to get to bounce to higher platforms. Jump on this creature to bounce higher. Some enemies bounce too. Maybe they'll bounce into other enemies and die.

Serpent

Usefulness : High

Description : A strange creature that circles the skies, allowing its keeper to access the inaccessible.

Note : It's like creating your own platform.

Boomer

Usefulness : High

Description : Very highly-strung. Any contact will cause a large explosion.

Note : You need this to kill standing or patrolling enemies. After 3 seconds, it blows up. It destroys various things. It blows up instantly when it contacts another enemy or person. This can kill you.

Sticky

Usefulness : Ok

Description : A large pool of sticky goo, set to trap any creature unfortunate enough to blunder through it.

Note : Any enemy that touches it will stick on to it.

Golem

Usefulness : Low

Description : Made from solid stone, it will prevent almost anyone or anything from passing.

Note : It's a wall and makes it impossible for enemies to walk beyond it. You can stand on it and block winds from fanmen.

Drooler

Usefulness : Low

Description : A cunning creature that lies motionless and swallows its prey whole, spitting out whatever it can't chew.

Note : Enemies walk over it, get swallowed and spit out.

Misti

Usefulness : Low

Description : A very unstable creature, likely to fall to pieces with the slightest movement.

Note : Use serpent instead. This creature is like a crumbling log.

Sucker

Usefulness : Low

Description : An ugly little fellow who tries to insist upon you getting a little bit close.

Note : It sucks enemies closer to the sucker. It basically just sucks.

Bigfoot

Usefulness : Good

Description : Will attempt to shift anything blocking its path with an almighty kick.

Note : It kicks enemies further away. It's a pusher. It kicks, walks one direction and keeps on kicking. It cannot kick some enemies.

Bloater

Usefulness : Good

Description : Once released, it will take to the air and float wherever the wind blows.

Note : You release it and jump in it. Move towards a direction to slowly float there. Float over enemies. Be warned. It can pop and when it does, you will fall, land on an enemy and die. Useful against fleas.

Tailspin

Usefulness : Low

Description : Looks useless from a distance, but get close and you'll be blown away.

Note : It blows enemies farther. It basically just blows. Good against fleas.

Club

Usefulness : Good

Description : Likes to give other creatures a good clubbing, and due to its size, usually encounters no argument.

Note : It kills enemies and destroys green blocks. It moves in one direction and starts smashing whatever gets in its way and keeps on moving.

Witch

Usefulness : Low

Description : Hates fighting for airspace, so will quickly take out any airborne competition.

Note : Kills air enemies.

Wizard

Usefulness : High

Description : Commands the skies with his magic, ground-based foes will feel his wrath.

Note : It's the best way to kill those enlarging blobs. You place it on the ground and watch it kill everything in front of it.

Phoenix

Usefulness : High

Description : A creature formed from ancient mystical forces, with the power to protect its keeper from all harm.

Note : Use it on yourself and you are invincible for a temporary period of time. Go ahead and just walk through enemies. Kill enemies by touching them.

=====

10.0 - Bad Creatures

=====

Here you'll find a list of bad creatures with descriptions straight out of the Blackwyche village. You'll also find a personal note from me for each of these creatures.

=====
11.0 - Secrets
=====

Bunch of sad secrets.

Funny Death

When you die, you can die in a funny way. When you die, your body gets turned sideways like this.

>--<-O

When your body falls to an edge like this...

>--<-O

|
|

Your body can continue to fall and when it does, your body will turn 90 degrees clockwise. It's funny.

Screwed Compass

Beat the game and find the five orchards and then look at your compass.

=====
12.0 - Golden Key Rooms
=====

If you get Golden Keys, you them for GP.

First Bonus Room

Go to Woody's poor-ass shack in Karnath Jungle

Collect 20 Stars and avoid the 'Wulf.

The 'Wulf's speed will increase with every 4 stars collected.

Simple. If the wolf is near you, go towards his direction and jump over him. He will slow down and turn around. The land looks like this.

| 1 2 3BA|
|__ _____ __| BA = Body Armor

It will be filled after the game walkthrough is done.

Hat

Location : Campsite Clearing in The Campsite.

Note : You need this to proceed.

Mayor

Location : River Crossing in The Campsite.

Note : You need this to go to town.

Ladder

Location : Lower Karnath Mines in the Karnath Jungle.

Note : You need this to climb a cliff in Karnath Forest.

Lamp

Location : Tangle Terror Lookout in the Karnath Jungle.

Note : ?You need this to get in the mine.?

Surfboard

Location : Frantic Fissure in the Entombed Swamp.

Note : One of the two items needed to get on the Mount Knightlore.

Trainman

Location : Watch out Below in the Temple of Imhotep.

Note : You need this to get to Dragonskulle Town

Basketball

Location : Viper Vines in the Entombed Swamp.

Note : One of the two items needed to get on the Mount Knightlore.

Coal

Location : This Old House in the Temple of Imhotep.

Note : ??

Package

Location :

Note : Deliver this to the librarian in Blackwyche village.

Cake

Location :

Note : ????

Grain

Location : Hobbled Hamlet in the Entombed Swamp.

Note : Give this to the guy standing next to the alligator in the Entombed Swamp.

Cane

Location : Custy Gully on Mount Knightlore

Note : Give this to Fleece Weaver in Blackwyche Station to open up a path.

Bucket of water

Location : Town and Out in the Temple of Imhotep.

Note : ???

Fish

Location :

Note : Give this to the monk in the Blackwyche library for a Shrunken Head.

Shrunken Head

Location :

Note : Give this to the monk in the Temple of Imhotep for an orchard
(color??)

Cow Costume

Location : Inside the locked door of the Blackwyche Town Hall.

Note : Give this to the captain on the boat in the Blackwyche Docks for
1,000GP.

Fur Coat

Location :

Note : Give this to the naked man on Mount Knightlore for a white orchard.

Cage

Location :

Note : Get this from Woody after Dave to in the Entombed Swamp.

Tin Bath

Location : Coalhouse climb on Mount Knightlore.

Note : Talk to Captain Fingers in Blackwyche Docks to get to the
Nightshade Mining Company.

Carrot

Location : Deep Dark Dugout in the Underwurlde Mines.

Note : You need this to proceed to higher levels in the Underwurlde mines.

Scroll??

Location :

Note : ???

Toboggon

Location : Frosty's Grotto on Mount Knightlore.

Note : Give this to the kids on Mount Knightlore for the key to the
Blackwyche Town Hall.

Snake??

Location : Heavy Metal in the Nightshade Mining Company.

Note : You need this to go to the Temple of Imhotep???

Old Ladies' Bloomers

Location : Shivery Peaks on Mount Knightlore

Note : Talk to Captain Fingers in Blackwyche Docks to get to the
Nightshade Mining Company.

=====

14.0 - Frequently Asked Questions

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Send some questions.

Humanvegetableonline2002@yahoo.com

From: Techman

Q: What is the max amount of gold?

A: The max amount of money is 9999.

Q : What's a purple flag?

A : It just means you got a special item instead of a regular treasure.

From: Techman

Q: Does anything happen if you get all rare records?

A: A cool background pic of Doctor and his pet.

Q : Does flag color affect game complete percentage?

A : I experimented and no. But getting a gold flag unlocks a challenge mode level of that level. Challenge mode does affect game complete percentage. So I guess the answer is really yes.

Q : How do you get more "challenge mode" stages?

A : Get golden treasures in any stage to unlock that stage for challenge mode.

Q : Your guide doesn't help when it comes to speed runs on "this stage".

A : Contact me and I'll send you videos of any level over email.

Q : I can't get a golden statue. I am too slow.

A : Quickly bring out your pets and don't stop moving in the direction that you're supposed to go to.

Q : Does star color in challenge mode affect your final percentage?

A : Yes.

Q : I need gold.

A : Sell your treasures to Cookie. He's the shop guy.

Q : Sabrewulf is fast. What do I do?

A : When he's right behind you, jump over him and then jump over him again and keep running to your destination. He'll turn twice when doing so and it'll slow him down. There is also the easy way. Make him fall into a pit. Make him run towards you and when you're near a pit, do a low jump over him and he might fall. Good chance.

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15.0 - Credits

=====

Dedicated to DesertEagle415AE!!

Also Dedicated to:

Daniel K for a reason.

David Y. for a reason.

Erik P. for a reason.

ImationM320 for a reason.

Credits to...

CjayC for Gamefaqs.

Techman for questions.

Gen WishingTikal for special reasons.

And you people for the supporting my guide.

"I'm a hussler."

- Giovanni, The Freshman Candy Seller

-Life of Humanvegetable-

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