

Wario Land 4 FAQ/Walkthrough

by charmandermaster1015

Updated to v1.02 on Jul 30, 2008

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WARIO LAND 4

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This walkthrough is best viewed in Courier New, size 10.

NOTE: My current email address has changed to gman7331@gmail.com

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Section 1: History

Version 1.02:
Changed email address and changed hosting policy.

Version 1.01:
Added two more sites to the allowed list.

Version 1.00:

Finished guide, initial submission.

Version .50:

Finished half of the levels. I was about to submit the guide at this point, but I decided to finish it before submitting it.

I may write more sections to this guide in the future if I have time (Spoilers section, Hard Mode and maybe Super Hard Mode).

Section 2: Coins & Gems

This section will explain the types of coins and gems, and how valuable and rare they are.

Coins

White Coin:

This coin is very small, and only comes out of small blocks and some enemies. It is only worth 10 points, so get them only if you really need the money.

Red Coin:

Strangely, this coin is slightly more common than the White one, but is worth 50 points instead of 10. These coins are also red (obviously), are slightly bigger than the White Coins, and will mostly come out of the regular sized blocks. Grab these coins even if they are out of your way, as they will add up to your score in bigger numbers.

Silver Coin:

These coins are a lot rarer than the White and Red coins, but are worth 100 points. These coins will only come out of enemies and possibly out of other objects around you (like the sunflowers in Wildflower Fields). Grab these coins when you see them as they will help your score.

Gold Coin:

These are the rarest and most valuable of all coins. You will almost always find these coins from treasure chests, and they are worth 500 points. Don't miss out on these coins, or you may lose the opportunity of getting a gold crown!

Gems

Blue Gem:

These gems are everywhere!! They may be only worth 10 points, but they add up because you will likely see hundreds of these as you go through each level. This means that blue gems alone can get you a couple thousand points to your score.

Red Gem:

These gems are rarer than the blue gems, but you will still see them a lot. They are usually placed in a harder to reach location, and worth 100 points (10 times more than the blue gems). Grab these as they will also significantly affect your score.

Blue Diamond:

This is the rarest and most precious collectable in the game (worth 1000 points). You will instantly recognize a blue diamond, because it is huge and looks completely different from the gems. Sadly, they are only a handful of these in each level, and are almost always located in hard to reach places.

Section 3: Items

This section will describe the most common items in the game.

Treasure Chests

First to Fourth Treasure Chest:

These treasure chests contain the Pieces needed to access the boss. They are four in each level, and will always throw out a Gold Coin if you open them. Also known as The Piece Chests, they are beige in color, and is a little smaller than Normal Blocks.

Silver Treasure Chest:

Unlike the Piece Treasure Chest, the silver one contains a CD and has a rigged look. There is only one in each level, and is usually placed in a more secret location than the Piece Chests. The CDs you collect will unlock different tracks in the sound room (16 in all).

Heart Treasure Chest:

These treasure chests look like the Piece ones, except they have a picture of a heart near it. When you open these chests (hard to find, but not as hard as the Silver one), you will get a giant heart that completely refills your health.

Bosses' Treasure Chest:

Unlike the other three treasure chests, the Bosses' treasure chest is not found in any level. You can see three of them in the background when you fight every boss, and they will slowly disappear if you are running out of time. Getting all of these chests is not important, but the more you get, the better your end scene will be.

Blocks

Normal Block:

This is your standard block also referred to as a Weak Block. It is large in size (about the size of Wario), and can be broken with a simple ram or pound. You can also destroy these blocks from below by hitting your head against it. If you super charge into these blocks, you will break it without stopping (which is useful for destroying long lines of blocks). These blocks sometimes contain red coins, and very rarely, blue diamonds (note that the red coin and blue diamond placement is fixed for every block). Normal blocks also come in different varieties of colors, but will always hold the same properties.

Small Block:

The small block is just like the Normal block except four times smaller. They hold the same properties as normal blocks, except they have White Coins instead of Red ones, and are almost always found in lines/groups. These blocks usually block crawling space, which requires you to roll or to use a rock or an enemy to break them.

Gray Block:

These blocks are the same size of the Normal blocks, except they are made of rock which makes it harder to break. The only way to break them is to super charge or to super pound, and they usually hide a secret passage or the pathway to continue to the level normally. These blocks sometimes contain red coins and in only one case, a blue diamond (fixed as before). They are varieties of these blocks, and will usually hold the darker shade than the normal ones.

'!' Block:

These blocks are the same size of the Small ones, except they cannot be destroyed and come in many varieties of colors. However, they can be turned solid (you can stand on them) or dashed (you can go through them) using the

same colored switch. '!' blocks help (or possible hurt) you in getting hidden treasures like blue diamonds and are located in most of the minigames.

'!' Switch:

These switches turn the same colored blocks solid or dashed with a hit or ram. Like the '!' blocks, they are usually found in minigames and are indestructible.

Toy Block:

Only found in Toy Block Tower, these blocks come in three shapes (triangle, circle, and square) and will help you through the level. More about Toy Blocks is Explained in Toy Block Tower in the Walkthrough section.

Cat Block:

Like the Toy Block, these blocks are only found in one level, Toy Block tower (again!). They act exactly like normal blocks, except they don't have red coins and respawn if you leave the room. More is explained in the Walkthrough.

Miscellaneous

Rock:

Rocks are about the size of two silver coins, and are light brown in color. They are usually used for clearing tight spaces and crawling spaces from small blocks, but they are also used to hit '!' switches in many minigames. If you see a rock, but you see no place to throw it, try to hit it against all of the walls around you because you may open up a secret passage! Rocks are destroyed if they fall in the water, or you touch it in a different form (Spring, Bat, etc.).

Section 4: Walkthrough

If you are wondering, this is the section that will guide you through each level. Since I was tired when I was writing some of the levels, you might notice a few fluency errors if I have not caught them. Even after I checked this guide for these errors, they might still be some, so email me if you find any so I can fix them.

This is the format of every level in the walkthrough:

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Name of level

Difficulty/10 | Number of blue diamonds | Time To exit the level after you hit the frog switch

Here, I will explain a little bit about the level and how it compares to other levels in the same passage. You should read this section because it contains useful information.

This will be the actual walkthrough for this level. Each paragraph is divided into different areas and when you enter or exit a minigame. there will also be markers (---[]---) that locate the important items in the level (like the Treasure Chests and the Key).

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Let's begin the adventure!

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Entry Passage

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Hall of Hieroglyphs (EPHOH)

Difficulty: 1/10 | blue diamonds: 4 | Time to Exit: 1:00

This is kind of like a tutorial level, which will show you how to perform the basic techniques. This level poses no real danger and has no minigames.

---First Treasure Chest---

You will begin the level on the ground near a few platforms to your right. Jump up all of the platforms, and go through the tunnel to your right when you reach it to get to the second area of this level.

In here, go down the pipe using the hieroglyphic above you to teach you how to. You will end up in a small cavern. Pound the ground to turn the Blobs to your right red, ram them to get a red coin from them each, and get the gems around you. Go up the second pipe using the hieroglyphic as a guide as you did before.

Back in the second area (the right side this time), run through the tunnel to your right to get to the third area. In here, drop down the ledge to the ground below you, perform a ground pound to turn the Blobs red and ram them to get some more red coins. Get the gems above you as you collect the red coins, and grab the First Piece from the treasure chest to your right.

---Second Treasure Chest---

Run into the next area through the tunnel, and ram the block to your right to get another red coin. Continue to walk right, stand on the red arrow on the ground, and ram jump to break the block ahead of you.

Jump through the tunnel to your right to get into the next area with the Second

treasure chest. Quickly ram the block to your right, pound the ground to turn the Blobs red again, and kill them to get some more red coins. After getting the coins, grab the gems around you, and open the treasure chest in the middle of the area to get the Second Piece.

---Third Treasure Chest---

Kill another Blob and destroy another block in front of you, and go through the tunnel to get to the next room.

Stop when you enter this room to stand on another red arrow. Now super charge right to break a weak and a gray block, and super charge right again after getting the red coin. Jump when you pass the third arrow to break another gray block and to fall in the pool of water below you. Get out of the water, and jump through the tunnel to your right to get to the next area (this one is smaller than the other areas you went through).

In here, ram the three blocks to your right, grab the red coins that come out, and kill the Blobs after turning them red. Break the four blocks above you to get 200 points and to free the first blue diamond. Jump to get the blue diamond, break another two blocks to your right, and walk a few steps left to give you some charging room. Super charge right to break the gray block, and go through the tunnel to your right to get to another area.

In here, pick up the rock lying on the floor, and throw it right to break the lines of small blocks. Crawl through the tight space after the blocks break, get the white coins that come out, and continue to walk right ignoring the ladder and rock for now. Jump up the single platform, ram the block to your right, and drop to the pit below you. Quickly pound the ground twice to turn the Spear Holder red, and immediately ram him to get a silver coin. Grab the giant heart to your right after getting the silver coin, walk back out of the pit, and climb up the ladder ignoring the rock if it is still there. Now on the platform above you, pick up another rock that will reside next to you, and walk to the left wall. Throw the rock to at the block above you to break it, climb up the platforms to your right after it breaks, and crawl left through the crawling space making sure you get the red coin. After you go through the crawling space, you will end up in the upper part of the area. Pick up the third rock to your left, throw it through the small blocks to your left, and crawl through the tight space to get to the next area.

In here, ground pound to turn the Blobs red, ram the block and blocks top your left, and get the coins that come out, and the gems above you. Get the Third Piece from the treasure chest and kill the Spear Holder after turning him red.

---The Key---

Ram one last block to your left, and go through the tunnel to get to another room. Here, walk on the slant to your left, and duck to roll through the blocks to your left. When you hit the ledge and stop, grab the white coins that you missed, and jump up the platform to get the Key.

---Fourth Treasure Chest---

Roll down one more slant to break through some more blocks and end up in the area with the last treasure chest. In this area, jump over the unbreakable block that stopped your roll, and kill the Blobs after turning them red. Get the red coins that come out and the gems above you, but DO NOT get the Fourth Piece yet!! Instead, use the treasure chest as a boost to get the blue diamond above you, and then get the Last Piece.

---The Frog Switch---

Kill one more Spear Holder after turning him red, and go through the tunnel to your left to get to the next room.

In here, jump to the block to your left side, and pound it to break it and to get a red coin. Continue to walk left, and climb up the ladder to the upper ledge when you reach the wall. Before you get the blue diamond to your right, ram the wall to your left, and pound the ground twice when you see the Spear Holders and the blue diamond. Quickly kill the Spear Holders to get two silver coins, get the blue diamond above you, and get out of the pit back to the ledge with the ladder. Now jump right to get the blue diamond you previously ignored, and ground pound in the air to break the gray block(s) below you (assuming you ground pounded quickly enough). You will drop through the gap, grab some coins, and land back in the first area near some blocks and a rock.

Grab the rock to your right, and use it to destroy the four blocks blocking your path. Grab the red coins that come out, and leave the rock near the pair of frog blocks. Press the frog switch to your right to reopen up the portal. HURRY UP!!!

---Exit Portal---

Jump back left to the ground, and pick up the rock you left near the frog blocks (that are now gone). Staying on the ground, throw the blocks to your right to break some small blocks to your right, and give you access to the Exit Portal. Quickly crawl through the tight space, get the white coins, and jump through the portal to exit the level.

Boss Battle: Spoiled Rotten (BBSR)

Difficulty: 1/10 | Best Item: Bugle

When you start this boss battle, you will see a giant purple eggplant to your right. He will quickly summon two enemies that look like Kirbys, and they will charge at you. Simply pound on their heads or hit them from behind to kill them. To damage the giant eggplant, you just have to simply ram it. Continue to ram the egg plant many times, and his face will look deformed when his health bar reaches red. Now you have to hit him on his back (hitting his front will damage you instead of him). Jump over him when you are near the corner to do this, and ram him a few more times to finally kill him.

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Emerald Passage

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Palm Tree Paradise (EPTP)

Difficulty: 2/10 | blue diamonds: 6 | Time to Exit: 1:30

Here it is, the first real level you will play. Palm Tree Paradise is a cinch

compared to the later levels. Exiting the level in time is also very easy.

---First Treasure Chest---

When you fall out of the portal, you will drop on the ground in tropical paradise. Walk right, and enter the tunnel. Here, you will see a bunch of blocks (big and small). Hit all of the blocks except for one of the big ones. After getting the white and red coins from the blocks, jump on the unbroken big block, and jump high to get eight blue gems and a red one. When you see the purple walking blob, ground pound to change its color to red, and kill it to get a red coin and a mini heart. Keep walking forward, kill four more blocks, and get the blue gems and heart before you go through the tunnel. When you see another red blob, jump on it to get the blue gems, the red gem, and the heart. Ignore then red '!' block, and jump on the cliff to get the blue gems. Kill another red blob, jump on the treasure chest to get the gems and the heart in the air, and open the treasure chest to get the First Piece and a gold coin.

---Second Treasure Chest---

When you see the guy with the spear (Spear Holder), pound twice to change its color red, and hit it to get a silver coin. Jump to the cliff above you to kill the red blob, and go through the tunnel below the cliff. When you exit the tunnel, ram the red blob to get a red coin and mini heart, and pound twice when you see the Spear Holder to turn him red. Kill the Spear Holder, destroy a few more blocks, and get the Second Piece and another gold coin from the treasure chest.

---Third Treasure Chest---

Keep walking forward breaking the blocks that get in your way, and charge to destroy the gray block that is in the tunnel. When you exit the small tunnel, jump on the small wooden platform, and jump into the wall to your left to get a blue diamond. Go back right and destroy the cluster of blocks to reveal a hidden doorway in the square tunnel. Now you will be in a hidden cavern with a blue diamond waiting for you in the first minigame. Walk left, climb the ladder, and jump to the right near the Pink Spiny ground pound the ground to flip it over, and pound the Spiny when it is flipped to kill him and get a silver coin. Climb up another ladder, and get the Third Piece and another gold coin from the treasure chest.

---Fourth Treasure Chest---

Walk left to climb up another ladder, and enter the purple pipe in the ceiling to play the minigame.

In this minigame, grab the Professor and throw him straight up at the purple '!' switch. A staircase will lead to the blue diamond, so jump up the stairs and grab the diamond. Jump back down to the ground and exit out of the purple pipe.

Back in the cave, walk right, and jump down the gap collection all of the gems and the heart. Walk a little to the left and exit out of the door to get back outside. Walk right, get a few more gems, and enter the cave. In the cave, charge right to get even more gems, ground pound the ground to change the color of the blob, and kill it on the wooden platform. Still standing on the first platform, walk into the right wall, and get the CD from the silver treasure chest. Climb the rest of the stairs, collect more gems, and get the Fourth Piece from the chest.

---The Key---

Run back right and exit the cave. Here, hit the blob to get a red coin, ignore the purple pipe for now, and eat an apple thrown by the monkey. Walk between the two palm trees and carefully look at the ground. When you see the ground's weak spot, jump on it, and fall through the gap. Now you will end up in a water filled cavern. Because you are (hopefully) still fat, you can get an extra diamond. Walk forward and jump into the water right in front of you. You will fall through the water, break a block, and get the blue diamond. Swim back up, get the gems you missed, and hit the green '!' block. Exit through the purple pipe when you are done. Back in paradise, kill the monkey to your right, hit the red '!' block, and get the Key and the gems that will appear with the red '!' staircase.

---The Frog Switch---

Run back left, jump over the gap, and enter the purple pipe that over the two green '!' blocks. In this minigame, you have to throw the Professor at the small block to access the blue diamond. To do this, climb the ladder to your left, jump up the blue ledges, and grab hold of the Professor. Now power throw him to the right. He will break the pair of blocks and tumble down the skinny long gap. Quickly catch him on the purple pipe before he falls in the water. When you have him, jump to the first blue ledge, and power throw him to the left. He will fly left and break the pair of blocks giving you access to the blue diamond. To get the diamond, jump to the second blue cliff and jump down as you duck to fit into the small gap. Grab the diamond and exit through the purple pipe. Back in the main area, run right, and run through the tunnel. Now kill the Spear Holder (after turning him red), and get the heart from the treasure chest. Grab the trio of gems and step on the Frog Switch to reopen the portal. HURRY UP!!

--Exit Portal---

One minute is more than enough time to get back to the portal. Power charge to your left, and go through the first two tunnels. Make sure you dodge the monkey and gap, or you will be slowed down! When you are in the cave, ignore the gap in the middle, and keep running into the left wall. As you go through the left wall, jump to get the blue diamond or you will miss it. Run through the next three tunnels without stopping for the red '!' switches. When you get back into the first area, jump into the portal to exit the level.

Wildflower Fields (EPWF)

Difficulty: 3/10 | blue diamonds: 5 | Time to exit: 2:30

This level is not much more difficult than the first, but it is certainly longer. You will be going underground and through the water. The sunflowers here hide loads of money, which is explained in this walkthrough.

---First Treasure Chest---

When you fall from the portal, you will land on flowery grass with trees, sunflowers, and bees around you. Walk forward, and a bee above you should immediately fly down to the flower (if it does not, lure it until it hits the flower. Let the bee drink suck nectar from the flower, and it will soon fly back up. Watch the flower as a bulb grows from its tip. When the bulb turns

red, quickly ram it and two silver coins will pop out from it. Collect the coins and repeat for the next flower. After you get the coins from the second flower, stand right in front of it, and let the bee hit you. Now you will be turned into Puffy Wario, and float into the air. As you float up, squeeze through the small gap in the first branch, and float left to go through the large gap in the second branch. As you pass the second branch, veer right to go through the third and fourth branches. Float left after passing the fourth branch to hit the ceiling and land on the fifth (and smallest) branch with the silver treasure chest. Get the CD and gold coin from the treasure chest, and drop down to the third branch (dodge the spikes). Get the gems and the heart in the right corner, and go back left to drop down the gap. When you drop back down to the first branch, charge left, jump over the large pit of spikes, and get the many gems at the left wall. Go back right and drop back down the gap. Lure a bee to the right side (near the tree tunnel), get hit, and get the heart as you float up under the first branch. Run through the tree tunnel after falling back to the ground. Here, walk forward, and use the bees to get eight silver coins from the first four flowers. When you see the gray block, get hit by a bee, and float straight up until you land on a twig platform. Now jump off the twig and ground pound. As you fall, the ground pound will charge up causing the gray block to break. Drop down the gap to enter a small cavern.

Be very careful here, if you get hit by a spiked ball from the drillers, you will lose a gold coin! If you want to kill the driller, ground pound the ground to bring it up, and ram its back to get a red coin. Now run left, grab the blue gems, and drop down the gap to the right. Now on the lower half of the cavern, run right collecting the blue gems, and jump up the first series of platforms. Grab the small rock and jump up the next two brown platforms. Throw the rock right above you to break the block and free the blue diamond. Drop down the two platforms and walk left to get the jewels. As you collect them, kill the driller below you (by pounding), hit the block to your right, and exit through the small hole you opened. Climb up the brown platforms and run right on the ground. Crawl underneath the wall, get the blue diamond, and exit through the gap in the ceiling. Walk right, get twelve more silver coins from the flowers, and run through the tree tunnel. Here, jump up the various twigs and leaves, turn the Spear Holders red and kill them, and walk through the green blue tree. When you reach the ledge, pound straight down (collect the gems and heart), and you will break the gray block below you. Pound once more to break the block and enter another cavern. When you land on the ground, hit the small block to your direct left, and jump through the gap to get the heart. Ground pound as you fall to destroy the gray block, and enter the purple pipe that was below it. For this minigame, you will need to use the Professor as a boost to jump up to the blue diamond. Take the Professor and throw it over the red and yellow wall. When he goes over the wall and lands, throw him over the second, lower wall. Now you will be in a pit. Move the Professor to left side of the pit (under the blue diamond), and jump off of him to reach the blue platform. From the blue platform, get the diamond, climb the green ladder, and exit the pipe. From the pipe, jump to the ground to your right, kill the driller, and hop up the platforms. Be careful, there are drillers on the third and ninth platform. When you reach the second driller, use him to jump to the uppermost platform where a heart resides. Get back down, walk right, and enter the door to get to the water filled cavern.

Walk left, jump into the water, and swim left making sure you stay under the first current. When you see the second gap in the wall above you (the one with the line of blue jewels), swim up the middle of it, and exit the current right after your turn. Swim up the small gap any you will reach an intersection of two currents. Swim to the right current, and you will be shot through a long twisting tunnel. As you go through the tunnels, swim to get the blue jewels, and you will soon shoot to the surface. Jump out of the water to the right, and (finally!) get the First Jewel from the treasure chest.

---Second Treasure Chest---

Jump to the slight slope to the right of the treasure chest, and press down on the control pad to roll across the ground. As you roll you will break a pair of small blocks, and you will fall down a long gap while you collect many jewels. Go back into the water and swim onto the gap you did before. When you reach the intersection, take a left this time, and swim up to the surface again. Walk left, and ground pound into the gap with even more jewels. As you fall, you will collect all of the jewels, go through the water, and break a piece of the ground to give you access to a blue diamond. Swim to grab the diamond, go through the pathway as you did before (take the right pathway this time), and enter the door when you leave the water. You will be in another water filled cavern, but smaller. Jump into the water, and start swimming up the water. Kill the fish by ramming into it, and go up the current. As you shoot up the water, swim slightly to the right to get the blue gems. When you reach the surface of the water, jump to the platform, and enter the door to leave the caverns. Now you will be on a plant under a giant sunflower. You will also see many caterpillars around you. DO NOT kill them yet! If you want to make a quick 3 grand, jump on the caterpillars, and throw it to the middle of the sunflower. If you did this right, the caterpillars will die, and a gold coin, a white coin, and a small heart will come out. If the caterpillars fall to the branch below you, use one of the treasure chests to get back to the long leaf. You can also do this trick with the Spear Holder. After you get your 3500 points, get the Second Piece and heart from the two treasure chests.

---The Frog Switch---

Run right across the branch, and fall down the gap to land on the first branch again. Again, run right to enter the tree tunnel, and drop down to the ground when you exit the tunnel. Ignore the sunflower for now and get hit by the first bee you see to get puffy. Float up the gap to your left, and veer right to go through the gap with the pair of red gems. When the scene changes, keep pressing 'B' to move up faster, and float through the tunnel at your left before you hit the ceiling. When you drop down, get the blue diamond, drop off the branch, and run right to fall in the gap again (under the giant sunflower). When you land on the first branch again, run through the tunnel, and drop down the branch as you did before. Walk right, use the bees to get the silver coins from the sunflowers, and get the third piece when you pass the sixth flower. Before you enter the tunnel at your right, get hit by a bee, float up through the thin long stem, and hit the non pointy part of the branch to drop on the stem. Kill all of the Chargers you see on the stem, get the single heart from the left side, and drop down the gap to your right. Finally, you will enter the scene with the frog switch, but I will get you to a blue diamond before you touch it.

Walk right, and eat one of the apples the monkey (on a leaf) throws. Now smash the gray block tucked in the right corner, and walk underground to the right to get many gems and two hearts. Enter the purple pipe when you lose weight. For this minigame, you need to hit to throw the Professor at the brick at the top of the level to give you access to the blue diamond. Now grab the Professor, and throw him at the green '!' switch right above you. All of the green '!' outlines will turn into solid blocks, and the Professor will stay up there. Climb the vine at you right to get to that line. When you get there, grab the Professor, jump on the green '!' switch, and throw him at the red '!' switch above you. Like before, the '!' blocks will turn solid; climb the vine to the line of blocks. Before you grab the Professor, make sure you are at the left side of the red '!' switch, or you won't be able to break the block. Grab the Professor one last time, jump on top of the red '!' block, and chuck it at the small block at your left. When the block breaks, squeeze through the small

gap, and get the blue diamond. Squeeze back out of the gap, hit the two '!' switches to fall back to the ground, and exit out of the purple pipe. Run right, jump out of the ground, and climb up the leaves dodging the apples thrown from the monkeys. When you get to the top, ground pound in the gap to your left to break the gray block, step on the frog switch, and get the heart right above the switch. HURRY UP!!

---The Key---

After pressing the switch, get back to the ground, and super charge left. Charge past the flowers and bees, and climb the stems when you reach the end of your run. Go through the tunnel, and charge left again to get the Key, and pass through two more tunnels.

---Fourth Treasure Chest---

When you pass the third tunnel, jump over the pit of spikes, kill the Charger, and drop down the small gap to the lower branch. Head right to get the pair of hearts and go back left through the holes in the trees until you get the Fourth Treasure Chest and a gold coin.

---Exit Portal---

Keep going across the branches and kill the Chargers until you go through another tunnel. When you pass through the tunnel, walk a little left, and drop down the gap to land on the ground. Dodge the bees, run left, and jump through the portal to exit the level.

Mystic Lake (EPML)

Difficulty: 3.5/10 | blue diamonds: 6 | Time to Exit: 3:00

This is the first all water level. It is not entirely difficult, but the enemies get a lot more annoying (takes more points and are hard to kill). This level is shorter than the last one and should not be much of a problem for the average gamer.

---First Treasure Chest---

When you begin the level, you will land on a giant tree branch; walk right and enter the yellow door. Ignore the gray block and gems for now, and climb down the ladder to the ground. Now grab (not kill) the Spear Holder, and jump across the platforms in the water (don't end up in the water yourself!). When you climb the stem to the upper cliff, throw the Spear Holder to the trio of bricks, and climb through the newly formed gap.

Here, take the rock, stand about one centimeter away from the vertical log, and chuck the stone straight up. If you did this right, the stone should go over the log without touching it, and break the stone on the other side. If you didn't break the stone, you can exit the area and try again. Now climb under the log, get the red coin, and get the giant heart from the treasure chest. Exit the area, jump down the short cliff, and enter the pool of water below you. Swim to the right, get all of the blue gems and the heart, and kill the fish by hitting its bottom. Keep swimming right to go to the next scene.

Here, dodge the clam shell, ignore the block and gems for now, and kill another annoying fish. Carefully look at the rocks above you. When you see the rock with the strange white spot (it should be above the fish), hit it from below to break it, and swim up to break another rock and reach the surface of the water. Jump to the right side, and walk forward to get a blue diamond, and swim back left and ground pound through the gap. As you fall through the gap, you will get some blue gems and break through three blocks below you. Now get the pair of hearts to your direct left, and go down the purple tunnel at your right to play a minigame.

In this minigame, you will need to use the Professor to break the block to give you access to the blue diamond. To do this, grab the Professor without letting him fall in the water, and throw him left. Swim through the small pool of water to the left ledge, stand on the green block (the one near the wall), and throw the Professor right without charging. When the Professor goes through the water and breaks the block, swim down the gap, grab the blue diamond, and exit the minigame through the purple pipe above the right ledge. When you return to the flooded world, swim out of the small cavern, and move right. Dodge another clam and fish, collect a few more gems, and jump into the small cave above you to get the First Piece from the treasure chest.

---Second Treasure Chest---

After you get the piece, drop back down into the water, and get the gems and heart as you swim forward.

This area has giant fish hiding in over half of the holes scattered around, and they will try to chomp you if you get near, so be careful. Swim forward, grab the gems, and dodge the giant fish in the hole. Keep swimming up the water while getting gems and hearts, and dodging the fish until you reach the intersection. From here, take the right turn, dodge the fish while collecting the gems, and break through the blocks to get a blue diamond. After breaking the second line of blocks, go back down to the intersection, take a left, and collect the gems and dodge the fish until you break through another line of blocks. Swim up until you break the surface and jump to the right side of the ground. Go a little bit right before you switch scenes, turn left, and super charge your way left. Jump over the pool of water, and you will break a block on the left side. Break the rest of the blocks, get the blue diamond, and go back right past the pool of water.

Immediately as you enter the area, a Hammer Dude will hit you and cause you to turn into a spring. As a spring, bounce right, and jump high when you are under the weak block (the one with a white spot). When you get to the upper cliff, ground pound to turn the blobs red, ram them to get a quick 200 points, and crawl under the rock at your left to fall back down. Keep moving right and get the Second Piece from the treasure chest.

---The Frog Switch---

Here, jump into the water again, dive straight down, go through the gap, and continue to dive down making sure you dodge the bubbles and get the gems. Repeat this twice more as you dodge the bubbles and get the blue gems. When you reach the fourth column with the bubbles, purposely get hit by a bubble, and float up. As you are moving up, stay to the left, and you will go through a current and break the surface. Get the blue diamond in the small cavern and drop back into the water. Swim down after going through the left gap, dodge the giant fish in the holes, and quickly get the remaining blue gems where the bubbles were to the left. Swim back right, go up the clear water as you dodge the fish and collect the gems, and jump to the surface to the right. Ignore the blue gems in the air for now, and move into the next area by running right.

Here, get the heard, fall into the water, and swim right to the ledge with the purple pipe. Jump on the ledge and enter the pipe to play the minigame. When you enter the minigame, jump to the pair of '!' blocks above you, hop up the blue cliffs, and grab the Professor at the top. Now throw him into the pool of water to your left and immediately jump down the gap to your right. As the Professor falls, quickly run left across the ground, and jump to the red ladder before he hits any of the green '!' switches. If you missed grabbing the ladder, or if the Professor does not activate the switch, you need to exit and reenter the purple pipe to try again. After you get on the ladder, climb up, jump to the green '!' blocks, and get the blue diamond from the cliff. Jump back down, walk right, and go through the purple pipe to leave the minigame. When you exit from the tube, walk right, and step on the frog switch. HURRY UP!!

---The Key---

When you press the switch, all of the currents will stop flowing. Now jump into the pool of water to your left, swim down, and go through the gap at your right. Here resides a giant octopus with four tentacles with spiked balls at the end. Swim along with the tentacles making sure you avoid the tentacles and get all of the gems. When you go halfway around the octopus, swim up to get the key, and swim around the rest of the octopus.

---Third Treasure Chest---

Back in the clear water, swim straight up to the left, and jump to the ledge and start power charging to the right. Jump past the frog bricks and the rest of the land, get the gems on the way, and kill the monkey before he throws an apple. When you see the next treasure chest, get the Third Piece, and collect the gems around it.

---Fourth Treasure Chest---

Run across the bridge and go to the next area. This area is very dangerous as orange spikes randomly fall from the trees above you, and cause you to lose 400 points if touched. Charge to the left dodging the spiked balls and the monkey, and collect the gems and break the blocks as you run. When you reach the brown platforms, go above the first, and go below the second to dodge the spiked balls. Get the heart below the third platform, and the Fourth Piece from the treasure chest above it.

---Exit Portal---

Keep running left and you will finally exit the dangerous forest and get on a tree branch. Walk across the tree branch, collect the gems as you jump past the trio of frog blocks, and jump back to the ledge of the tree branch. Walk a few steps back and charge to the left. Jump over the frog blocks, and you should land on another branch, and break the gray block from the beginning. When you enter the secret cavern, break three more blocks, and get the CD from the silver treasure chest. Exit the cavern to your right, and enter the yellow gate to get back to the first area. Here, simply walk left and jump through the portal to exit the level.

This level is not too difficult, but it is not exactly a walk in the park either. Although the number of annoying enemies is reduced, jumping across the swinging platforms will require good timing. This level also holds many secret chambers and areas, and is fairly big.

---First Treasure Chest---

When the level begins, you will fall out of the portal and land in the flooding water. Ignore the Key and swinging brown platforms above you for now, and enter the long purple pipe that sticks out of the sky. For this minigame, you need to throw a rock at a small block to give you access to a diamond. To do this, super charge right from the pipe, immediately jump to hit the green '!' switch, and hit the rock when it falls to avoid it dropping in the pool of water below you. You must do this in one charge, or the rock will fall in the water. If it does or if you miss the switch, you can always go back and try again (there is no need to go through the purple pipe). When the rock is safely on the ground, pick it up, and throw it at the gap in the right wall to free the blue diamond. Squeeze through the switch, grab the blue diamond, and hit the green '!' switch once again before you leave (the '!' of the switch should be colored yellow). When you exit through the purple pipe and drop in the water, swim left, ignore the platforms above you, and go through the short tunnel after jumping to dry land.

This area contains many pools of water, each with a nasty yellow alligator. Unfortunately there is no way to kill the alligator, and it costs you 200 points if you get bit by one, so it is best to dodge them when they jump up to bite you. Now jump across the leaf platforms making sure you grab the gems, dodge the jumping alligator, and land on the small piece of land after the fourth platform. Still going left, jump across the pair of swinging platform, land on another piece of land, and grab the heart. Now there will be three swinging platforms over a pool of water with another alligator. Like before, jump across the platforms when they move left, dodge the alligator, and grab the small cluster of blue gems near the second platform. Jump to the strip of land from the third platform, walk forward, and use the lone swinging platform to get another heart. Kill the Charger before it hurts you, jump across another trio of platforms (dodge the alligator and collect the gems like before), get the heart when you land on the cliff, but DO NOT go to the next area yet. Look at the pool of water below you. When you see the alligator move out of site, jump into the water, immediately turn left, and go through the tunnel under the cliff. You will enter a secret cavern with the giant heart treasure chest. Keep swimming through the tunnel until you break the surface, get the giant heart from the treasure chest, and leave the cavern the same way you entered. Because the cliff is too high to jump directly too, you need to swim right until you get to the ground ledge. As you swim, stay low to avoid the alligator. Jump across the trio of platforms (dodge the alligator), get back to the cliff, and run through the tunnel to enter the next area.

When you enter, you will immediately see a monkey walking around a leaf platform above you, so go to it and eat one of his apples. Now fat, go to the gray block under the leaf, and jump to break it and to enter a very tall cave underground. As you fall down, rows of gems will be waiting for you. To collect them all, stay still for the first three rows of gems, move a little bit to the left for the fourth and fifth row, and move a little right for the last two. When you fall down (hopefully still fat), walk all the way right, jump to destroy the red block in the ground, and walk back and forth to lose your excess weight. Grab the blue diamond, jump up the brown platforms to get back to the ground, and get the First Piece from the treasure chest.

---Second Treasure Chest---

Now kill the Charger at your right, crawl through the tunnel under you, and walk until you hit the left wall. Ignoring the brown pipe, ground pound to break the block below you and to enter a small pit, and you will see a Hammer Dude to the pit at your right. To get the Hammer Dude up to the ground, you need to ground pound him when he is under a brown cliff to make him jump one level. Repeat this a few more times to get him out of the pit, but don't hit him if there is no platform directly above him, or he will not go up. Now jump back up, get hit by the Hammer Dude to turn into a spring, and align yourself under the pair of blue gems above you. Press 'A' to jump and you will shoot up high collecting a crapload of gems and eventually exiting the tall cave. As you shoot up, DO NOT move right or left! This will mess up your rise and cause you to hit the ceiling (in the next area) too early. When you exit the cave, you will shoot past the Archers and Monkeys, through a block in the ceiling, and eventually into a secret area.

When you recover from the spring's effects, jump over the gap (to the right), walk forward, and press 'Down' on the sharp slant to roll right. You will kill a Gray Spiny and pass a green leaf. Quickly jump before you go through the small blocks to stop your roll early, grab the coins you earned by killing the Spiny, and get back to the slant to roll again. This time, don't jump and let yourself destroy the small blocks under the cliff. When you roll past the cliff, you will automatically hit the silver treasure chest. Now get the CD and the gold coin, start walking back, and go under the cliff instead of using the green platforms (it's faster). Keep walking left, and fall down the gap to get back to the area with the Archers and Monkeys. From the leaf platform you are on, walk left without stopping as you are falling, and you will land on top of a pile of blocks with an Archer right next to you. Because he is of no use, kill it, collect the gems above you and pound to destroy each block (collect the coins that fall out). When you land on the ground, kill the Archer right next to you, walk right, and kill the Monkey above the gap before he throws an apple at you. When the Archer on another leaf shoots an arrow at you, get hit, and float straight up. As you do, make sure you are near the pile of blocks, and hit the part of the ceiling to the right of the purple pipe to break your fall. Kill the Monkey on the leaf, get back on the pile of blocks, and break each and every one of them. When you collect the coins that pop out, get hit by the Archer's arrow again, and float up the same way you did last time. This time break you fall using the purple pipe. And when you do, enter the pipe to play the minigame.

For this minigame, you need to float up to the blue diamond by using the Archer's arrow. Now walk left, and stop when you are near the small pit of water. Let the Archer shoot an arrow at you, but run away from it. When you get to the right wall, get hit by the arrow, and float up to get the diamond from the dent in the ceiling. Exit the minigame through the purple pipe.

When you fall back to the leaf, pound to kill the Monkey, and start hopping across the leaves to the left. When you reach the cliff, go through the tunnel, and climb down the ladder in the next area. When you reach the ground, pound to flip the Pink Spiny, and pound on it again to kill it and get a silver coin. Keep walking left, kill another Pink Spiny as you did before, and get the heart right near the left wall. Go back to the ladder, climb all the way back up, and hop across the swinging brown platforms. Grab the gems on the way, grab the heart on the ledge, and walk through the tunnel to enter another water filled area. Just like before, jump across the trio of swinging platforms (grab the gems and dodge the alligator), kill the Charger when you land on the piece of land, and get the heart. Hop across another trio of platforms dodging the nasty gator, land on the tall cliff, and run through the

tunnel to finally get into the area with the frog switch. Now kill the Spear Holder after turning him red, drop down the gap at the left, and destroy the blocks at your left. Get the Second Piece and the coin from the treasure chest.

---The Frog Switch---

Now kill the Spear Holder after turning him red, destroy the cluster of blocks blocking the gap at your right, and destroy even more blocks when you fall down the gap to the cliff. From here, drop down the gap to your left (make sure you collect the blue gems), and break all of the blocks to the left when you fall, DO NOT press the switch yet! Instead, super charge left to break the gray block, and climb the green ladder after walking left a little more. Jump to the cliff with the archer after climbing. Do not touch the archer because he will help you get a diamond. Instead, jump over the archer, walk to the right ledge of the cliff, and let the archer's arrow hit you and turn you into Puffy Wario. As you float up, immediately move right to avoid getting hit by a cliff, go through the gap at your right, and move back left when you pass the gap. Keep moving left, shoot up through the gap in the ceiling, and land on the ground when you enter the secret area. Now it is time to get the blue diamond. Stand on the ledge of the ground and super charge left. Ignore the first leaf, jump to the second leaf (still charging), jump to the third leaf, and immediately jump to the cliff. Walk left, grab the diamond, and drop back down to the ground. Ground pound once to turn the blue Spear Holder red and kill him. Do the same to the second Spear Holder, except ground pound twice. After killing the Spear Holders, drop down the gap at the right. Back in the area with the frog switch, drop down the gaps until you land on the ground, and hit the frog switch to start the timer. HURRY UP!!

---Third Treasure Chest---

Quickly run through the tunnel at your right to enter spooky looking tree tops. As you run across the branches, destroy all of the blocks. When you destroyed the second cluster of blocks, enter the yellow door to get inside a tree. Jump up the brown platforms and jump down the gap to the left side of the tree, and grab the Third Piece from the treasure chest.

---Fourth Treasure Chest---

Now stand in the middle of the tree, face to the left wall, and ram the wall making sure you jump to hit the weak block above the ground. Enter the small cave, grab the rock, and chuck the rock through the gap in the right wall after you exited the small cave. Now that the rock is on the right side of the tree, climb through the gap, grab the rock again, and jump up the brown platforms. (stay on the highest brown platform). Chuck the rock left at the block to break it, jump down the gap, and climb up the ladder to get to the upper cave. Grab the diamond from the cave, and exit the tree by going through the door on the right side. Now walk forward, destroy all the blocks, kill the Spear Holder, and get the single gem. Walk through the tunnel to get to the next area. Here, drop down from the cliff, kill the pair of Pink Spinies, and get the Fourth Piece from the treasure chest.

---The Key---

Climb back up the ladder at the left, run through the tunnel, and go all the way back past the yellow door until you get to the slope facing right. Press 'Down' to start rolling, and keep rolling until you get to the next area (grassy like before). When you fall down from the cliff, time yourself and jump when you see the ground make a sharp rise. This may get frustrating, so don't fret if you hit the short wall by mistake. When you are able to jump to

the upper piece of ground, you will go through the bottom of the wall, and enter another area that looks spooky. Because you are still rolling, you will be moving fast across the branches. As you roll, jump to get any of the gems in the air, and stay on the ground to get the gems lying there. When you go through the area, you will enter a small room with two Gray Spines and a pipe sticking from the ceiling. Hop onto the platform that is closer to the ground, jump so you are over the ground but not over a Spiny, and ground pound to flip them over. Pound on the Spiny's bodies to kill them and you will get six silver coins. After collecting your prize, go up the brown pipe to return to the first area, and jump up the swinging platform. From here, jump to the line of blue frog blocks, walk forward, and drop down to get the Key.

---Exit Portal---

Now that you have gotten the key, all you have to do is exit through the exit portal. To do this, swim forward ignoring the purple pipe. Pass the exit portal for now as you cannot jump directly into it, and instead get to the ledge all the way right. Jump past two swinging platforms (left), and jump into the portal from the second platform to exit the level.

Boss Battle: Cractus (BBC)

Difficulty: 6/10 | Best Item: Black Dragon

When you begin to fight Cractus, you will see him sleeping to your right. Ram the flowerpot he is sitting in to begin the battle. The boss will now swoop at you once, fly back into the air, and will try to ram into you when he gets to the ground again (he will be crouching near the ground as he moves forward). Quickly climb on the ladder directly above you to dodge Cractus, jump off the ladder when you are above him, and ground pound his head to hurt him. Don't be too hasty when you want to get on the ladder, or Cractus will try to drool on you instead. After you hit him, dodge the drool that will fall from his mouth, and run back and forth to dodge his punches. Repeat this twice until Cractus' energy meter turns yellow. If you get hit by the boss's drool, you will turn into a zombie and have to jump into the firefly to turn back to normal. Now ground pound on Cractus' head three more times like the same way before, but make sure you dodge the punches Cractus throws when you are on the ladder. The best time to hit the boss is after he throws his second punch. Note that Cractus will drool more and throw more punches after you hit him. Repeat this a few more times, and Cractus' health meter will turn red (meaning he is really angry). Do like you did before, but note that Cractus will move faster, drool more, and throw longer and faster punches. You will also notice that Cractus will be moving a little higher when he tries to ram you, which forces you to jump above the ladder you are on when he punches you. After hitting him for the final time, Cractus will die away giving you the treasure chests that remain.

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Ruby Passage
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The Curious Factory (RPTCF)

Difficulty: 4/10 | blue diamonds: 6 | Time to Exit: 3:30

This is the first level of the Ruby Passage, and it is not a hard one. The enemies don't pose much of a problem even with the robot addition. On the other hand, the level is long and full of tedious rotating platforms that require precise timing to jump to.

---First Treasure Chest---

When you start this level, you will end up in a strange room in a giant factory. Walk forward, destroy the blocks, and get the coins (that pop out of the blocks) and the gems hovering in the air. Before you step on a conveyor belt, know which direction it is turning, or you just might fall off a platform later this level! When you see the robot, he will immediately throw its spiked head at you. Jump over the spiked ball to dodge it, and quickly pound on its body (before he grows another head) to kill it. If you want, you can also kill the robots by hitting its back. Run past the second conveyor belt, grab the heart and the rest of the gems, and go through the tunnel to get into the next room.

In here, walk forward (ignore the strange machine for now), grab the gems as you walk across the conveyor belt, and kill the robot. Above you, you should see four platforms connected to a wheel (rotating platforms). To move these platforms, jump on the platform that is facing your desired direction (left or right), and keep jumping to the following platforms that face the same direction when the wheel turns. This is easily done by jumping forward the same rate and same height every time. Now, use the rotating platforms to move right, jump on the ledge directly above you, climb down the ladder, and walk forward (ignore the machine). Kill the robot, get the First Piece from the treasure chest, and destroy the pair of blocks near the right wall to get a few coins.

---Second Treasure Chest---

After getting the First Piece, go back left, climb up the ladder, and get on the spinning platform. Move the platform right as you get the gems right below the ceiling, jump on the ledge, and go through another tunnel to get to the third room.

When you enter this room, you may notice that the entire place is shaking. This is because there is a trio of beige pumps moving up and down and if you get squashed by one, you will become flat. This is actually useful as you can squeeze through very small spaces. So get hit by one of the pumps, and move back into the second area.

Walk to the ledge of the cliff you are on, jump as high as you can, and float left without stopping. When you land on the cliff with the ladder, walk left again, and jump to the brown platform above you when you reach the ledge. Jump again to get to the strange white platform to your left, and move left one last time. Because you are flat, you will easily fit under the ceiling, and not fall down the gap. When you get past the low ceiling, go into the machine to turn back to normal, and grab the diamond at your right. After getting the diamond, fall down the small gap you passed over before and use the spinning platforms and the cliffs to get back to the third area.

Here, go right again, ignore the trio of pumps (it really doesn't matter if you get hit though), and go past the machine (you will get back to normal if you were squashed). Destroy the blocks near the right wall, jump down the gap (collect the gems), and ram left when you are on the lower ground. Now you will break a block which will open a passage to the left. Go through the pathway, and enter the purple pipe at the end to play another minigame. For this minigame, you need to roll to get the diamond, but when you enter the place, DO NOT roll yet! This will cause the Professor to fall in the water making him useless to you. Instead, jump to the Professors left, grab him, and jump to the cliff above you by using the blue platform. Throw the Professor at the gap in the wall, and it will break three small blocks and hit the green '!' switch. Get back to the slant, roll down to the left, and you will; get into the small chamber after rolling across a line of '!' blocks and breaking a block. Grab the blue diamond, crawl under the low ceiling, and exit the minigame through the purple pipe at your right. Now continue running right, pass the pumps and the machine, and jump to the rotating platform when you get to the next area.

Like you did before, move the platform right as you collect the gems, and break the blocks on the platform below you to get a few coins. Use the rotating platform to get to the trio of platforms above you, and get to the second rotating platform from there. This pattern will repeat for three more spinning platforms, so move across the platforms, grab the blue gems, and grab the heart when you reach the fourth platform. Go through the tunnel to enter a room with many conveyor belts.

Jump to the first conveyor belt, break the block stuck in the left wall, and squeeze through the short tunnel to get to a purple pipe. Enter the pipe to play another (and annoying) minigame.

For this minigame, you have to use the rock to get to the blue diamond, but the single pump will frustrate you as it will make you drop the rock from time to time. When the pump pounds the ground, immediately pick up the rock, run past the pump to the ledge, and chuck the rock into the small tunnel inside the wall to your right. Now get flat by getting hit by pump, and walk off the ledge without jumping. When you float off the ledge, move right to go through the gap in the wall, and drop in the water to get back to normal size. Jump up the pair of blue platforms, grab the rock in the small ditch, and get back to the ground without falling in the water. When you do this, make sure you time yourself so the pump does not shake the ground. If the rock falls in the water, you have to go back out of the purple pipe and try again. No right after the pump shakes the ground, immediately jump past the water to the blue platform, and chuck the rock left to break the small block. Now that the hard part is over, all is left is to get the diamond. To do this, first squeeze through the gap, swim across the stretch of water, and hop up the blue platforms get back to the platform with the pump. Pass under the pump, and wait for the pump to hit the ground when you are at the ledge. When it does (you shouldn't be flat), duck down, and drop down the gap as you push against the left wall. If you did this right, you should go through the gap and get the diamond. After getting your hard earned 1000 points, swim through the water, climb the blue platforms once again, and exit through the purple pipe.

Now that you are back in the factory, run out of the small cave you were in, and get back on the conveyor belt. Jump up the conveyor belts (careful as they move in different directions), and kill the Spear Holders after turning them red. Before you jump through the blue platform, grab the heart from the uppermost conveyor belt, and ram the wall to your left. Go inside the cavern you opened up to find three Purple Blobs and nothing more. Simply kill the Blobs after turning them red to get 150 points and some small hearts, and get back to the second conveyor belt after waling out of the cavern to your right.

Now jump through the blue platform and go through the tunnel to get to the room with the frog switch.

Before you do anything, immediately jump down the gap, and get hit by the torch when you land on the ground. When you catch on fire, let yourself run back and fourth, but stay in the first section near the fire block. When you are engulfed in a giant flame, walk to the fire block, break it, and get the heart when you recover. From here walk right and get the Second Piece from the treasure chest (finally).

---The Key---

Break the block to get a quick red coin, jump over the bump in the ground, and kill the fire torch before you catch on fire. Walk back to the right side of the bump, and super charge to break the block. Fall down the gap to get to a place with many gems and a diamond. When you land on the ground, walk left, and jump up all of the rotating platforms. As you do this, grab all of the gems, and get the blue diamond on the platform to your right. Get back to the uppermost rotating platform, jump left again to get to a small platform, climb the ladder, and jump to get back on the ground near the fire torch. Immediately dodge the torch and climb the ladder directly to your left to get back to the cliff you were previously on. Jump across the conveyor belts grabbing the gems and dodging the Chargers. This may be difficult because it is harder to properly jump across the conveyor belts as they are moving in different directions. When you are on the third conveyor belt, jump to get the Key, and land on the fourth conveyor belt.

---The Frog Switch---

To get the frog switch, simply jump down the gap between the third and fourth conveyor belts, and step on the switch when you land on the platform. HURRY UP!!

---Third Treasure Chest---

Quickly squeeze through the gap, and run back left when you land on the ground. Climb the ladder for the third time, jump across the four conveyor belts, and rush through the gap to get into a small room.

Here, kill the Charger, and walk through the gaps in the blue platforms to descend. Grab the gems as you do this. When you land on the ground, quickly kill the Charger before he hurts you, and get the Third Piece from the treasure chest.

---Fourth Treasure Chest---

Now get hit by one of the pumps, and jump across the conveyor belt (you are too slow to walk across it). When you get into the area with all of the spinning platforms, simply let yourself float down to the ground, and walk right through the gap in the ground when you do. When you enter the next area, land on the platform near the right wall, and walk under the low ceiling to get to a machine. Walk through the machine to get back to normal Wario, and get the CD from the silver treasure chest. Walk left and drop down through the gaps to get to the ground. Keep walking left, and jump on the spinning platform when you see the ladder. Jump across two more platforms as you collect the gems, and jump across the small orange platforms. Be careful as you can easily fall down! When you pass the second orange platform, jump across two more spinning platforms and get the blue diamond in the small cave. Break the block, crawl through the small space, and get the Fourth Piece from the treasure chest.

---Exit Portal---

Climb up the pipe when you get the piece, and go through the tunnel to get to the place where you first encounter the pumps. Dodge the pumps and super charge left to save some time.

In the second room, keep super charging as you fall to the ground, climb the ladder when you pass the machine, and continue to super charge left. Ignore any platforms you see, go past the conveyor belt and machine, and enter the first room. Finally pass two more conveyor belts and jump through the exit portal to exit the level.

The Toxic Landfill (RPTTL)

Difficulty: 3/10 | blue diamonds: 6 | Time to Exit: 5:00

This level contains tons of coins, gems and diamonds, but accessing them can be quite tricky. Unlike the previous levels, there are few enemies here, and the ones that exist pose little threat.

---First Treasure Chest---

When you start the level, you will land on a platform made of compressed trash. Walk off the right ledge to get a few gems and to land on another platform. Walk off the left ledge and the right edge once more to go past another platform, grab a few gems, and land on a TV. Immediately ram right to break some of the trash away, charge right again, pound, and charge right one last again to break away more of the trash and give you access to a small tunnel. Go through the tunnel to get to the second area.

This area is tall but skinny (like most other areas in this level). Ignore the first monkey, the gray block, and the ladder for now, and walk right until you see the second monkey on the right wall. Eat an apple from that monkey, and jump on the gray block that is directly to your right. Now you will break the gray block and to other weaker blocks below you. As you break the blocks near the end of your fall, red coins will pop out. So when you land, grab the red coins that fell from the blocks, get the blue gems to your right, and walk back and fourth to get back to normal. Break the blocks directly to your left, and get hit by the Archer. As you float up, maneuver yourself to stay in the middle of the long gap (press B to shoot up faster), and go through the gap in the ceiling when you exit out of the long tunnel.

In this area, you will still be floating, but there will be harmful spikes dotted on the bottom of the platforms, so be careful. Go through the right side between the platforms to get the gems and the heart, go through the right side of the two upper platforms to get another line of blue gems, and land on the platform below the purple pipe to get a diamond. Enter the pipe above you to play another (and quite easy) minigame.

For this minigame, you have to throw four rocks at the four switches to give you access to the diamond. To start, pick up one of the rocks lying on the ground, jump to the cliff to your right (DO NOT stand on the small bump protruding out of the cliff), and chuck the rock between the spikes to hit the green switch. Now a line of green '!' blocks will form and the rock will fall into the water (this is normal). If you somehow miss the switch, the rock will

fall in the water. Because there is no way to retrieve the rock, go back through the pipe twice and try again. Now pick up all of the three remaining rocks (one at a time), and put them all on the green '!' block platform. Like before, chuck one of the rocks at the '!' switch (red this time), and a line of red '!' blocks will appear at your right. Repeat this process twice more making sure you take the remaining rocks with you until you get to the red '!' block platform with the diamond. Grab the diamond and drop back down to the ground. Ignore the four rocks if they respawn back to their original places, and exit out of the purple pipe to quit the minigame.

Back in the area with the spikes, drop back down (dodging the spikes obviously), and drop through the gap to get back to the areas with the pair of monkeys. Walk left, and eat an apple when the monkey (at the left wall) throws an apple at you. Walk right until you are over the gray block, and jump once to break the gray block, and the other weak blocks below you again. When you land on the ground after your long fall, grab the red coins that came out of the broken blocks, kill the walking Pink Medicine Needle (called Needles), and walk right until you are over another gray block. Like before, jump again to break the long line of blocks, get the red coins when you land, and walk back and fourth to get skinny again. Grab the First Piece from the treasure chest and exit the area through the door at your right.

---Second Treasure Chest---

Now you will be in an area that is flooded in sewer water. Immediately drop in the water, and kill the annoying Fish as you dodge the current. After you kill the pest swim to the surface of the water (without actually leaving the water), swim right, and hit any of the blocks above you. As you do, ignore the monkey on one of the stable blocks, and get the red coins that come out of the blocks. After hitting all of the blocks you can, use the current to swim back, jump to the ledge near the door, and jump (right) across the stable blocks over the water. Don't kill the monkey when you see it. Instead, get on the pair of blocks he is on without pushing him off, and eat one of his apples he throws at you. Now walk off the right ledge. You will fall through the water and break a block on the ground. When you get back to normal, grab the red coin that came out of the block, and swim down the gap to enter a small secret chamber. Here, ignore the current for now, and swim right making sure you get all of the blue gems on the way. Get the blue diamond and the heart when you reach the wall, and swim back to the gap using the current. Swim back up to the surface, continue to swim left until you reach the ledge, and jump to the ground. Like before, jump across the blocks over the water below you, but this time kill the monkey (if he isn't already dead), destroy the single weak block to get a red coin, and enter the door when you reach the right ledge. In this area, immediately walk left to get the Second Piece from the treasure chest.

---Third Treasure Chest---

After getting the Second piece, walk all the way left, and get hit by one of the Hammer Dudes. From the left wall, bounce right about four bounces, and press 'A' to jump up through a mass of blocks and through one of the gaps in the ceiling. Jump to the cliff at your right from the green platform, and enter the door to get into another secret area.

In here, jump over the gap at your right, and ground pound to go through a block in the ground and get into a chamber underwater. Swim left dodging both the current and the clam, and go up through the water when you get to the left wall. It really doesn't matter if you get hit by the bubble, so you can ignore them at your leisure. When you break the surface, jump to the platform at you right, and grab the blue diamond to get an extra 1000 points. Walk back left, drop into the large pool of water, and swim down and into the first current.

As you do, swim up to get a line of blue gems. Continue to get even more blue gems as the current forms a square. After getting the gems, exit the current going through the gap at the top of the current square, and jump up the platforms after you exit the water to get to the door. Here, drop down the gap directly to your left, and walk right when you land on the ground after the long drop. Ignore the Hammer Dude at your left, but get hit by the one at the right wall. Bounce left about two bounces, and jump to shoot up through the cluster of blocks again, and to land on the yellow platform right below the ceiling. Jump to the cliff at your right, and run through the tunnel to get to the next area.

When you enter the area, immediately super charge right, and break the gray block below the Needle. Grab the few blue gems to your right, and jump up to the brown platform above you. Kill the needle and get the Third Piece from the treasure chest.

---The Frog Switch---

Run a little bit back to give you some running room, super charge right and jump off the platform to get to the cliff, and if you are still super charging, you will break a long line of blocks in the right wall. When you hit one of the stable blocks, run back to get any missed red coins, and continue to break the blocks as you jump to climb the hidden staircase. When you see the treasure chest with the giant heart, break all the blocks around you, jump to the small cavern with the treasure chest, and open the chest to get the giant heart. Kill the Needle, grab the cluster of gems at your right, and run back out of the cavern when you are done. See the crawling space to your right? Squeeze through it and break the tires to access a cavern with a door. Enter the door to get to a secret area with a pair of diamonds.

Jump across the small pool of water, run across the ground until you reach the right wall, and pick up the monkey after you stun him. With the monkey, walk back to the pool of water, and stop when you get to the ledge near the pool. Your goal is to get the monkey across the pool of water without killing him, which is not too easy, and may require multiple attempts before you succeed. The best way is to jump into the water, and throw the monkey to the other side before you touch the water. If you did this right, the monkey should be walking near the door you entered this room from. Jump to the other side of the pool and eat one of the apples from the monkey. Now that you are fat, simply walk off the ledge into the water. You will break through a block, and end up in a cavern with a blue diamond, over 700 points in gems, and a heart. So grab all of your goodies, swim back to the surface, and jump to the ledge where the monkey resides. Like you did before, throw the monkey to the right side. Instead of eating the apple like you did last time, pick him up again when you get back on land, and drop him under the four small blocks in the ceiling. Use the monkey as a boost to jump up high and break all four of the blocks. When you do, a Hammer Dude will fall down; at this point, it is ok to kill the monkey. After killing him, let the Hammer Dude hit you, and spring up when you are under the gap (where the four small blocks were). You will enter another small cavern with another diamond after you hit the ceiling and recover from the Hammer Dude. Now simply jump off of the platform you were standing on to the right, walk left, and get the blue diamond and heart near the wall. Walk back right to fall down the gap, and jump over the pool of water to get back to the door. Exit through the door to get back to the area with the heart treasure chest, duck jump to get back through the crawling space, and run go back right down the stairs until you are back on the long yellow platform.

From this platform, run back left to get off the platform, and super charge right (make sure you are under the yellow platform) when you are on the ground to break another long line of blocks. After you go down the long staircase,

grab all of the red coins you missed, and start to hop back up the stairs (count the number of TVs you walk on as you do). When you are on the fourth TV (it should be near the top of the stairs), perform a ground pound to break the block, run right to break another block, crawl under the crawling space, and ram right multiple times to break another long stretch of blocks. Get the CD from the silver treasure chest at the end, and get back on the main flight of stairs by running right. As you go down the flight of stairs, count the tire blocks you stand on this time. When you are on the third tire block, ground pound to break it, ran the TV block to your left, and crawl under another crawling space. After you do, grab the blue gems as you walk right, and break all of the weak blocks when you enter the middle of the small cavern. Get the gems in the space above you, and enter the purple pipe below you after breaking the blocks in the ground.

This minigame contains no diamond, but it is very easy, and you can get coins worth over 2000 points! To do this, simply jump on the line of small blocks above the mass of Gray Spinies, and eat an apple from the monkey near the right wall. Break through the small blocks, and walk through all of the Spinies (if you are still fat of course). You will get over 2000 points as stated before and even more silver coins if you have full health and a full heart meter! Walk back and forth to get skinny, and hit all of the small blocks to get a few more points. After getting the white coins, exit out of the purple pipe.

Back in the cavern, jump out of the small pit, and continuously ram the left wall to break through yet another line of blocks. When you hit a dead end, jump up to get the heart and a blue diamond. Now run up the stairs to the right to get back on the main flight of stairs. From here, you can finally go all the way down and enter the door to get to the area with the Key and Frog Switch.

Walk right, ignore the switch and monkey above you, and press the frog switch to start the timer. HURRY UP!!!

---The Key---

Now that you have pressed the switch, the line of frog blocks will disappear causing the monkey to fall on the ground. Eat an apple when the monkey throws it and start to walk left. Jump on the gray block and you will crash through another long line of weak blocks and eventually fall in the water and get skinny. Swim to get the red coins you missed, and jump to the ledge to your right. Immediately after you jump out, a Hammer Dude will have hit you, turning you into a spring. Bounce about four bounces right, and jump to spring through another mass of weak blocks. After you crash through the blocks, you will go through a platform, and get the Key near the ceiling.

---Fourth Treasure Chest---

When you land and recover on the platform, walk right until you see the gap and ground pound through it to super pound through the blocks and break a gray block when you land on the ground. Before you drop through the gap, run into the right tunnel to get a quick heart. In this small cavern, simply break the blocks at your right, and get the heart when it is accessible. Exit the cavern when you are done, and fall through the gap that was previously covered by a gray block.

When you enter this area, you will immediately land on a yellow platform. Move back and forth down the platforms until you are on the ground. Here, super charge left to break the weak blocks. When you hit the left wall, go back to get any missed coins, and jump to the next tunnel. Like before, super charge through the blocks (right this time) and get any coins you missed when you

stop. This time, break all of the blocks above you as you hop up platforms, and run through the short left tunnel when you get to the top. Break all of the blocks below the ladder, kill the Needle when you are done, and super charge left to break another long line of blocks. Grab the coins that remain, and jump to the next tunnel. Repeat this process once more, and super charge left when you are on the highest tunnel to kill a Needle and to break a single gray block. Jump up the platform into the gap in the ceiling to get back to the first area.

Here, you will see an archer to your right. Ignore him for now, jump over him to the right, and get the Final Piece from the treasure chest.

---Exit Portal---

Step on the place where the treasure chest used to be, and get hit by an arrow from an Archer. As you float up, veer right to dodge the first platform of blocks, move left to dodge the second, and move right once more to dodge the last set of blocks. You will see the exit portal to your left, but do not enter it yet. For a couple of hearts, skip over the exit portal, and float through the brown platform above it. Hit the part of the ceiling that is not covered is spikes, and walk left across the platform when you recover. Grab the pair of hearts as you do, and drop down the platform to the left. Quickly fall to the ground with the Archers, get hit by an arrow, and float up the same path as before. This time, exit through the portal to finish the level.

40 Below Fridge (RP4BF)

Difficulty: 4/10 | blue diamonds: 11 | Time to Exit: 4:00

This level is not that tough, but getting some of the diamonds (mostly at the end) can be frustrating. Speaking of diamonds, there is a crapload of blue diamonds in this level! Get them all will greatly increase your score at the end of the level.

---First Treasure Chest---

When you start the level, you will fall in a small room in a giant cold factory. Run through the right tunnel to enter the next room. Here, you will see the Silver treasure chest, but because you cannot access it yet, ignore it for now. Climb up the ladder to get to the next (and larger) room.

This area contains many conveyor belts, few which have Chargers waiting to attack you. Jump up the belts to the left (note their direction of turning before you jump on them), kill the Charger, and jump to the belt to your right when you reach the dead end. Your goal is to get the diamond to your right, but not get hit by the Charger. To do this, simply let the Charger charge off the belt, and jump to the small conveyor belt to your left to get the diamond when the coast is clear. Kill the Charger after getting the diamond, and start to hop across the rest of the conveyor belts (go right). When you see the gray platforms, jump down through the gap near the right wall (without ground pounding), and break the weak block to your left. Jump back up the cliffs and back down the gap (pounding this time). When you break the gray block in the ground, fall down the gap to enter the second room like before.

You still won't be able to get the Silver treasure chest, so don't bother.

When you land on the icy platform, drop off of it to your right, kill the Ice Breather, and jump up the small icy platforms. Now hit one of the falling snowballs from (the ceiling) to turn into a Wario-Snowman, and walk back left to hit the slant. Now you will roll right, break the snow block in the tunnel, and hit an ice block in the next room.

Here, jump over the ice block, dodge the falling icicle, and kill the ice breather in the small pit. Enter the door to get to the area with the First Treasure Chest. Now jump to the uppermost platform, and get the First Piece from the treasure chest.

---The Key---

Go back, drop down to the second platform, and kill the Spear Holder after turning him red. Jump up the platforms to get to a higher platform, run right, and drop down the gap to get a blue diamond. Now go all the back to the intersection of platforms and go to the third platform. Like before, walk forward, and kill the Spear Holder after turning him red. Hop up the platforms, and get the heart from the cliff to your right. Walk to the ledge of the cliff, drop down, and immediately squeeze through the gap at your right to get on the platform with another blue diamond. After getting your prize, squeeze back through the gap to drop down to the fourth main platform. Walk back to the intersection, ignore the platform directly below you, and drop down to the second lowest platform. Walk right, drop down to the short pit, and kill the Spear Holder after turning him red like always. Hop up the cliffs to get the Key and go back to the intersection.

---Second Treasure Chest---

Drop to the platform below you, kill the Spear Holder after you walk a few steps right, and drop down from the platform by running left. Here, simply run right like always, kill yet another Spear Holder, and grab the heart near the dead end. Now go back to the intersection, and jump up the platforms until you are all the way at the top. Drop down the gap, and super ground pound the ground to break a block, get an easy red coin, and give you access to a purple pipe. Enter the pipe to play a minigame. For this minigame, you have to hit two '!' blocks to give you access to the diamond. The only problem is that you have to throw crystal orbs at them because you cannot hit the switches yourself. So walk until you are under the green fat bird (who dispenses the crystal orbs), and catch one of the orbs before it breaks. Now with the orb, walk right, and throw it over the wall to hit one of the switches. Repeat this once more to hit the other switch, but make sure you don't hit the same switch twice! If you constantly miss hitting the orange '!' switch, try jumping as high as you can than throwing the orb. After you hit the pair of switches, walk back left, drop through the now open gap, and get the diamond near the blue platforms. Use the platforms to get back up, and exit the minigame through purple pipe at your left. Now at the intersection again, jump up the small icy platform, and get to the third large platform (this is the platform we previously ignored). Walk right, drop in the small pit, and kill the Spear Holder. Get back out of the pit, and fall through the gap to get on the piece of ground where the door resides. Go through the door to get to the next area.

Here, jump past the small bump in the floor, and climb up the thin fence to get to a platform with falling snow and a red gem. Get hit by the snow to turn into a Wario-snowman, grab the gem directly to your left, and drop down from the platform to the ground. Walk into the slant and you will start to roll right again and break three snow blocks (and get a heart) before you stop. You might think you have entered another area, but you actually looped back into the same area, so ignore the door as it will only bring you back. Now walk left, climb the ladder, and open the treasure chest to get the Second Piece.

---Third Treasure Chest---

Now, we will get a quick diamond before we proceed. To get it, get on the slant directly to the right, press 'Down' to roll, and you will automatically break the wall to your right, loop around this course, and get the blue diamond. After getting the diamond, the Ice Breather will probably freeze you, causing you to hit against the wall. Go back, kill the Ice Breather, and go back to the place where the second treasure chest was located. Now go right, jump on the brown platform as you dodge the falling icicles, and jump across two more platforms left until you get into a gap in the wall. Grab the gems, jump to the next large snowy platform using the small orange one, and climb the fence after walking right. Stay on the lower part of the fence, or the Ice Breather will freeze you. Also, beware of the falling icicles as they can easily get on your nerves. When you go all the way left, kill the Ice Breather, grab the red coin, and continue to climb the fence. When you reach the ceiling, jump to the platform to your left, and get hit by the falling snowball at the left wall. As a Wario-Snowman, walk right, jump down all of the gaps (in the middle of the large platforms) without touching any slant, and walk left when you are on the ground. Touch the slant near the left wall, and you will start to roll right. As you do, you will break through five snow blocks as you keep looping around this area, and eventually land in a small cave with a door. Enter the door to get to the next room.

When you enter the room, immediately turn to your right to open the third treasure chest with the Third Piece.

---Fourth Treasure Chest---

Now walk left, get hit by the falling snow ball, and walk to the slant at your right. You will roll left, drop down a few platforms, and enter a small cave after breaking a snow block. Grab the gems above you, go back up the platforms (right), and get hit by the snowball again. As a Wario-Snowman, walk left, jump to the first platform you see to the left, and walk off the left ledge to fall to another platform. From here, jump off the platform to the left again, and you will hit another slant. You will now roll right, break a short line of blocks, and grab a blue diamond before you stop. Run back out of the tunnel, jump up the platforms, and stop when you are on the platform directly under the one that is near the snow. Walk to the right side of the slant to your right, roll down, and you will automatically break a line of small blocks and land in another small cavern.

From here, jump up the platforms (dodge the icicles on either side), kill the Ice Breathers on the two snowy blocks, and get the diamond on the middle block. Jump to the long snowy platform using the small ones, grab the heart, and get hit by the falling snow. Walk right and you will automatically hit the slant and roll down. You will break through a block, and end up in a cavern with a purple pipe. You know what this means, another minigame! Jump into the pipe to play the minigame. This minigame is fairly easy, but if you kill the Ice Breather too early, you will never access the diamond. So when you enter the minigame, jump down from the blue platform, walk right, stun the Ice Breather, and start to jump up the cliffs near the right wall. When you are on the last platform, jump left, and land on the second long platform. Walk to the left end of the platform without touching the spikes, drop the Ice breather to the right side of the platform, and let him freeze you with the ice. When you freeze, you will skid through the spikes, and stop right under the diamond on a platform. Simply jump to get the diamond, get off the platform, and exit through the purple pipe after climbing the green ladder. Run left out of the small cavern, and jump up the platforms until you are on the slant to your left. Go to the very top of the slant and press 'Down' to roll. Now JUMP!!

If you jumped fast enough, you will soar over the platforms, break through another line of small blocks, and land in a small cavern with another blue diamond. Grab the diamond, squeeze through the crawling space to get back to the platforms, and drop to the ground. On the ground, run right and get the Final Piece from the treasure chest.

---The Frog Switch---

Now use the platforms to go back to the large platform with the falling snow, turn into a Wario-Snowman for one last time, and jump down the platforms without touching any slant. When you get to the ground, jump on the slight slant facing left, and you will start to roll left breaking the snow blocks in your way.

You will go into another room, pass by a few falling icicles, and break another ice block at the left wall. Go through the gap that was previously protected by the snow block, and press the frog switch in the cavern. HURRY UP!!!

---Exit Portal---

Climb the ladder directly to your right, get the heart in the upper cavern, and get hit by the falling snow. As a snowman, touch the slant to your left and you will roll across the ground, break another line of snow blocks at your right, and fall through the gap without getting the silver treasure chest. You will fall all the way down through two rooms, and eventually hit the ground.

Charge left to break the first icy block and get a red coin (note the blocks clearly show if they are holding anything). Super charge to break the rest of the blocks, get the red coins that remain, and jump up the platforms to the next tunnel. Charge through the tunnel, dodge the Ice Breathers, and get all of the red coins in some of the block. Don't forget to get the blue diamond after the second Ice Breather! Climb up the ladder after you break the blocks at the right wall, kill the Ice Breather before he freezes you, and go left across the long tunnel without touching any of the icicles. Jump up the platforms, and run through the tunnel (right) the same way as you did before. This time however, you also have to dodge falling snow along with icicles. Go up the ladder when you pass through the tunnel, and keep going up the ladder ignoring the Ice Breather.

Now you will enter the first room with the Exit Portal. DO NOT exit yet!! Before you exit, you will get the silver treasure chest with the CD. Jump to the ground from the ladder, run through the tunnel in the right wall, and climb up the ladder in the next room. In the room with the conveyor belts, squeeze through the gap on the right side, fall down the gap, and you will land on the other side of the second room like before.

Although you cannot get the treasure chest yet, you can hit the block to give you access in the future. So do so, and drop down the gap like before. You will drop through the two rooms again and land on the ground. So like before, go through the first two tunnels, climb up the ladder after you pass the second tunnel, and go through the next two tunnels as you dodge the icicles and falling snow like before. Climb up the large ladder through the rooms like before, dodge the Ice Breather, and jump to the ground when you get to the first room. Go through the tunnel into the second room, squeeze through the now accessible tunnel under the chest, and get the CD from the treasure chest. Go back to the first room like you entered (DO NOT fall down the gap), run left to the wall, and jump into the portal to exit the level.

Pinball Zone (RPPZ)

Difficulty: 4/10 | blue diamonds: 2 | Time to Exit: 6:00

Pinball Zone involves throwing blue balls into blue boxes to proceed to the next area. It is not all that difficult, but it is long and can get quite annoying near the end. Also, 6:00 may not be enough for all players to exit through the exit portal.

---First Treasure Chest---

When you start the level, you will land on the ground near a bunch of arrows. Ignore the arrows, walk left to get the gems, and roll right when you are on the top of the slant. As you roll, you will break through a bunch of small blocks in a long crawling space, and stop when you hit the right wall. From here, jump up to the long orange platform, and walk left below the masks that shoot spikes. As the name implies, these masks shoot a pair of spikes to you, so dodge them as you walk. Climb up the small ladder, and land on another long platform to your left (above the masks. Dodging the spiked balls like before, walk right across the platform, grab the heart, and walk back left to the stable platform. Follow the arrows left, and go through the door to enter the next area.

This is the first pinball area, meaning that you have to throw four blue balls in four boxes before you can proceed. This area being the first is obviously the easiest. Walk right, grab one of the blue balls, and jump to the second orange platform to your right. Now that your ball is aligned with the orange lights in the background, throw it right to put it in the box (make sure the red gate is open before you throw the ball). If the ball goes in the box, the box should disappear, and a red coin should pop out. You will also notice the counter in the middle of the room will go down by one. Grab the red coin, and walk left to pick another blue ball. Like before, jump to the second platform (go left this time) so the ball is aligned with the orange lights, and throw it left to throw the ball into the box. The box will be destroyed and a red coin will pop out like before. Grab the coin, pick up another pin ball, and jump up all of the orange platforms on the left side. When you are on the uppermost platform, you will notice that the box is on the ceiling this time. Destroying this box is no different from the other two except that you have to throw the ball straight up. So align the ball with the orange lights, throw the ball into the mouth of the box, and get the red coin when the box explodes. Drop back to the ground, and walk right to pick up the last blue ball. Jump up the orange platforms on the right side this time, and face left when you are on the uppermost one. Destroying this box is slightly tougher than the other ones, but if you time your throw, it should pose no problem. To destroy this box, you have to throw the ball up without charging. So align your ball with the orange lights as always, throw the ball (remember, without charging) up when the gate opens, and the ball will go inside the box destroying it. Grab the red coin that pops out as usual, and quickly jump to the platform in the middle of the room near the counter (now at zero). The counter will explode giving you a gold coin and access to the next area.

So grab the coin, jump in the small pit, and enter the door to get to the next (non pinball) area. Here, walk to the slant directly to your right, roll to get a few blue gems, and break the line of small blocks in the crawling space to your right. When you hit the wall to stop, walk back left (don't go through the crawling space), and ram the left wall to break it. Grab the white coins that come out, and jump into the small pit you opened to get the First Piece

from the treasure chest.

---Second Treasure Chest---

After getting the First Piece, walk back right, and enter the door near the wall to enter the next pinball area.

This pinball area is tougher than the last one, but it still should not pose much of a problem to you. Walk left, crawl under the low platform, and grab the blue ball near the left wall. Throw the ball over the platform to the right, crawl under the platform again to get the ball, and hop up the platforms until you are on the moving one. Be careful, because the very thin platforms (the ones near the ground) temporarily disappear when you step on them for over a second. Now on the moving platform, throw the ball in the box when the gate is open and when the ball is aligned with the orange lights. When the box explodes, get the red coin that appears, and get back on the same moving platform. When the moving platform is all the way up, jump up two more platforms until you are on the long orange platform with a small block (it is on the left). Destroy the block, walk to the left ledge of the platform (you should be touching the left wall), and drop down. As you do, enter the tunnel that was previously blocked by the box, grab the blue diamond, and leave the tunnel the same way you entered. Drop to the ground, walk right, and stop when you see the blue ball enclosed in the small gray blocks. Now hit all of the blocks from below you, grab the white coins that appear, and grab the blue ball. Climb up the set of platforms on the right side, and stop on the moving one like before (beware of the thin platform). Throw the ball into the box the same way you always did, get the red coin that pops out, and get the Second Piece from the treasure chest on the line of small gray blocks.

---Third Treasure Chest---

Now ram the weak block to your right, walk into the small tunnel, and go down the purple pipe to play a minigame.

In this minigame, you have to get the diamond by burning the fire block guarding it. Now stand underneath the fire breathing pig statue (facing right), and catch on fire. Remember, when you are on fire, you cannot control the direction you are going! So jump immediately as you catch on fire, jump to the blue platform, and jump again to hit the green '!' switch. Now a line of green '!' blocks will appear to your right, and you will be heading in the other direction (right). Jump the same way as you did before, and before you know it, you will be on the uppermost line of green blocks. When you touch the fire block, you will be fully engulfed in flames, and destroy the block. When you recover, jump to get the blue diamond, and drop back to the ground. Walk right, dodge the pig, and exit through the purple pipe to leave the minigame.

Now back in the second pinball area (with the fruits in the background), drop to the ground, and hop up the platforms at the right side again. This time however, go to the uppermost platform break the block, to the ledge above you, and pound the ground once to bring the blue ball down. The ball will probably fall all the way to the ground, so don't get angry. Break the block on the platform you are standing on, drop through the gap to get the heart, and keep falling down until you are on the ground. Pick up the blue ball, climb up the platforms on the right side until you are on the top again, and hop to the horizontally moving platform directly to your right. When you see the box hanging from the ceiling, throw the ball at it (remember to follow the lights), and get the red coin when it falls down. Now back on the ground, hop up the platforms on the left side, and stop when you are at the uppermost platform like before. Ground pound once to bring the last blue ball from the ledge above you, pick it up, and climb back up the platforms if you picked the ball

from the ground. Jump to the horizontally moving platform on the left side, and throw the ball at the box the same way as before. Grab the red coin when it falls down, go to the middle near the counter block, and get the gold coin when it blows up. Enter the door (in the middle) when you get the coin to get to the next area.

When you enter the area, immediately cling to the fence to your left. Climb left without touching any of the spiked balls from the blue masks. Strangely, the red masks won't hurt you, so you can safely ignore them. Grab the heart in the upper left corner of the fence, drop to the platform to your left, and enter the door to get to the third pinball area.

This area is not that hard, but getting the balls may be a bit tricky. From the door, walk left through the short tunnel, and eat an apple when you see the monkey near the wall. Jump on the gray block near the tunnel to break it, walk back and forth until you are skinny, and get the Third Piece from the treasure chest.

---Fourth Piece---

Ignore the blue ball for now, and walk right until you are near the box. Now pound twice to bring the ball (near the box) into it to destroy it. Easy, Huh? Now ram right a few times to break a few small gray blocks, and get back to the long platform right above the ground using the small platform to your left. Eat the apple from the monkey, and drop back to the ground. Walk right past place where the first box used to be, and jump when you are over the gray block. You will break the block, and land on top of a purple pipe. Walk back and forth to get skinny, and enter the pipe to play another minigame.

For this minigame, you will kill the Spinies walking on the pink '!' platforms above the water, and get all of the silver coins for a load of points. When you drop from the pipe, you will land in a pool of water. Now swim down, go slightly right, and go up the long tunnel to get near a monkey. Without killing the monkey, swim near it and go immediately above the pink '!' switch. When the monkey throws the apple, jump to eat it and you will automatically hit the switch below you. This move is fairly difficult, so don't get too frustrated when trying to nail it. If you hit the switch, immediately swim down the tunnel, and get under the small gap to your right to catch the silver coins when the Spinies fall (note that they die when they touch the water). If the coins go through the current below you, you cannot get them, so be quick! Exit through the purple pipe at your right when you are done, and head back to the left side of the ground.

Now it is time to get the second ball into the box. Pick up the blue ball that you previously ignored, jump out of the ground using the platform to your left, and jump up the left set of platforms until you are on the upper long platform. Walk to the right ledge, jump, and throw (without charging) the blue ball into the box to your left. Get the red coin that comes out, and climb the left set of platforms again if you had to drop to get the coin. Back on the upper long platform, go to the right near the ball, and pound three times (stay left from the ball) to bring it into the box. Grab the red coin that pops out and walk right to get to the right upper long platform. Pound the ground thrice again to bring the ball into the box to destroy it. Jump to the middle platform where the counter block resides, grab the gold coin when the counter explodes, and enter the gate to get to the next area.

Here, walk right to the cliff right next to you, and press 'Down' to roll through the blocks on the bottom in the crawling space. When you stop on the right side, jump to the upper platform (made of small gray blocks), and follow the arrows left until you are next to an orange platform (you can ignore the

first mask). Jump up the platforms until you are on the mask (dodge the spiked balls as you do), and jump to the left cliff where a silver treasure chest resides. Open the treasure chest, get the CD and the gold coin, and jump back to the platforms to your right. Now hop across the platforms until you are near the second mask that shoots spiked balls. Dodge the balls, and enter the door when you are on the right ledge to get to the next pinball area. Finally in the fourth pinball area, jump from the platform you are standing on to the right, and get the Final Piece from the treasure chest located near the blue balls.

---The Frog Switch---

With all four pieces on hand, pick up one of the blue balls, and climb up the platforms on the right side. Stop when you are on the third platform (near the wall), and face the wall so the ball is aligned with the small dent. Throw the ball into the dent, and the ball will break through a small gray block giving you access to the hidden area. Crawl through the crawling space, pick up the ball, and jump on the moving orange platform (ignore the gray block for now). Jump to get the heart above you, face left to the box, and throw the ball in when the ball is aligned with the orange lights like always. When the box explodes, grab the red coin, and get back on the moving orange platform. When the platform is at its highest point, jump left, and ground pound to break through the gray block. If you didn't break the block, try again from the moving orange platform, but jump higher. Enter the pipe to play another minigame (this time with the heart treasure chest).

For this minigame, you need to use the Professor (haven't seen one of these guys lately) to break through the block and give you access to the treasure chest. To do this, drop down the gap directly to your left, pick up the Professor, and throw him up while facing left to get him to the ground. Use the green ladder to get back to the ground, and pick him up again after jumping past the pit. Jump to the upper step, and chuck him left to break the small block clogging the crawling space. Crawl through the small space, pick him up again, and stop when you are near the deep gap. Jump over the gap to the uppermost blue platform near the left wall, and walk to the ledge (you should still have the Professor. Facing right, drop down the gap, and throw Professor when you see the block in the right wall to break it. If you miss, you can hop up the blue platforms and try again. When you drop to the ground, climb up the green ladder to your right, and go into the small tunnel that was previously blocked by the block. Ram right to break another block, grab a cluster of red gems, and get the giant heart from the treasure chest to get full health. Hit the small block to your right, crawl through the space to get back to the first pit, and climb up the ladder to get back to the ground. Go through the purple pipe to exit the minigame.

Back on the surface, exit the secret cave you entered through the small space at your left, and drop back to the ground. Pick up another blue ball, and walk left across the ground. Look at the ground you are standing on, and you should see two weird looking blocks (machine blocks). Stand between them (remember, this is on the left side), and ground pound to break through the ground. Grab the white coins that pop out and you will land on an orange platform. Drop the ball to the lower ground below you, and drop to the lower ground yourself and pick up the ball again. Walk all the way right until you are under the box, and throw the ball up into the box to destroy it. Grab the red coin that comes out, walk back to the left side, and climb up the platforms to get back on the ground. Ignore the balls for now, and climb up the platforms on the left until you are next to the Ice Breather. Before you get frozen, ram him to kill him, and drop back to the ground where the remaining balls reside. Now pick up a blue ball and climb up the platforms on the left side again. When you are on the platform with the gems above you, jump to get the gems, face left, and

throw the ball up to get it into the box facing upside down. Drop down to the platform where the Ice Breather was, and grab the red coin from the box. Now, climb up the right set of platforms ignoring the last ball for now, and kill the Ice Breather when you see him. Get back to the ground, pick up a ball, and hop up the right set of platforms again. When you are on the uppermost platform (under the orange lights), throw the ball into the box, and get the red coin when the box explodes. Now that all boxes are destroyed, get to the middle platform, get the gold coin from the counter block, and enter the door to get to the next area.

Here, jump up all of the platforms (dodge the spiked balls from the left mask), and grab the heart at the top. Crawl through the gap the right wall, and you will fall and step on the frog switch. HURRY UP!!

---Exit Portal---

After pressing the switch, enter the door at your right to get to the fifth (and one of the harder) pinball areas.

In here, run left until you are under the four blue balls (they are enclosed in small gray blocks). And hit the blocks to break them and free the balls. Pick up one of the balls, and walk right until you are under the set of platforms. Hop up the platforms making sure you get the gems on your way, and stop when the blue ball is aligned with the orange lights to your right (this is about halfway up the platforms). Chuck the ball to the small gap following the orange lights, and follow the ball as it drops down a staircase and enters a box. Get the red coin when it explodes, and go back to the left side to get another ball. Now this time, climb up all of the platforms until you see another set of orange lights on the slant to your right (if you got the red gem, you know you are in the right place. Throw the ball down the slant, and walk down the other slanted platform yourself following the ball above you. Grab the red coin when you land on the ground, and go back left to get another blue ball.

This time, instead of going up the set of platforms on the left side, run to the right wall, and hop up the set of platforms there. Grab the blue gems on your way and the heart near the ceiling. Throw the ball to either path of orange lights by jumping, drop back to the ground, and get the red coin that appears. Be very careful when you are on the ground, because the laser blocks hanging from the top will start to shoot energy balls at the ground, and you will lose a gold coin if you hit them! Go back to get the last ball, climb up the right set of platforms and throw the ball at the other gap following the orange lights to get it to the box. Grab the red coin that appears after the box explodes, and run left dodging the energy balls. Climb up the left set of platforms, and jump to the left cliff when you see the counter. Grab the gold coin that pops out, get the red gem on the gray block - platform above the door, and enter the door to get to the next area.

In this area, you will drop and automatically get the Key. Enter the door to your left to get to the final pinball area (too many of these...).

Here, start to climb up the set of platforms to your left, and pound on the longer platform to bring down a blue ball. Pick up the ball, climb up the set of platforms directly to your left, collect the blue gems, and drop down when you got them all. Still holding the ball, walk left, and jump up one of the sets of platforms in the center of the room. When you are on the uppermost platform, throw the ball up to one of the tunnels (ignore the small blocks). Ignore the red coin when the box gets destroyed, drop back to the ground, and walk to the set of platforms on the right side. Climb up these platforms until you see the blue ball, and pound the ground to bring it down. Now pick up the

ball, drop back to the ground, and go back to the platforms in the center of the room (dodge the energy balls on your way). Jump up the platforms, and throw the ball into the same gap like before. Drop to the ground, and get the red coin when the box explodes, and walk left until you see the set of platforms as you dodge the energy balls. Jump up the platforms, hop to the cliff to your left, and kill the Ice Breather before he freezes you, and grab the blue ball. Throw the ball into the right gap for now, and pound when you are standing over the cluster of blue gems. Grab the gems after you break through the small gray blocks, and ground pound again to break through more gray blocks and get to the last blue ball. Before you pick up the ball, break through the small blocks to your left. Pick up the ball, jump out of the pit, and run back to the center platforms again. Jump up the platforms and this time throw the ball in the gap which you didn't before. After the box explodes, ignore the red coin as you cannot get it, and run back left to pick up the last ball that you threw down. For one last time, get to the center platforms, jump up them, and throw the ball into the same gap again. Fall to the ground, grab the last red coin from the box, and quickly run right to the first set of platforms you encountered. Grab the gold coin from the counter when it explodes, and enter the door on the platform to get back to the first area.

Here, quickly climb up the platforms on your left, jump to the ledges at your right, and roll when you are standing on the slant to break through some small blocks as you roll through crawling space. When you stop rolling on the right side, you will fall down a long tunnel and land on another platform (of small gray blocks). Now step on the slant to your left, and roll through more small blocks and another stretch of crawling space. You will stop at the left wall this time and fall down another long tunnel. When you land, get on the last slant to your right, and roll to break through a few more small blocks in the last stretch of crawling space, and fall down to the exit portal.

Boss Battle: Cuckoo Condor (BBCC)

Difficulty: 4/10 | Best Item: Big Fist

When you start this battle, a giant Cuckoo Clock will be moving about the screen trying to pick you up with a giant claw. Dodge the claw, and ram it when it starts to flash to hurt the boss. If he picks you up, he will put you in one of the grinders on either side of the small area and hurt you. After you hit him twice, a gray blade he is holding will fall down and try to hurt you, and after four hits, the object he is holding in the other hand will start to throw electric bolts at you. Hit him twice more, and the Cuckoo Clock will disappear leaving a giant bird left flying back and forth slowly. The giant bird will quickly lay eggs to the ground which will hatch into exploding chicks. Quickly kill the chicks that reach the ground, and pick up one of the eggs that are dropped before it hit the ground. Throw the egg to the small bird above on the big ones head by carefully jumping and throwing high. Repeat this four more times, and the big bird will die giving you the treasure chests in the background. Be careful, as you keep hitting the boss, the giant bird will lay eggs faster and faster. After you strike the final blow, Cuckoo Condor will die giving you the treasure chests, if any.

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Topaz Passage
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Toy Block Tower (TPTBT)

Difficulty: x/10 | blue diamonds: 5 | Time to Exit: 4:00

This level is quite short, but it is also fun with catchy music! It is a lot easier than some of the previous levels you played, as there few enemies that post little threat.

Cat blocks are new to this level and respawn after you destroy them (only if you exit and reenter the area). If the eyes of the block are blinking, it is a sign to destroy it, if they are not moving, don't destroy it as they will help you get treasures and to get past the level.

---First Treasure Chest---

When you start the level, you will be near a triangular block. Ignore it for now, destroy the cat block in front of it, and also destroy the weak block above the blue one. Now pick up the triangle block, jump over the blue block as you walk right, and put the triangle block in its space above the door. Walk into the door when it opens to get to the next area. Here, walk forward past the closed door, and ram the trio of blocks to free the triangular one. Pick up the triangular block and put it in its space above the closed door like last time, and enter it to get to the area with the first treasure chest. Walk right, climb the ladder, and kill the mechanical Wario riding in a car (Mecha-Wario) when you get on the right ledge. After killing him, grab the gems above you, destroy the small block to your right, and drop back to the ground. Now open the treasure chest to your right to get the First Piece, and exit out of the door to your left.

---Second Treasure Chest---

Walk forward, hit the first cat block you see, and STOP!! Before you hit anymore cat blocks, you have to make sure you only hit the cat block at the bottom of the pile. If you hit the block in the middle of the pile, the pile will fall causing the gems on the platform above you to be inaccessible. So hit the bottom cat block only, run through the space underneath it, and break the cluster of four weak blocks around you. Ignore the door, jump to the left side of the upper ground, and jump to the platform from the blue block. On this platform, grab the line of blue gems, and drop back to the ground. Now go right the same way you did before, and enter the door on the lower side near the right wall.

In the next room, look to your right to see a Mecha-Wario. Kill it by pounding on its head or by hitting its back, and ram the circle block multiple times until it falls in the small gap near the right wall. Use the circle block to get the cluster of gems above you, and leave through the door you entered from. Back in the second room, jump to the upper ground to your right, and enter the other door.

In this room, you will notice more piles of cat blocks. So ram all of the cat blocks directly to your right, and when the blue block falls to the ground, use

it to enter the door. You will enter a small room with the First Piece. So walk left, grab the gems and the heart, and pound through the small blocks to get to the lower part of the ground. Get the Second Piece from the treasure chest, and exit through the door at your right.

---Third Treasure Chest---

Now you will be back in the room with the many cat blocks. Kill the Mecha-Wario to your left, and climb the ladder to get back to the main ground. Here, destroy the cat blocks to your right again, and use the blue block to get to the second red platform above you. On this platform, face left, and ram to destroy two cat blocks. Get back to the main ground, and hit the last cat block above you to get the blue block down. Jump on the blue block, destroy the small block in the left wall, and crawl through the crawling space to get to a secret place with a purple pipe. Enter the purple pipe to play the first minigame of this level.

For this minigame, you have to destroy the gray block to give you access to the giant heart. From the blue platform you are standing on, walk right to drop down the gap between the blue blocks, and use the green '!' blocks to get the blue gems. Jump back to the blue platform using the other platforms near the left wall (get the gems of course), and walk all the way right to get to the platform with the green '!' switch. Now you have to time you hitting of the switch so the blue blocks land on the lower line of green '!' blocks when they become solid again. This can be done by hitting the switch two times very fast. After getting the blocks on the lower line of green '!' blocks, super charge left, and you will break the gray block and get to a secret chamber with the heart treasure chest. Get the giant heart from the treasure chest, collect the gems above you, and exit through the purple pipe when you leave the small cavern.

Back here, squeeze through the crawling space to get back to the ground, and destroy all of the cat blocks around you. Use the blue block to hop up the red platforms, and eventually get to a brown ladder. Climb the ladder, jump left to the upper ground, and ram the circle block until it is in the small pit near the left wall. Use the circle block to hop up the platforms, and eventually get to another small cavern with red gems and a Mecha-Wario. Kill the Mecha-Wario, grab the gems and jump up the rest of the platforms. Now at the top of the tower, kill the two Mecha-Warios, and enter the door to your left to exit the tower. Now outside the tower, walk right, and destroy the upper and lower cat blocks (leave the middle one alone). Walk under the blocks, jump to the ledge at your right, and get back on the tower of two blocks (floating). Jump to the platform at your left, collect all of the gems, and get back to the ledge on the ground. Look to your right. You will see that there is a giant gap with a trail of blue gems. Jump into the gap following the blue gems (charge to get them all) into the gap, and you will land on a blue block after falling through scenes. Fall to the ground, and destroy all of the blocks that are under the blue ones. After all of the blue blocks are on the ground at the same level, jump to the block on the far right, and super charge left to break the gray block (jump to hit it). Grab the diamond that pops out, and continue walking right. When you see the line of weak blocks, super charge right to break through them, and stop when you hit the right wall. From the right wall, face left, and super charge as you jump to the platform directly to your left. You will break through a few cat blocks as you get some blue gems, and you will eventually stop when you hit the ledge. Jump to get the gems and the heart, jump back to the ground, and enter the door after you walk back right like you did before.

In this area, kill the Mecha-Wario to your right, jump to the ledge above you to the right also, and break through the pair of blocks. When you see the Pig

Statue, walk under it facing right, and you will start to run back and forth when he hits you with a fireball. After three runs, you will be fully engulfed in a flame near the fire block. Walk right to break the block, and you will soon recover after walking back and forth. Back to normal, walk back left to the fire breathing pig, face right, and get hit by the fire again. When you catch on fire, you will automatically run right. As you do, jump up the platforms (time it so you don't fall), and you will eventually catch fully on fire when you are on the ledge on the right side. If you are not there, get back to the pig statue and try again (remember, you should pass by six platforms and the ledge on the left side). Now on fire, walk left to destroy the fire block and Mecha-Wario, and fall in the pit. Walk back and forth until you recover, and get the gems to your right, and jump left up the platforms until you see the other Mecha-Wario. Kill the imposter, and walk left until you hit the wall (ignore the closed door for now). Now it is time for us to access a hidden minigame. To do this, face right, super charge, and jump when you reach the end of the platform you are on. If you jumped at the right time, you should land on the upper ledge to your right, and the wall will disappear as it is another hologram. Jump into the pipe above you to play another minigame.

For this minigame, you have to use the circle block to jump to the diamond. Jump up the platforms to your direct left, climb up the small ladder, and ram the circle block down the slant to get it on the long blue platform. Now jump on top of the block, jump up and over the gray block to your left, and pound to break it. Simply super charge right to break the other block when you are on the ground (you will also get some blue gems). Get back to the platform above you, and ram the circle block to the ground below you. Continue to ram the ball right, and it will eventually fall in the small gap below the diamond. Finally, use the circle block to get the diamond, and exit through the purple pipe at your right.

Back in the fiery area, drop down the platform to the ground, and walk right to get to another fire breathing pig. Face left this time, and get hit by the fire to start running (note the water oat your left, use it to cool off if you faced the wrong way). Like before, jump up the platforms, and you will eventually catch fully on fire on the first ledge this time. Burn the fire block and the Mecha-Wario like before, and get the triangle block in the pit when you recover. With the triangle block on hand, jump out of the pit, and up the platforms until you are on the one with the Mecha-Wario (previously) near the top. Walk left, and put the block in its slot to open the door. Enter the door to get to the next area.

Here, hit the pair of cat blocks to your left, and only the upper one to your right. If you destroyed the correct blocks, the blue block on the left should be on the ground while the one at the right should be sitting on a cat block. Use the block at your right as an aid to get to the pile to your left, and eventually get on the platform above you. On the upper platform, walk left, jump over the frog blocks (ignore the Key), and drop down the gap near the left wall. Ignore the cat blocks for now, and enter the door to get to the area with the frog switch.

In here, walk left, dodge the fire from the stone pig for now, and get the Third Piece from the treasure chest.

---The Frog Switch---

Get the blue gems above you, go back to the pig statue, and get hit by the fire only if you are facing left. You will bounce about the walls until you fully catch on fire near the fire block. Hit the fire block to destroy it, and you will automatically kill the Mecha-Wario when you fall in the gap. When you recover from your fiery run, destroy the cat blocks (and the single weak block)

to your right, BUT don't destroy the cat block at the bottom right corner. Instead, use the cat block to access a door that leads to a hidden cave. Here, simply kill the trio of Mecha-Warios to your right, get the gems above you, and exit back out of the door. Back in the area with the switch, jump over the cluster of frog blocks, and hit the switch to start the timer. HURRY UP!!

---The Key---

After pressing the switch, quickly use the frog blocks to your right and the platforms to get back on to the ground, and enter the door. Back in the Key place, smash the two cat blocks to your left (leave the other ones alone), and use the blue block to get to the upper platform. Walk right, grab the Key, and enter the red pipe to fall down.

---Fourth Treasure Chest---

After falling through a room, you will land in a different room with the Fourth Piece.

DO NOT get the Piece yet! If you want those gems near the ceiling, use the treasure chest as a stepping stone to get them. Jump over the gap to get the last of the gems, and jump back to the left side after getting all of the gems. Grab the Piece from the treasure chest, jump over the gap to the left, and squeeze through the crawling space over the block to enter the next area.

---Exit Portal---

Here, jump to the floating block to your left, grab the gems, and hit the pair of cat blocks to bring the blue block down. Jump down on the blue block, and use it to jump to the cliff at your left and get a diamond. Drop down the gap after getting the diamond to enter another room.

Here, immediately ram the blocks to your left, ignore the triangle block for now, and jump to the ledge using the platforms. Ignore the red pipe, continue jumping to the highest platform, and collect the gems and kill the Mecha-Wario when you get there. Walk to the right ledge of the platform, duck, and drop down the gap as you push against the right wall. You will squeeze through the gap to get into the cave with the diamond. So grab the diamond and the gems above you, hit the block to your right, and exit through the gap you have opened. Go back left through the tunnel and pick up the triangle block. Walk back right and stop when you are under the closed door you have seen before. Put the triangle in its space (use the circle block to get there), and enter the door to enter the place with the silver treasure chest. Simply walk right, get the CD from the chest, and exit through the door you entered from. Back in the room with the diamond, walk right through the tunnel, jump to the first ledge to your right, and enter the red pipe to get back in the tall tower.

Simply enter the door to your right, climb up the ladder in the tower, and enter through another door to get to the second area. Here, run left ignoring the blocks and any remaining enemies, and enter the door at the far left. Finally back in the first area, walk left breaking the cat blocks in your way, and jump through the exit portal to finish the level.

The Big Board (TPTBB)

Difficulty: 4/10 | blue diamonds: 7 | Time to Exit: 3:00

This is certainly a unique level; it is a giant game board! How you progress through this level depends on if you hit the correct space on the spinners. Also note that there is a minigame that is only available after you hit the frog switch.

---First Treasure Chest---

When you start this level, you will appear in a strange animated land with houses in the background. Walk forward, collect the gems as you jump over the gap, break the blocks that look like oversized pills, and kill the Mecha-Wario. Jump through the tunnel at your right to get to the next area.

In here, walk forward, collect the gems, and kill the Mecha-Wario. Now jump over the pool of water, stand underneath the spinner, and a small board will appear at the bottom of the screen. Look at the sign that says 'Get' and a symbol. Your goal is to hit the number on the spinner, so you go only enough spaces forward to get the required symbol (in this case, it would be a red block switch). So hit the spinner when it shows any number (6 is preferred), and the red and yellow blocks will turn solid. Jump on the block platforms to your left to get all of the gems and the heart, jump over the right platform to get a few more gems, and get over the floating block. Now over the block, pound on the pair of small weak blocks to break them, and run through the tunnel to your right to get to the next area.

In here, walk right, and get the First Piece from the treasure chest under the red block platform.

---Second Treasure Chest---

Now jump on the platform of red blocks, kill the Mecha-Warios as you collect the gems, and jump to the small brown platform in the middle. Grab the trio of gems above you, and jump to the brown platforms to your right and left to get some more blue gems and a heart. Jump back to the red block platform, kill the remaining Mecha-Wario if you didn't so, and go through the tunnel to your right after you drop off the platform.

In this area, run right ignoring the blue diamond above you, jump up the brown platforms and kill the Mecha-Warios on the red ones, and drop back to the ground under the spinners after you collect the blue gems. Stand under one of the spinners and face left. If you looked at the 'Get' screen, you know that you have to get the picture of Wario. If you do, you will catch on fire, and have a chance to get the blue diamond you previously saw. So hit the number that will get you to hit the Wario space. You have two chances, so don't worry if you missed the first time, but DO NOT hit the red switch again! Now on fire, jump up the two brown platforms you see, and you will be in a short pit near fire blocks on the left upper ledge. When you are fully engulfed in flames, walk left to break the fire blocks, grab the blue diamond to your left, and jump back to the ground when you recover. Back on the ground, walk right, ignore the spinner if one remains, and jump into the pit. As you fall you will collect some blue gems. Now ram the blocks to your left, kill the two Mecha-Warios, and get the Second Piece from the treasure chest.

---Third Treasure Chest---

Ignore the gem outlines for now as you cannot get them, and go back to the right part of the pit you are in. Instead of jumping up the platforms, continuously ram the wall to your right to break through it.

When you get to the next area, enter the pipe to your right to play a minigame. For this minigame, you have to use the Mecha-Warios to jump over the spiked pit and get the giant heart from the treasure chest. To do this, stand under the fat bird (on the second platform), and grab one of the orbs when he spits it out. Now get back on the first platform, and throw the orb left to break the long line of small blocks and bring the Mecha-Warios one step down. Now repeat this process except throw the orb at the platform below you to destroy the other line of blocks and let the Mecha-Warios fall to the spiked pit. Fall down the platforms to the small blocks on the ground, get the trio of gems above you, and jump across the pit using the Mecha-Warios as support to get to the left ledge. Here, get the giant heart and the gold coin from the treasure chest, jump back over the spiked pit using the Mecha-Warios, and exit out of the pipe using the platforms. Back here, simply walk left through the tunnel, and jump up the orange platforms to get back to the ground. Go through the tunnel at your right to enter the next area.

Now in the upper part of this area, continue to walk right, drop down the stair case, and get the Third Piece from the treasure chest under the platform of red blocks.

---Fourth Treasure Chest---

Ignore the spinners for now, and jump on top of the red platform. Jump right to get the cluster of gems, stand under one of the spinners, and hit the number that will get you to a robot space (look at the 'Get' sign). Like before, don't hit the red switch, or you will not be able to access some of the gems. Now that you have got the robot space (you have two chances like before), and kill two of the three robots that fall down. Now pick up the last robot, face to the right wall, and throw him to break the small blocks. Crawl through the crawling space, get the blue diamond, and kill the robot because he is now useless. Jump up the platforms, break the six blocks, and run in the tunnel to your right to get into the next area (too many areas...).

In here, walk right, ignore the Mecha-Wario trapped above you, but kill the one to your right. Grab the Fourth Piece from the treasure chest, and jump on the platform above you to get the gems and the heart.

---The Frog Switch---

Keep walking forward, ignore another trapped Mecha-Wario and run through the gap at your right to enter another area.

Walk right, grab the blue gems on your way, and stand underneath the spinners. Look at the 'Get' sign, and you will know that you have two chances of getting the picture of Wario. After getting the picture and getting fat, walk left, and jump on the gray block. In the tunnel underground, continue to walk left to kill the Gray Spinies and break another gray block below you. After getting the coins from the Spinies, drop down the gap you have opened, kill the Pink Spiny after pounding the ground, and grab the blue diamond to your right. Destroy all of the blocks in the tunnel in front of you, get the gems that come out, and jump up the platforms near the wall. Get the pair of gems on the uppermost platform, and go through the tunnel at your right when you are back on the ground.

Now that you are finally inside a building, walk right ignoring the platforms above you, and drop down to the ground where another pair of spinners reside. If you look at the 'Get' sign, you will know that you need a picture of Wario to continue. DO NOT hit the spinner yet! Look at the board once more and locate the picture of the blue diamond. Now stand under a spinner, and hit the number of spaces required to land on the diamond space. If you do, a diamond

will appear in front of you begging it to be collected. So get the diamond, and hit the other spinner when the number required to get to the Wario space appears (it would be 4 if you got the diamond). If you successfully hit the Wario space, you will turn flat. Walk to the left side of this room, climb up all of the platforms, and float of left when you are on the uppermost platform. You will float down right and into crawling space in the right wall.

Walk through the space over the gap (because you are flat), jump up the orange platform when you reach the right end, and continue to walk left until you fall in a pit of water. Now that you are normal, jump out of the water to your right, get the CD from the silver treasure chest, and kill the Pink Spiny to your right after ground pounding the ground. Grab the silver coin and the gems above you, walk to the right end, and jump up the platforms to get to the upper ground. Here, jump over the pool of water to your left, get the blue gems, and stand underneath the spinner. If you haven't hit the red block switch for a second time (you shouldn't have), you will notice that the red blocks to your left are not solid giving you access to the gems. If this is the case, simply grab the gems above you. On the other hand, if the blocks are solid, you have to use the spinner to land on the block switch space to make the red blocks disappear. So do so, grab the gems when the blocks disappear, and ram the block to your left. Crawl underneath the crawling space to your left, but DO NOT kill the Pink Spiny when you see it!! Wait for the Spiny to be underneath the red block outline, pound the ground to flip it over, and use the flipped enemy to get the trio of red gems above you. Now kill the Spiny, and enter the door to your left to get into the next room.

In this room, walk left, ignore the spinners for now, and kill the Mecha-Wario to your left, and jump to get the gems near the ceiling. Now go back to the spinners and look at the board for the picture of Wario (as depicted in the 'Get' sign). If you hit the picture, you will turn into a spring. So bounce left, and jump when you are under the block in the ceiling (make sure you are under the block that is in the middle of the room and between the other two). You will spring up through a line of blocks, break a gray block, and land on a large platform near a Mecha-Wario. So kill the imposter, get the gems to your left, and hop up the platforms as you collect even more gems. When you get to the ledge to your right, enter the door to get to the room with the frog switch. In this room, walk to the slant near the left wall, and roll to the right by pressing 'Down'. You will break through a few small blocks as you roll through crawling space, you will automatically kill a Mecha-Wario, and press the frog switch before you crash into the wall to recover. HURRY UP!!!

---The Key---

Walk back left to get the white coin you missed, and jump up the frog platforms as you collect the gems. Enter the door when you are on the left ledge to enter the small room with an everlasting spinner. In this room, you have to stand under the spinner, and keep hitting it until you get the Goal space (as the background implies). But instead of randomly hitting the spinner, you need to hit a few other spaces to get more points at the end of this level. Now first we have to make sure that the red blocks are solid. If they are not, hit the red block switch to make them. After the blocks are solid, go for the robot space that will make 3 robots appear on the board. When they do, jump off of them to get the gems above you to the left and right of the spinner. Finally, you must hit the diamond space for an extra 1000 points. Finally, go for the goal, but you have to get the exact number, or the pointer will move back. When you hit the Goal space, the Goal blocks below you will disappear. Now hit the pair of small blocks that remain before you, and you will fall through a gap as you get the Key.

---Exit Portal---

Now you will fall back in the tall room which led you to the room with the frog switch. Drop down the gap to your left making sure you get the gems, and jump on the pair of frog blocks to your right when you are on the lower ledge. Jump up into the tunnel to your right, walk through after you break the blocks, and jump to the platform with the diamond (get the gems of course). Get the diamond, drop down the left side of the gap, and pound through the blocks below you after getting the gems and killing the Mecha-Wario. On the platform right above the door, get the gems to your right, drop down to the ground, and enter the door to get to the previous area.

Here, quickly run up the stair case of frog blocks, and enter the pipe above the line of red blocks to play a quick minigame. For this minigame, you need to use the Professor to hit a switch to get you to a diamond. To do this, walk left to get near the Professor, pound twice to get him down, and pick him up. Now throw the Professor up at all of the blocks above you, and get the red coins that pop out. Pound to bring the Professor down again and pick him up. Now you have to throw the Professor so he presses the green '!' switch. To do this, walk about one step away from the left wall, face left, and throw him up without charging. When the switch is pressed, run right, jump up the green '!' platform, and get the diamond from the ledge. Quickly exit out of the purple pipe at your right because you are running out of time. Now out of the pipe, drop down the left ledge to get a few gems, and run out of the tunnel. Outside, continue to run left ignoring the platforms and getting the gems until you pass through two areas.

Now here, jump up the platform of frog blocks, get the gems as you usually do, and kill the Pink Spiny after flipping him over. Continue to run left, to get to the next area. In here, simply run left ignoring the platforms and the gaps, and pass through three more areas the same way you entered. Back in the first area, run left, jump over the pit of water, and jump into the portal to exit the level.

Doodle Woods (TPDW)

Difficulty: 5/10 | blue diamonds: 5 | Time to Exit: 6:00

This level will probably annoy you as there are tons of enemies (that keep appearing), and the pathway from the frog switch to the exit portal is long. Throughout this level, remember to dodge the pencils, and run away from the Floating Pig.

---First Treasure Chest---

When you enter the level, you will fall from the portal and land on the ground that strangely resembles cardboard. Walk right, jump over the half blue crayon, and get to the platform right in front of it. From here, jump straight into the blue part of the ceiling to find out that it is another illusion. Jump on the platform in the ceiling, grab the gems and the heart, and get the First Piece from the treasure chest.

---Second Treasure Chest---

Drop back to the ground, and walk right through the tunnel to get to the next area.

Right when you enter, you will notice a pig floating above you with a paint brush and a notepad. Every few seconds, he will draw out an enemy ant throw it on the ground. The two enemies he will draw out is a weird looking pig in a spiky shell that look kind of like Spinies (Spiky Pigs), and the other one he will draw will be a pig that will float back and forth trying to ram you with a spike on its head (Ramming Pig). As you cannot kill the Floating Pig, dodge his drawings o avoid getting hit (don't bother killing them as they give you no money). Now walk forward as you dodge the Spiky and Ramming Pigs, and collect the gems as you do. Destroy the single block when you see it to get a red coin, and continue to walk forward jumping over any half crayons. Soon, you will see a line of blocks. Destroy these to get red coins, grab the gems on the ground, and get the gems above you. Continue to walk forward, grab the heart and two gems after jumping on the red platform, and destroy even more weak blocks on the ground. Grab the red coins as usual, and destroy yet another line of weak blocks after you go down the steps (you MUST destroy these blocks if you want to get the CD later in the level). Get the red coins that remain, continue to walk right, and enter the cave when you finally see it. Get the gems that form an arrow, and drop down the pit following the arrow to get to the next area.

You will fall from the ceiling, grab a red gems, and finally land on the ground here. Walk left this time continuing to dodge the Spiked/Ramming Pigs drawn from the Floating artist. Like you did before, grab the gems, destroy the blocks, and get the red coins from the blocks as you go left. Stop when you see the pencils sticking out of the ground. These pencils act like spikes, if you touch them, you get hurt. So avoid these pointy pests as much as possible. Jump over the pencils making sure you dodge the paintings, and drop down following the trail of blue gems. You will land on the lower ground near a set of platforms to your right. Jump to the first platform, ram the block to your right, and jump into the tunnel. Now super charge right to break through another line of blocks and eventually hit the wall in the secret cavern. Go back for any missed red coins, and enter the purple pipe to play the first minigame of this level.

For this minigame, you have to roll down the area to get to the blue diamond (this is not as easy as it sounds). So walk to the slant to your right, and press 'Down' to start rolling left. You will roll through some crawling space, and loop back to the right part of the area. About half a second after you loop, jump to hit the green '!' switch in the low ceiling above you. If you hit the switch, you will continue to drop down the level. When you drop down, wait about one second before jumping to hit another green '!' switch making the green '!' blocks disappear and allowing you to drop even further down the level. Repeat this once more (the switches are in the same places as the previous two), and you will drop down to the bottom of the level, continue to get blue gems, and eventually get the blue diamond. Now to get back up, do the same thing as before (hit the green '!' switches) when you see them as you roll up to make the green blocks solid again. As you roll across the four green '!' block platforms, you will get a few blue gems. Soon, you will reach the top of the area, hit the side of the purple pipe to recover, and land back where you started. Exit out of the purple pipe to leave the minigame.

Back in here, run through the tunnel at your left, and you will soon land on the ground. For now, the Floating Pig will disappear, making things slightly easier for you. Continue to walk left, walk through the blue cardboard illusion, and use the Mecha-Wario to get to the platform above you. get the gems and the heart, kill the Mecha-Wario when you get back to the ground, and walk left to get to the next blue cardboard (kill the second Mecha-Wario and get the gems before you do). In here, kill one of the two Mecha-Warios, and use the other one to break the blocks and get to the platform above you. Enter

the door to get into a secret cave. In this cave, simply get the Second Treasure Chest to your left, and exit through the door you entered from.

---The Frog Switch---

Now back on the platform, drop back to the ground, kill the Mecha-Wario, and walk left out of the blue cardboard. Grab the blue gems, continue to walk left, and drop down the gap collecting the gems forming another arrow to get to the next area.

As you fall from the third area, you will collect some more gems, and land on the ground. Here, run right down the slant without rolling, dodge the drawings from the Floating pig when he returns, and jump over the blue crayons. Jump over the pair of pencils, break the pair of blocks blocking your path, and jump through the now opened gap. Jump over two more pairs of pencils (get the gems and the heart), and jump to the red platform to your right. Because the path to your right is blocked, you need to jump up the platforms to continue your journey. So jump up the platforms, and land on the long platform to your left. Walk left, get the gems and hearts (jump just high enough to get the goodies and not hit the pencils sticking out from the ceiling. When you see the two pencils nearly touching the ground, crawl under them ignoring the platforms above you, and start to hop left across the platforms over the mass of pencils. Here, you must be even more careful not to get hit by the Spiky or Ramming pigs, or they can push you off! Jump across the rest of the platforms as you collect the gems, and hop to another long platform above you when you see the left wall. On this platform, walk right, get the gems, and enter the pipe above you to play another minigame.

This minigame is quite different from the other ones, and may be a tad more difficult than the other ones too. So walk right under the spikes, and jump on the green platform. Now look at the blue platforms to your right when the blocks fade away, and memorize their positions. Now jump across the platforms making sure you get the gems, and you don't fall down to the spikes below you. Repeat this process two more times, but beware! The blue platforms will get shorter, and the spaces between them will become longer! After passing the third set of blue platforms, drop to the ground at your right, walk past the slant, and get the blue diamond waiting for you. Now go back left and roll when you are standing on the slant. You will roll back left through some small blocks, and eventually stop when you hit the purple pipe.

Enter the purple pipe when you recover to continue the level. Back in the drawing area, walk right, and ram the three small blocks between the crayons to give you some crawling space. After you crawl through the crayons, jump to get the pair of gems and the heart, and hop across the few red platforms. Continue walking right on the large platform, but make sure you dodge the pencils and drawings, and you get the gems scattered in the sky. When you reach the right wall blocked by six small blocks, STOP!! Before you go into the gap like you usually do, you should jump to the ledge above you to get a quick diamond. Getting to this ledge may take some time, so don't get frustrated. Wait for the Floating Pig to draw a Ramming Pig. When he does, the Pig will start to float down trying to ram you. Right before he hits you, jump on him and use the extra boost to get to the ledge above you. If you missed, keep trying until you get it. Now on the ledge, walk through the illusion, and enter the door when you reach the wall. In here, simply grab the diamond to your left, and exit through the door you came from. Now get back on the ground, and ram the six blocks to your right you previously ignored. Follow the arrows as you jump down the gap, and you will hit the frog switch and activate the timer. HURRY UP!!

---The Key---

After you press the switch, you will notice that the gate that you couldn't previously get through will be open. So run through the gate to your right, and drop down the gap following the arrows. Now walk through the left gate, get the Key and the gems around you, and continue walking left through the next gate.

---Third Treasure Chest---

Now you should be standing on a slant. Press 'Down' to roll, and you will be rolling across a long stretch of crawling space, break a bunch of small blocks, and eventually hit a wall to your left. Hop up the red platforms above you, get the heart, and run through the gate to your left when you get back on the ground.

Now you will be in a different area with moving pencils and annoying enemies. Walk left until you drop on the red platform below you, and ram the blue pencil to move it and give you access to the ground. Drop to the ground, walk to the left wall, and get the blue gems above you. You will also notice that a Pig will pop out of the picture and start to attack you by spinning. Kill him by pounding on its head, get the red coin that comes out, and hop up the red platforms. Use the blue pencil as a platform as you jump up, and kill the Spinning Pig when he comes out of the picture on the first long platform. Jump to the platform to your right, kill the Mecha-Wario, and jump to the platform near another blue pencil. Get the heart and the blue gems above you and ram the pencil to move it left. Drop back down to the ledge below you, and walk all the way to the left wall. Here, hop up the two red platforms, get the gems above the purple pencil, and ram the pencil to move it right. Drop down the gap you made, and walk to right side of the platform you are standing on. Use the pencils that you moved as platforms to get to the red platform above you. Kill the Spinning Pig that pops out, and jump to the right ledge. Use the blue pencil above you as a platform to get to the red one with the third treasure chest. Jump to the red platform, and get the Third Piece from the chest.

---Fourth Treasure Chest---

Drop back down to the ledge, ram the pencil left, and walk left until you hit the wall. Now jump up the platforms (use the pencil as one as usual), ignore the pathway to your left, and keep jumping up until you see the Spinning Pig. Kill the pig, walk left, and drop down the gap to get some valuable gems. After getting the gems, drop down the gap to your left, and veer right as you continue to land on a purple pencil. Jump over the ledge to the red platform to your right, and continue to jump up the platforms until you are back where the Spinning Pig was. Jump up the platforms, move right, and you will eventually be under a pair of pencils facing different directions. Use the pencils to get the gems above you, and ram them both in opposite directions. Now, drop back to the platform with the Spinning Pig used to be again, walk left without falling down the gap, and use the pushed blue pencil to jump up. Now near the ceiling, jump to the ledge to your right, collect the gems as you walk, and drop down the gap (stay near the left side) to land on the purple pencil and get some blue gems. Now simply jump to the ledge to your right, and run through the tunnel to exit the area.

Back here, drop down following the trail of blue gems, and start to run right making sure you collect the blue gems and dodge the Floating Pig's drawings. As you go right, jump up the red platforms without falling, and you will eventually see a block guarding a small cave. Break the block, and walk into the cave (ignore the blue cardboard illusion), and you will get a blue diamond. Break through another block to your right, and drop down to land on the ground. Here, simply run right, and go through the gate to get to the next area.

Sadly, you have to hit more pencils to get to jump up the top of the level like before. Now walk right, jump up the pair of red platforms, and drop down when you see the blue pencil. Ram the pencil left, jump back to the tunnel you entered from (without actually going through the tunnel), and drop down to the long red platform below you. On this platform, pound the ground twice to bring the monkey right below you, and eat an apple when he throws it at you. Now as fat Wario, walk right, and use the red platforms and the blue pencil to jump up, and get over the ledge to the other side. Here, simply jump to break the gray block, get the red coin that pops out, and drop down the gap to break through some more blocks and eventually land on the ground. Walk back and forth to get skinny, and get the gems to your right. Walk left, kill the Spinning Pig, and go through the tunnel to get into another secret room. Here, run left, go through the door, and get the diamond in this secret room for another 1000 points. Go back the way you came from to get back to the tall room. Back in here, walk to the right wall, jump up the red platforms, and get to the ledge to your left. Jump up another set of red platforms ignoring the monkey, and walk right jumping up the platforms until you are on the upper level. Here, you will see a Spinning Pig, but DO NOT kill him yet!! First, get the gems above you to your right, stun the pig, and bring him to the left wall under the platforms. Use the pig as a boost to get to the platform, jump again to get six red gems, and kill the Spinning Pig when he appears. Walk right to get the Final Piece from the treasure chest, use the Spinning Pig to get the blue gems above you (then kill him), and drop to the platform below you to kill the Charger.

---Exit Portal---

Now jump up the platforms, kill the pair of Chargers to get some red coins, and jump up the pencils and red platforms to your right to get a heart and some blue gems. Drop back down to the platform where the Chargers used to be, but make sure you ram the pencils left as you do. Jump up the pencils and red platforms on the left side this time, get the gems when you pass the second pencil, and run through the tunnel to your left to exit this area.

Back here, jump to the red platform above you, get the few blue gems, and roll down the slant to the left. You will continue rolling when you drop to the ground, and roll through some hidden crawling space only if you have destroyed the blocks I have told you earlier. Now you will break through a lot of small blocks, get some blue gems, and eventually stop when you hit the half crayon near a Spinning Pig. Kill the Pig before he hurts you, jump over the crayon, and use the second Spinning Pig to get the heart and gems on the red platform. Kill the Pig, continue to walk left (ignore the red platforms leading up), and destroy the blocks below you to access the blue gems. Get the gems, kill yet another Spinning Pig, and jump over another blue crayon using some more red platforms. Here, simply get the gems above you, enter the door, and leave after getting the CD from the silver treasure chest. Back in the underground tunnel, jump back over the crayon, and hop up the red platforms you have previously ignored. Now, jump out of the tunnel, walk left when you are back above ground, and run through the tunnel to get back to the first area.

Here, simply run left, and jump through the Exit Portal to exit the level.

Domino Row (TPDR)

Difficulty: 4/10 | blue diamonds: 2 | Time to Exit: 4:00

Domino Row sounds like a fun level, but it is not. You will be dodging spikes and racing the falling dominos to hit the red buttons to open up different pathways. These pathways are very important, so make sure you beat the dominos to the red button, even if it means missing a cluster of red gems.

---First Treasure Chest---

As you start the level from the Portal, you will drop on the left side of a room. Walk right, jump up the ledge, and step on the red button below the blue gems in an arrow shape. After you press this button, the dominos to your right will scatter and disappear, giving you access to the door to your right. You will also notice a silver coin will come out, and a yellow 'W' flag will appear near the red button. Grab the silver coin, and go through the door to get into the next room. Right when you enter this room, STOP!! Before you do anything, look at the dominos to your right. You have to hit the first domino, get the gems that will appear above you (they are outlines right now), and step on the red button on the other side before the dominos hit it. So run forward, grab the gems above you, and get the trio of blue gems above the red button before you press it. The cluster of dominos to your right will disappear. Get the silver coin and the pair of gems and hearts, and enter the door above you to get into the next area.

This room is kind of like the previous, except the dominos are in a longer line. Now run right as you hit the first domino, quickly jump to the line of clock blocks, and get the heart and gems on the platform to your left. Ignoring the Mecha-Warios for now, quickly run back right, and hit the red button after getting some more gems. Grab the silver coin that comes out, kill the Mecha-Warios that you previously ignored, and walk back right until you encounter two blocks. Destroy these blocks, jump up the platforms, and get the First Piece from the treasure chest.

---Second Treasure Chest---

After getting the piece, go through the door below you to enter the next area.

Here, hit the first dominos to your right, and start to follow the line of dominos ignoring the red gems on the frog blocks. Continue to follow the dominos as they go down platforms, but go down the left gaps (instead of the block covered right ones) to get the valuable gems. When you get to the ground, quickly kill the Hammer Dude before he hits you, and run right making sure you get the gems near the ceiling. DO NOT hit the red button when you see it yet. Instead, jump over the button, get the four red coins above you, then hit the red button to stop the dominos from falling. After pressing the switch, the dominos in the ceiling will break causing another Hammer Dude to fall. Get the Silver coin that came from the blocks, and get hit by the Hammer Dude to become a spring. Move under the gap in the ceiling where the Hammer Dude came from, and jump to spring up, break through some blocks, and land in a secret tunnel near a purple pipe. Enter the pipe directly to your right to play a really easy minigame.

For this minigame, you need to use the Professor to get the Pink Spinies to hit the water and turn into lots of money. So walk left on to the green platform to your left, jump to get the heart over the small water fall, and pick up the Professor walking near you. With the Professor, walk back to the right side near the pipe, and throw him up to the second blue platform. Now climb the vine, pick up the Professor when you are on the second platform, and throw him left. The Professor will break a line of blocks over the water causing the Spinies to fall and turn into coins. Quickly get back to the green platform,

and stand under the waterfall to let the coins pour on you! After getting the money, exit the minigame through the purple pipe.

Back in the domino world, get the blue gems to your right as you jump down the gap, and break the blocks below you when you land. Ignore the gray block for now, and walk right across the brown platform when you land on it. When you drop to the ground, enter the door to get to the next room. WARNING!! This room has a line of dominos that is so short, it becomes fairly difficult to press the red button before the dominos do. If you want to press the button before the dominos, you have to be very quick and make no wrong moves. Now jump to the ledge above you, hit the first domino, and quickly roll down the slant when you step on it. Don't jump as you break through the blocks (or you will hit the spikes). You however can jump when you see the brown platform to get some more shiny gems. When you break through the last of the blocks and hit the wall to your right, quickly jump up the platforms, step on the slant to your left, and roll left collecting the gems. Jump to get the heart on the way, and you will automatically stop rolling when you hit the wall after breaking through some more blocks. Jump up the platform, and quickly roll on the slant to your right. If you were fast enough, you will get some gems, and automatically hit the red button causing the dominos above you to break. If you didn't break the dominos, restart the level and try again. Jump to the platform above you, get the silver coin, and kill the Mecha-Wario.

Now enter the door to your left (the one that was previously hidden by the blocks) to get into the next room. Here, jump up the platforms, kill the Mecha-Wario, and get the gems as you go up. DO NOT kill the Mecha-Wario at the top of the platform yet. Pick him up, jump to the uppermost platform, and throw him right through the spikes. This will cause the blocks below the blue diamond to break, and cause another Mecha-Wario to fall to the ground. Now drop down to the third highest platform, crawl through the crawling space, and use one of the Mecha-Warios as a boost to get the blue diamond above you. Kill the Mecha-Warios when you are done, and exit the room through the door. In this room, walk right to hit the first domino, and walk back and fourth across the platforms dropping down the gaps. Collect the gems and the heart as you go down, and you will soon land in a large pool of water. In the water, swim forward dodging the clam, collect the gems, and break the block above you. Now swim up into the gap that you opened, get the cluster of gems, and jump to get the Second Piece from the treasure chest.

---The Frog Switch---

Quickly jump back into the water, swim forward dodging the Fish and another Clam, and get another cluster of gems at the bottom right. Swim up to the surface of the water, jump to the first platform, and climb up the ladder. Continue to climb up the ladders, but make sure you collect the red gems, blue gems, and the heart that may be slightly out of your way. If you think the dominos will make it to the red button before you do, skip the gems and go for the button. After pressing the button, get the silver coin that comes out, jump up the last of the platforms, and go through the door to your right.

This area is quite confusing, so read this carefully as you race the dominos to the end as you collect the gems. Jump to the ledge to your left, hit the first domino, and run left until you are under the brown platform. As you jump up the platforms, make sure you dodge the spikes, and you get the gems. Jump to the ledge to your right after you get past the last of the platforms, and collect the coins as you run across the slant. Now hop up another set of platforms, get the gems to your right under the spikes, and crawl right under the spikes. Climb up the platforms on this side, get the gems, and continue to hop across the platforms as the dominos move left. When you land on another green platform, walk left until you see the spikes, hop up the cluster of

platforms here, and walk off the uppermost platform right to get on the second highest ledge. Get the rest to the gems, quickly jump up the last two platforms, and hit the red button to your left on the highest ledge. Grab the silver coin that pops out from the switch, walk into the cave to your right when the dominos break, grab the gems around the door, and enter the door to get into a secret cave.

Here, simply get the CD from the silver treasure chest to your right, jump to the ledge above you to the right, and super charge right to break a gray block. Drop down the skinny gap you just made, but ground pound as you do to break another gray block on the ground. After breaking the block, you will land in a pool of water. Ignoring the frog switch for now, swim down, go through the tunnel at your left, and enter the purple pipe on the bit of land to play another minigame.

For this minigame, you have to use the green '!' platforms to get to the blue diamond. It is quite easy if you have good timing. So walk to the left wall, and hit the green '!' block above you by jumping and ramming at the same time. Now the green '!' platforms will switch positions. Walk right across the platform making sure you get the gems, and ram the switch on the right wall like you did to the first. Repeat this process six more times, and you will notice the lines of green '!' blocks getting smaller and smaller. When you are on the uppermost line of three green blocks, jump high to get the diamond and four gems above you. Drop back down to the ground by dropping down the gaps on either side of the platforms. Back on the ground, run right, and go through the purple pipe to quit the minigame.

Back in this area, swim back to the surface the same way you came to the pipe, and hit the frog switch when you are on the ground to your left. HURRY UP!!!

---Third Treasure Chest---

Still standing on the frog switch, jump right to grab hold of the ladder hanging off the platform above you. Climb the rest of the ladder, run left across the ground until you get near the door at the left wall, and enter the door to get back into the previous area. Here, quickly ground pound when you are on the block to your right, and drop down the gap to your left on the lower platform.

You will drop down through a long tunnel, and land in the area where the second treasure chest used to be (the one above the water). Instead of dropping down the gaps like you normally would, jump to the platform to your left. And run through the tunnel getting all of the gems. Soon the tunnel will lead into a slightly larger cavern. Here, get the cluster of gems above you, and drop down another gap to your right to get on to a pile of blocks. Pound through all of the blocks, and enter the door when you land on the ground below you.

In this area, pound through the block to your right, stay to the right as you fall to dodge the spikes, and pound through another block when you land on it to get to the lowest platform. Here, enter the door to your left, and walk to the slant to your right in the room with the fast dominos. Duck on the slant to start rolling left, and jump to get the gems when you pass through the frog block outlines. Make sure you jump to break through the small block in the crawling space, as the Third Piece resides here. You will automatically stop you roll when you hit the treasure chest. So grab the Third Piece and the gold coin, and roll when you stand on the slant to your right.

---The Key---

As you roll left again, jump before you fall, and you will land on another

ledge, break through some more small blocks, and get some more gems. You will finally hit the left wall to break your roll, collect some more gems as you fall down the gap, and land near the door. Enter the door to go back into the blue room, and jump to the long platform to your left. On this platform, super charge left to break the gray block you ignored before, and you will fall back to the ground near a Hammer Dude. Kill him before he hits you, and run all the way left until you see the second one. Instead of killing the Hammer Dude, get hit by him, and jump when you are under the block on the small brown platform above you. You will break through the platforms as you shoot up, collect four red gems, and recover on the uppermost brown platform. Ignore the red coins that came out of the blocks, run through the gap to your left, and enter the door to get back to the third area.

Here, simply run left, and enter the door when you get to the left wall to go back to the second room. Repeat this once more and you will be back in the first room. DO NOT go through the Exit Portal yet! Instead, walk left to the gap, and fall down it to get the Key and land in a new room.

---Fourth Treasure Chest---

In this room, walk left ignoring the platforms, and pound through the blocks to get to the ground. Destroy some more blocks to your left, and jump up the two platforms to get near the Pink Spiny. Ground Pound twice to kill the Spiny, and pound through some more blocks after getting the silver coin. Like before, destroy the blocks to your left, jump up the pair of platforms, and kill the Pink Spiny. Repeat this once more making sure you get the coins, and pound through one more set of blocks after you kill the third Spiny. Back on the ground, destroy the blocks to your left again, crawl under the pair of spikes to your left, and pick up the rock. Throw the rock back right making sure it goes past the spikes, and pick up the rock again after passing the spikes for a second time. With the rock, jump up to the second platform, and chuck the rock left so it breaks through some blocks. Crawl through the crawling space you made making sure you dodge the spikes, and hit the blocks above you to get a pair of Pink Spinies to your level. Kill the Spinies like you usually do, and use the ledge to your left to get the Final Piece from the treasure chest above you.

---Exit Portal---

Drop back to the ledge to your left, pound the ground, and kill another Spiny to get another silver coin. Drop back to the ground with the four spikes, crawl back through the crawling space, and jump up all of the platforms to get on the upper long one. On this platform, run left collecting the blue gems, and go up the red pipe when you see it above you. You will appear back in the first room with the exit portal. Simply jump left to go through the Portal and to exit the level.

Boss Battle: Aerodent (BBA)

Difficulty: 3/10 | Best Item: Large Lips

When you begin this battle, a bear balloon to your right will be inflated, and will start floating above you by a mouse. A pin will float down from the air in a parachute shortly, so jump on his head to stun him. The pin will start bouncing back and forth if you did not hit him fast enough, so be quick! Pick

up the downed pin (be careful not to get punctured by him), and throw him up to the bottom of the balloon. The balloon will slightly deflate and cause the legs of the bear to flash. Run to the opposite side of the balloon, and ram one of the legs to flip him over. When the mouse pokes his head out, quickly ram him to damage him, and try to ram him again (after he stops flashing) before he goes back in the balloon (if you are fast enough, you can even hit him three or even four times in total). Continue to hit him in this way the same way as you did before. When Aerodent has around six pieces of health left, the mouse will start to throw a fireball to the ground causing a flash of fire to appear when the balloon is turning around. Dodge the flashes of fire, and continue to hit the mouse in the same way as before. Be careful as the fireballs will be thrown more often, and the mouse will move back in the balloon faster as you continue to damage him. When Aerodent's health reduces to zero, the bear balloon will completely deflate allowing you to get the crown and treasure chests.

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Sapphire Passage
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Crescent Moon Village (SPCMV)

Difficulty: 5/10 | blue diamonds: 6 | Time to Exit: 3:30

This level is kind of like a deserted city with Zombies in the buildings and a Pirate in the streets. The Zombies can be helpful in getting secret treasures, so don't immediately dodge them.

---First Treasure Chest---

You will start the level in a scary looking place near a floating Zombie. Get hit by one of the green goo balls, and jump on the purple platform on the ground to enter a long underground pit. Don't move as you drop down, and you will get a crapload of blue gems, and eventually land in a pool of water below. Now you have to swim all the way down without touching the bubbles and getting the hearts. So do so, and move into the left lane of the pool after getting the third heart. Kill the fish, get the last heart, and enter the red pipe after you break the surface to your left. You will reenter the start of the level through the ground having to continue the level. Now dodge the green goo balls from the zombie, jump up the purple platforms to your right, and collect all the gems. When you are on the uppermost platform, jump to the ledge at your right, and go through the door to enter a room.

In here, walk left, collect the gems, and destroy the blocks. Get the red coins from the blocks, kill the Pink Axeman when he falls down, and climb up the ladder near the left wall. Jump off the ladder when you are on the upper floor, and continue to walk right making sure you get the gems. Destroy some more blocks as you walk right, dodge the Zombie before he hits you, and enter the door to leave the small house.

Now that you are outside, you will notice that there is a large ghost floating above you that sort of looks like a pirate. Although this guy cannot hurt you, he can pick up coins that are scattered around the floor (not gems however), so

grab coins as fast as possible. So walk down the stairs, jump over the two red pillars, and break a block to get a red coin. Quickly grab the coin, and continue to walk forward until you see some green '!' block outlines. Break the block in front of you, get the red coin, and get the gems above you (ignore the blue diamond for now). Quickly kill the Pink Spiny to your right, get the silver coin before the pirate does, and break the line of small blocks above you to bring another Pink Spiny down. Grab the white coins that fall out, and kill the Pink Spiny for another silver coin. Now use the blocks in front of you to get the cluster of blue gems in the sky, and pound all of the blocks to get two more red coins. Keep walking forward, and use the staircase to get the heart above the green '!' switch when it comes in view. Now hit the switch, to turn the green '!' block outlines solid, and start walking back left. Jump over the first two clusters of green blocks, and use the staircase to get the blue diamond. After getting the diamond, walk back right, climb up the staircase, and enter the door to get into the next room.

After you walk a few steps forward, you will notice a bat moving around in circles. Ignore him, get the cluster of gems above you, and hop up the purple platform on the right ledge. Break the small blocks above you, get the white coins that fall out, and kill the Pink Axeman when he also falls down. Jump up to the left side of the second story, and get another cluster of gems to your left. Continue walking left, and start rolling right when you are on the slant. Jump over the gap as you roll, and you will break through some small blocks in some crawling space, and stop when you hit the wall. Go back to get some of the white coins you missed, climb up the ladder when you are back in that area, and jump to the third floor to the left. Like before, walk left, get the cluster of gems above you, and kill the Pink Axeman when he walks towards you. Go back and hit the flying bat to turn into one yourself. As a bat, start to fly left dodging all of the candles and getting all of the gems. Fly past the door, and continue going left flying up the tunnel near the left wall (keep dodging the candles). In the secret cavern, hit the candle to turn back to normal, and get the First Piece from the treasure chest.

---Second Treasure Chest---

After getting the First Piece and the gold coin, walk to the right side of the pit you are in, and pound the ground continuously to break through some hidden weak blocks. When you are aligned with the small block to your right, ram the wall to your left after jumping, and you will break more of the wall. Jump to the ledge to your left, and enter the hole to get into a secret chamber.

In here, ram the two blocks to your left, climb up the ladder, and get the blue gems on the platform to your left. Ignore the block to your right for now, climb back down the blue ladder, and face the wall to your left. Now jump, and ram the wall to your left to break the weak block (above the ground), and jump through the gap in the wall to get into a cavern with a rock. Pick up the rock, throw it back to the right, and pick it up again. Walk until you are under the block above you, and throw the rock straight up so it breaks the block. Get the red coin when it falls out, and climb up the blue ladder to your left. This time, crawl through the tight space on the upper platform, and drop down pushing right so you get into the cavern with the blue diamond (you still should be ducking as you dropped). Grab the diamond to your right, crawl out of the cavern, and go through the hole to your left to get back into the first house.

Back here, jump off of the ledge, ram the small block to your right, and crawl through the crawling space to get back to the second floor of the house. Like before, use the slant to get to the right side of the story. Climb up the blue ladder to get to the third story again, and walk left until you hit the bat to turn into one. Like before, fly left, but this time hit the candle when you

are over the platform near the door, and enter the door when you recover to get back outside.

Walk down the stairs to your right, destroy the small block, and kill the Pink Spiny (get the coin quickly or the Pirate will get it). Continue to destroy the blocks (get the coins), jump over the red pillars, and kill the Spinies in your way. Also use the red pillars to get the gems above you. After you pass the third Pink Spiny across the bridge, jump over the red pillar, and jump down the gap making sure you grab the blue diamond. Don't move as you continue to fall, and you will get a heart in the air. When you drop to the lower side of town, destroy the four blocks to your right, kill the Pink Spiny, and super charge back left after getting the coin. Break the gray block in the left wall, and ram the rest of the weak blocks to get inside a small ally. Get the Second Piece from the treasure chest, and start to climb the purple platforms to your right.

---Third Treasure Chest---

As you climb them, get the pair of hearts, and kill another Pink Spiny for another silver coin. Be careful!! Don't jump to the uppermost platform above the second heart, or you will be back on the upper part of town again! After getting the silver coin, drop down to the ground, and start walking right out of the ally. Jump over the floating brick, destroy two more blocks, and collect two more red coins before the Pirate does. When you see another floating brick platform, jump on it, get the gems, and get the heart before you drop to the ground again. Break the blocks around you, get the red coins from that come out, and crawl underneath the crawling space to get back to the left side of the slanted platform. Jump back on the platform, and duck on the slant to start riling left. Don't jump as you are rolling, and you will go through the ally, break through a long line of small blocks to the left of the ally, and open the silver treasure chest in the secret cavern. Get the CD and the coin from the chest, and roll down another slant directly to your right. Like before, don't jump as you roll, and you will go through the ally, across the rest of the city, and break the lower part of the stairs. You will stop when you hit the edge of a purple pipe in another secret cavern. You know what to do, enter the purple pipe to play another minigame.

For this minigame, you have to break the line of small blocks to give you access to the blue diamond. Instead of using the glass orbs that many people usually use, I will show you a faster and easier way of breaking the small blocks. From here, run right, and get hit by one of the Zombies throwing green balls of goo. Without jumping, walk to the right ledge of the blue platform, and walk into one of the Zombies to stun it, and to cause it to fall at the platform to your right. Now quickly jump to get into the water and recover, and jump back to the stunned Zombie, and pick him up. Stand on the dull green platform (the second one up), dodge the goo from the other Zombie, and throw the stunned one to break the blocks to your left. Finally, crawl across the crawling space you just made, and you will automatically grab the blue diamond as you fall down. In the water, swim left, jump up the platforms (ignore the fat bird and his orbs), and exit the minigame through the purple pipe above you.

Back in the spooky city, crawl under the wall to the left, climb the stairs when you exit the crawling space, and enter the door to get into the next room.

In this room, walk left, jump up the pair of purple platforms, and walk down the red '!' block stairs to get back on the ground. Kill the Pink Axeman, and climb up the ladder to get up to the second story of the building. On this floor, walk left, dodge the green goo balls from the zombie, and jump to get the gems above you. Continue to walk left, and hit the pink '!' switch when

you see it. Instead of the blocks disappearing as you would expect, they will turn into triangular blocks causing two slants to form (one on each floor). Walk on the slant to your left, and duck to roll right. Jump immediately to get past the ledge, and jump off the ledge before you drop to land on the ground and break through a line of small blocks, and kill three Pink Axemen before you hit the wall. Grab the three red coins that remain, squeeze back through the crawling space, and go down the ladder to get back to the first floor. Walk back left, and roll when you are on another slant composed of pink triangular '!' blocks. You will break through another line of small blocks, and open a treasure chest for the Third Piece. Grab the Piece, get the gold coin that remains, and enter the door to your left to leave the house.

---Fourth Treasure Chest---

Back in the streets, run down the stairs, jump over the red pillar, and kill the Spiny. After getting the red coin from the Spiny, grab the blue gems above you, jump over another pair of red pillars, and kill another Spiny for another red coin. Like before, grab the gems above you, and jump over the last red pillar to get near some brown crates. Break through the mass of crates, get the red coins that will come out of few of them, and enter the purple pipe when you uncover it to play another minigame.

For this minigame, you have to get the coins from the Chargers when they drop in the water. So pick up the Professor right next to you, face left, and throw the Professor up to break the block to your left. Crawl under the wall to your left, and drop in the water to provoke the Chargers to charge at you. They will fall in the water, and a crapload of red coins will appear. Collect the red coins, jump to get on the right side of the green platform, and enter the purple pipe to get back to the town.

Back here, smash all of the brown crates to your right, collect the red coins as usual, and continue to walk right when you are out of the tunnel. Pound the ground to stun the Pink Spiny, and kill him after you jump over the first red pillar. Grab the gems above you and past the gap, and drop down the gap to get some more gems and to land in a pool of water. Dive to the bottom of the pool, and swim left to get the gems in the small current. After you get the gems from the current, swim to the top of the underwater pool, and swim left to get some more blue gems. Now simply navigate through the middle of the pool to get to the left side making sure you get the blue gems on your way. Grab another cluster of blue gems when you see the surface, and jump to the ledge to your left. Get the Last Piece from the treasure chest, and jump back in the water to your right.

---The Frog Switch---

Now swim down dodging the current that is moving up, and swim left through the tunnel. Break the block above you, and continue to swim across the tunnel until you hit the left wall. Swim up to the surface, jump to the ledge to your right, and get the blue diamond. Break through the block, crawl under the low ceiling, and enter the red pipe that you previously skipped. Back in town, run through the tunnel to your right (this tunnel had tons of crates before), jump past the three red pillars without falling down the gap, and jump up the stairs. Enter the door to get in the room with the frog switch.

In here, touch the bat to your left to turn into one yourself, and hit the Pink Spiny on the frog block platform to instantly kill it. Get the silver coin that comes out, and float up to the right until you see another Pink Spiny. Kill him, get the silver coin, and fly to the top of the room. Fly left this time dodging the lights, grab the diamond in the left upper corner, and touch a candle to recover and fall back to the ground. Walk all the way to the right

without touching the bat, and press the frog switch to start the timer. HURRY UP!!!

---The Key---

After pressing the switch, you will notice the frog blocks above you will disappear. Now walk left, touch a bat to turn into one, and fly up the middle of the room making sure you don't touch the candles. Grab the Key in the dent in the ceiling, and hit a candle to turn back to normal and fall back to the ground.

---Exit Portal---

Walk left, and enter the door near the wall to get back outside. Be Careful!!! The Pirate will try to steal your Key. If he does, simply get the Key back from him by jumping into its body. Walk left, jump over the gap and the red pillars, and continue running left and jumping over the pillars until you reach the door up the stairs. Enter this door to get back into the third house.

Now walk left under the crawling space, run left past the ledge until you see the door, and enter it to get back into the streets.

Here, you have to run all the way left like you did before. To easily do this, walk under the crawling space to your left, jump on the platform to the slant, and duck to roll all the way left into the ally with the two hearts. JUMP! If you jumped fast enough, you will hit the wall above you, and stop your rolling before you go through another small tunnel. Jump up all of the purple platforms above you, and continue to run left when you get back to the upper street. Jump over two more red pillars, and enter the door after going up the stairs again.

You will be back in the house where the First Piece used to reside. So walk off the purple platform to your right, continue to run right making sure you dodge the bat, and climb down the purple ladder. Now crawl through the crawling space tat your left, and drop down the gap to get back to the first level. Here, continue to walk left, dodge the flying bat, and enter the door when you get to the left wall.

Back in the first street, hit the green '!' block to your left if you haven't for a second time (the green blocks should disappear), and super charge left until you see the two red pillars. Jump over the pillars, walk up the stairs, and enter the door to get back into the first room. Back here, hit the Zombie's goo without walking left, jump to drop down a story, and you will automatically hit one of the flood lights to turn back to normal. Quickly enter the door to your right to get back into the first ally you were in.

Finally, simply drop down the purple platforms without hitting the Zombie, and jump through the Exit Portal to your left to exit the level.

Arabian Night (SPAN)

Difficulty: 4/10 | blue diamonds: 8 | Time to Exit: 4:00

This is my favorite level solely because the music is awesome! Besides that, this level is vaguely similar to Crescent Moon Village with a few more areas. Most of the diamonds are in the final stretch of the level, so don't fret if

you have less than 4000 points when you reach the frog switch.

---First Treasure Chest---

When you begin this level, you will be dropped in another eerie looking place at night. Walk all the way right, and enter the orange-yellow door to get into the first building.

In this room, you will immediately notice that there is a carpet to your left. Like in the movie Aladdin, these carpets fly once you step on them. To navigate these carpets, face the direction you want to go, and the carpet will move in that direction. To go up, you have to keep jumping as it cannot handle all of your weight. If you want the carpet to go down, simply stand on the carpet and it will slowly descend. Now jump on the carpet to your left, collect the blue gems as you float up, and jump to the brown platform above you. Enter the door to get back outside in the streets.

From here, jump down from the building making sure you get the line of blue gems. When you land on the ground, step on the magic carpet to your left. Use the carpet to fly straight up staying near the building, dodge the flying blue balls (Blue Flyers), and jump left to the ledge when you see the purple pipe. Enter the purple pipe to your left to play a minigame.

For this minigame you have to get the Gray Spinies into the water, and collect the coins when they die. The first part is quite tricky. You have to jump across the Spinies to the other side of the pit without touching them. Because it is impossible to jump across this large pit, you have to jump on the part of the pit (which is composed of green blocks) when the Spinies are not walking on it. So let the Spinies move left, jump to the part of the exposed pit (composed of green '!' blocks), and quickly jump to the right side of the pit before the Spinies hurt you. Now climb down the green ladder to your right, swim across the pool of water back to the left side, and hit the green '!' switch. Now the Gray Spinies in the green '!' platform pit will fall in the water, causing a crapload of silver coins to appear. Jump back into the water, collect the silver coins, and go back to the ledge to your left. Use the blue platforms to get back to the upper ground, and go through the purple pipe to exit the level.

Now drop off the edge of the building to your right to land on the ground, and walk all the way right until you step on another magic carpet. Like before, use the carpet to move up, and jump to the gray platform when the door comes into view. Grab the heart to your right, and enter the door to get into the second building. In here, walk past the platform to your right dodging the green goo from the zombie, and get the cluster of gems on the ledge in the corner. Now get hit by one of the goo balls, and jump to go down a floor. Still as a Zombie, walk left ignoring another flying Zombie, and kill the Mummy running back and forth for a quick red coin. Walk to the right wall, and pound the crate below you to get a heart and a red coin, and to drop down to the second floor. Run left, kill another running Mummy, and pound the crate to go to the first floor and get a red coin and heart like before. Now jump across the tub of water to your right, and get the First Piece from the treasure chest.

---Second Treasure Chest---

Quickly kill the mummy to your right, and start jumping back up the floors using the platforms to your right. When you are back on the second floor, jump up the platforms after walking left to get on the floor with the Zombie. Get hit by another goo ball to turn into a Zombie your self, and jump down the

brown platform near the left wall. Keep jumping down platforms as you go down the floors, and dodge the water tub and lights on your way. When you are in the basement of the building, jump into the tub to your right to recover, get the blue gem near the right wall, and climb back up the platforms on the left side to the first floor. Here, simply go through the door to get back into the streets.

In this short street, walk right, ignore the blue gems and the Blue flyer, and enter the door near the wall to get into a large room. This room is very tall and might be tricky to navigate through due to the mass of Blue Flyers. Now jump to the magic carpet to your left, and fly up making sure you navigate to get the blue gems moving in a zigzag shape. When you see the door in the middle of the air, enter it straight from the carpet when you are aligned to it.

You will end up in a smaller room with a carpet to your left and a purple pipe to your right. Enter the purple pipe to play a very easy minigame.

For this minigame, you have to use the Professor to break the small blocks to give you access to the blue diamond. To do this, walk left, climb down the green ladder, and climb up another ladder to your left after walking past the pit. Now pick up the Professor, and throw him to the blue platform above you. Go back across the pit, and stand under the blue platform on the right side of the area keeping the Professor in view. When the Professor walks to the right edge of the blue platform you are under, jump to stun him and make him drop to the ground you are on. Finally, pick up the Professor, throw him right to break the small blocks, and get the blue diamond in the small cavern you opened. Go back through the purple pipe to exit this undoubtedly easy minigame.

From the purple pipe, jump on the magic carpet to your left. Fly up so you are above the ledge with the gray block on the left side, and start to super charge left without jumping off of the carpet. As you are charging, the carpet will fly down to the ledge allowing you to run off and destroy the gray block. Now climb down the ladder directly to your left, grab the blue diamond, and get back to the ground after climbing back up the ladder and jumping off of the ledge to your right.

As you reenter the large room, you will fall down back to the ground. From the ground, walk back left to get on another carpet, and move up staying at the middle-left side of the room. Pass the floating door that led to the small room, and jump to the ledge to your right after getting some more blue gems. Use the carpet to get to the upper part of the ledge, and go down the ladder when you land. Open up the treasure chest to get the Second Piece, and jump to get the heart above you.

---The Key---

Climb back up the ladder to your right, and jump on the carpet when you get back on the lower part of the ledge. Now simply go straight up making sure you collect the gems and dodge the bats, and jump to the upper platform with another door. Enter the door at get back outside.

Back here, walk off the building right making sure you get the line of blue gems, continue to walk right, and get the heart above you. Ignoring the yellow door for now, walk all the way right, and step on the magic carpet. Use the carpet to fly straight up, ignore the door on the ledge to your right, and start to move left when you see the long line of blue gems. Continue to get the blue gems as you move left, dodge the Blue Flyers, and you will soon see a blue diamond sitting on a ledge. Dodge the Blue Flyers as you go to the

diamond, get the diamond when you reach it, and get back on the carpet facing left again. After getting off of the ledge, navigate left to the purple wall, and simply float down to get another long line of blue gems until you hit the ground. You will recognize this place as the street before you entered the large room. Get back on the carpet if you jumped off, face right, and move up. As you do, get the heart on the building, fly back to the top of the building where you exited the big room, and jump off the carpet. Now walk off the building to your right again, and super charge right instead of getting on a carpet this time. Immediately jump when you see the purple wall to your right, and you will break one of the blocks that are already indented into the wall. Run into the tunnel you just made, and you will go through the rest of the wall and enter the basement of another building.

Run right, jump to get the cluster of blue gems, and get the blue diamond when you reach the dead end at the right wall. Exit the building the same way you came, start to walk left when you are outside, and enter the yellow door you previously skipped.

You will enter the building with the Key. Start by jumping up the mass of small platforms to your right to get a lot of blue gems. When you get all of them, drop back to the ground dodging the spike, and walk left. Now jump up the platforms to your left until you reach the blue ledge (dodge the spike as you go up), walk to the left wall, and drop down the tube with the picture of the Bee below you. When you get back to the ground, you will notice that the spikes disappeared and two Bees appeared. So walk right, and get hit by the second Bee you see. Now you will turn puffy and will start to float up. As you go up, move through the right side of the intersection, and move back to the left before you hit the ceiling. After you hit the ceiling, fall on the platform and recover, jump down the tube with the Bat picture to your left. What will happen next is logical, the Bees will disappear and a pair of Bats will take their place. So drop back down to the ground, walk left, and hit the bat above the set of platforms near the wall. After you turn into a bat yourself, fly up staying to the left wall, and go up the gap in the ceiling. Navigate through the rest of the tunnel by moving right then up again, and fly down the pit when you see the ladder to your right. When you drop to the bottom of the pit, you will automatically get the Key.

---Third Treasure Chest---

Now fly back up, and navigate through the left tunnel the same way as you did before. When you are back near the cluster of platforms at the left side, drop to the ground, and fly into the bathtub to your left to turn back into normal. Finally, walk back to the middle of the room, and go through the door to get back outside in the streets.

Back here, walk to the right, and jump on the magic carpet to start moving up. Jump to the ledge to your right when you see the yellow door, and enter the door to get into the room with the frog switch.

When you enter this room, immediately hit the green goo ball that is thrown from the Zombie to turn into a Zombie. Jump down the platform you are standing on, and you will immediately fall in a tub of water to recover. Before you get back to the platform you were previously on, go to either side of the room to get two red gems. After getting the gems, use the blue platforms to your right to get to the long blue platform right above the one that had the door. Go to another blue platform above you the same way (the small platforms will be to the opposite side you are on), kill the Mummy to get its red coin, and continue up three more long blue platforms like you did before. As you do this make sure you don't touch the goo balls from the Zombie, or you will fall down and have to start over! Walk to the left side of the final blue platform that is

below the green ledge, jump up another pair of small platforms, and jump to the ledge to your right. Grab the heart directly above you, and get hit by the Zombie's goo to turn into one yourself. As a Zombie, walk right going through the spikes, and stand on the section of the blue platform that is between the third and fourth line of spikes. Jump through the platform, and you will fall down grabbing a crapload of blue gems, and you will fall to the ground and hit a light to turn back to normal. Open the treasure chest to your right to get the Third Piece and a gold coin.

---The Frog Switch---

Now go down the purple ladder to your right, walk left across the line of frog blocks, and press the frog switch to reopen up the Exit Portal. HURRY UP!!!

---Fourth Piece---

After turning the timer on, drop down the now open gap directly to your right. You will fall down on the ground near a large pool.

Now walk left, jump on the carpet, and fly to cluster of gems (not the ones shaped like the arrow) below the ceiling to your left. Now move the carpet left staying below the ceiling, grab the gems, but be careful not to jump too high to hit the pair of large spikes above you. After getting the gems, keep moving left until you land on the blue platform to your left. Jump off the carpet to the platform, jump to the vertical line of blue gems (shaped like an arrow), and ground pound to shoot through the water, and to break the wooden crate block below you in the water. Quickly swim back up to get the red coin that pops out, get back in the secret passage you opened, and swim right to get over 1000 points worth of gems. Destroy the crate above you when you reach the right side of the tunnel, get the red coin, and swim back right when you are back in the large pool of water. Jump back on the carpet when you jump to the ground to your right, fly left and up as you did before, but pound through the arrow of blue gems as you did to the other one. You will break a third crate in the ground opening up another secret pathway. Get the red coin that came out of the crate block, swim through the bottom of the tunnel (following the current), and jump to the ledge to your right to get a blue diamond. Exit the tunnel the same way you came in, but make sure you use the current at the top to go faster. Back in the large pool of water, get any blue gems that you missed while pounding through the arrows, swim left until you come across the treasure chest, and jump to the small pit to get the Fourth Piece from there.

---Exit Portal---

Ignore the platforms above you, and use the gap to your right to drop back into the water. Swim all the way left to get to the next part of the water area.

In here, quickly swim up to the surface, and jump to the magic carpet resting on the platform. Fly straight up to get the cluster of blue gems and a single heart, and fly left the same way as you did before (dodge three spikes this time) collecting the gems and the two blue diamonds. After getting the second blue diamond in your run, slowly go down, and pound through the arrow of blue gems to break yet another crate block in the pool of water. Ignore the red coin for now, swim left through the currents to get another blue diamond, and kill the Fish when you get back to the main pool of water, now swim back right staying above the green ledge to get the red coin that came out of the crate if it is still there. Continue to go all the way back right, and step on the magic carpet again to start another flying adventure. Quickly fly left staying near the water without touching it, grab the gems you middle as you do, and quickly fly up when you see the green wall to your left. Dodge the spike at the corner as you jump to the ledge, go down the purple ladder, and get the CD

from the silver treasure chest to your left. Quickly climb back up the ladder, ram the small block on the floor to your left, and crawl under the tight space to get to the left side. Finally, go through the blue pipe above you to get out of the water-filled area and get back to the first house.

In here, quickly go through the door to your left, run left when you are back outside, and jump through the Exit Portal to exit the level.

Fiery Cavern (SPFC)

Difficulty: 7/10 | blue diamonds: 7 | Time to Exit: 5:00

This level is undoubtedly the most annoying one due to the lava shooting out of the pits. Take this level slowly and carefully, and DO NOT go for the silver coins if you get hit by the waves of lava. Strangely, the entire level turns into an icy cavern after you hit the frog switch (Ice Age?).

---First Treasure Chest---

You will start the level in a cavern that is dotted with lava pits that are very violent. Every few seconds, the lava will shoot out from each pit causing major damage if you touch the fire. So walk right, wait for the first pit of lava to calm down so you can jump over it, and go through the tunnel to your right to get to the next area. In here, you will immediately notice that a caveman will be walking towards you. Dodge the giant boulder it throws at you, grab the gems and the heart above you, and pound on its head to kill it. Don't try to ram the caveman because it won't damage him. Continue to walk right across the bumpy ground, jump across three more lava pits (only the middle one is active and has gems above it), and go through the tunnel to your right to enter the next area. In here, walk right, and jump up the various small platforms making sure you collect the gems and dodge the fire. After getting all of the gems, get back to the second platform, and ram the wall to your right to break a hidden block. Go to the right side of the hidden tunnel, and pound the ground twice to reveal a hidden purple pipe. You know what this means, go down the pipe to play a minigame!

Although this minigame is in a hard level, it is actually quite easy to get the diamond. So crawl through the tight space to your left, and hit the green '!' switch to make the green '!' blocks disappear (ignore the blue diamond to your left for now). You will fall through a large pit, and land on solid line of green '!' blocks with a Hammer Dude to your left. Get hit by the Hammer Dude, bounce slightly off to the left from the middle of the room, and jump to start shooting in the air. As you go up, dodge the green '!' switch, and hit the purple '!' switch you will later see above the green one. After hitting the switch, you will drop back to the ground where the Hammer Dude was. Get hit by the Hammer Dude again, and hit the green '!' switch this time to turn the outlines solid. You will land back where you started with the blue diamond to your left. So crawl through the tight space to your left, get the diamond, and exit through the purple pipe to your right.

Back in the Fiery Cavern, get out of the secret tunnel, and use the platforms again to get on the ledge above you. Walk right, grab the blue gems, and dodge the giant boulder when the Caveman throws it off the ledge. Grab the gems and the heart in front of you, and kill the Caveman before he throws another boulder. Hit the rocky block to your right, and jump to the platform across

you after the fire settles down. Walk off the platforms to the right wall, and jump back left across the lava pit making sure you get the gems. Either the door when you see it to get into the area with a lot of active fire pits. In here, run right, jump across the two pits making sure you get the gems and the heart over the second pit. Past the second pit, jump over the boulder, and kill the annoying Caveman who threw it. Jump up the cliffs to your right, grab the gems as you go down the four platforms, and walk off the last platform to your right to get near the first treasure chest. Get the First Piece from the treasure chest, get the heart above it, and kill the Caveman to your right.

---Second Treasure Chest---

Before you keep going forward, walk back to the lava pit, jump over it when it gets calm, and go down the purple pipe to play another minigame.

For this confusing minigame, you have to use the Professor to hit the green switch to give you access to the blue diamond. To do this, drop down the skinny pit below you, pick up the Professor after stunning him, and get back to the top of the level near the purple pipe. Throw the Professor left to break a line of small blocks. Now jump to the ledge to your left, crawl through the crawling space you just opened, and get the blue gems as you continue to walk left. Pick up the Professor before he recovers, and stand on the first blue platform on the left side facing right to the small blocks. Throw the Professor to break the blocks, and the Professor will hit the green '!' switch causing a green '!' platform to form over the lava pits. Drop down the rest of the pit, and walk right across the green '!' platform making sure you dodge both waves of fire and getting the gems. Now, jump up the blue cliffs to your right, pick up the Professor roaming around to your left, and stand on the second blue platform facing right. Throw the Professor through the spike, and he will hit another green '!' switch in the right wall causing the green '!' blocks guarding the diamond to disappear. Finally, jump into the pit to your left, grab the diamond, and get back to the upper level using the four blue platforms back to your right. Finally, exit the minigame using the pipe in the upper right corner to get back in the large Fiery Cavern.

Use the small platform on the ground to jump across the lava pit (this can be tricky), and continue to walk right across the ground. Jump across three more active pits making sure you get the blue gems, and climb up the ladder when you reach the right wall. Ignore the Key to your left for now, and go through the door in the small cavern you entered to get into the next area.

In here, jump across the lava pit to your left, and walk through the tunnel to get into the area with the second treasure chest.

In this area, continue to walk, left, ignore the platforms above you, and ram the two blocks. Get the red coins that pop out, and get the Second Piece from the treasure chest.

---The Frog Switch---

Now this part is tricky, so be careful not to make a mistake. Walk a few steps back, face left to the raging lava, and wait for it to calm down. Now immediately super charge left, and jump when you reach the edge of the ground you are running on, and you will jump over three waves of lava landing on the ground at the left side. Ram the blocks to your left, and jump to the brown platform near the wall to get a blue diamond. Now use the platforms to get back to the right side of the area, and go back through the tunnel you came from when you get back to the ground.

Back here, jump across the lava pit when it calms down, and dodge the boulder

before it hits you. Kill the Caveman, get the gems and the heart above you, and continue to walk up the slight slope. As you do, jump over two more small pits, and dodge another boulder when it rolls to you. Like before, kill the Caveman, grab the gems and the heart above you, and continue to go right. Jump across one more small pit and walk over the platform when the lava in the pit below the platform calms down. Enter the door when you are on the platform to enter a smaller area with the frog switch.

In here, walk down the small gap to your left, and pound through the block below you to drop down to the ground and to hit the frog switch. HURRY UP!!!

---Third Treasure Chest---

After pressing the switch, you will immediately notice that the lava around you will turn icy, and the Cavemen will turn into Ice Breathers. This makes moving around this level a lot easier for you. So run right, kill the Ice Breather, and enter the door near the wall to enter another small area.

Here, dodge the falling snow as you jump up the two platforms, and walk right across the upper ledge dodging more snow and some icicles. Jump up another two platforms, run left dodging the snow, and enter the door to get to another area. In here, walk right as you dodge the icicles, and jump past the platforms making sure you don't fall down and you get the gems. When you get to the right side of the area, destroy the blocks and kill the Ice Breather, and climb down the ladder near the right wall. Now on the lower part of the area, get the Third Piece from the treasure chest to your left.

---The Key---

Walk back right under the ladder, ram the wall to break a hidden block, and get hit by the snow after collecting the gems. Walk to the slant to your right, and you will start rolling left, break through some ice cubes as you get a pair of red gems, and will stop when you crash into the left wall. Break the ice cube above you to get a blue diamond, and go through the door to get back to the small area.

Now you will drop in front of another door. Simply enter it to get to the next area. In here, walk right passing by the first slant, and get hit by the snow ball to turn into a Snow-Wario. Walk to the slant back to your left, and you will roll breaking through a lot of hidden blocks in the wall, and will eventually stop near a blue diamond. Grab the blue diamond to your left, and run back through the tunnel you just opened. When you get back to the place with the falling snow, dodge it, and jump up the platforms to your right to get to the upper part of the area. On here, walk left, dodge the falling snow, and jump over the small gap to get near some weak blocks. Break through these blocks, jump up the platforms above you, and collect the coin when you get to the main area (now frozen).

Now jump over the frozen lava, and run left making sure you dodge the icicles, kill the ice Breathers, and you jump over the pits. Enter the door when you see it to get back to the area with the Key.

In this area, climb down the stairs, and jump over the frozen lava as you move left. Collect the gems on the second wave of lava, and use the third one to get on the purple platforms above you. Jump across the platforms to your right, kill the Ice Breather, and collect the gems. After you pass the icicles, get the Key and jump back left using the platforms again.

---Fourth Treasure Chest---

When you are back on the frozen lava, super charge left to break the gray block, and crawl under the tight space. Continue to run left, collect the blue gems that are on your way, and kill the Ice Breather before he freezes you. You will soon see the door on a wave of frozen lava. Ignore it for now, and use the frozen lava to get the blue diamond in the upper left corner instead (you can do this by jump-ramming, but dodge the icicles). After getting the diamond, get back on the icicle with the door, and enter it to go back an area.

Now jump up the purple platforms moving left, and use the third one to climb the ladder hanging from the upper ground. On this slab of ground, jump up even more purple platforms, and get the heart and two blue gems above the floating rock to your right. Get back on the long platform, kill the Ice Breather, and get another two gems and a heart above another floating rock. Drop down the gap to get back to the ground, and walk left getting the line of blue gems. After getting a few blue gems, you will probably get frozen by an Ice Breather, and crash into the wall back to the right. The best way to avoid getting frozen is to duck as you move forward, and jumping over the Ice waves as you are still ducking. So walk across the tunnel in this way, get the rest of the blue gems, and kill the Ice Breather. Walk the rest of the left, and get the CD from the silver treasure chest. Jump up the long purple platforms, but DO NOT kill the Ice Breather above you yet!! Instead use him as a boost to get to the uppermost platform, get the blue diamond, and then kill him. Before you go through the tunnel to your left, stand on the right side of the platform below the one with the diamond, and super charge left. Still charging, jump through the tunnel, and you will enter another area and break some hidden blocks on the wall to your left.

Grab the four red gems around you, drop down the gap to your right and continue to walk left making sure you get the blue coins and dodge the icicles. Now jump up the platforms, kill the Ice Breather, and destroy the block in the upper left corner. Drop into the pit to your left, and get the Fourth Piece from the treasure chest.

---Exit Portal---

Pound through the block to your right, and ram the blocks to your left when you land on the ground. Run through the tunnel to get back to the first area. Now continue to run left, jump over the frozen lava as you do, and drop through the Exit Portal to exit the level.

Hotel Horror (SPHH)

Difficulty: 4/10 | blue diamonds: 5 | Time to Exit: 4:00

This is another one of those boring levels with few enemies and a lot of rooms to enter. This level is not straight forward, and it might be confusing to get all of the Pieces and the Key in one run.

---First Treasure Chest---

When you start the level, you will end up on the first floor in a hallway of a hotel. Walk forward, ignore the closed doors, and grab the gems in front of you. Kill the Pink Axeman when you see him, and enter room 102 through the red door.

In this room, run left, grab the cluster of gems near the left wall, and touch the bat above you to turn into one yourself. After turning into a bat, fly forward making sure you get the gems and dodge the lights, and get the blue diamond above the right ledge. Touch the light to turn back to normal, drop down the ledge back to the ground, and go through the door to get back into the hallway. Back in the hallway, continue to walk right, ignore the closed door with the frog lock, and get the line of gems. Get the First Piece from the treasure chest near the wall, and enter room 104 to continue you way to the switch.

---Second Treasure Chest---

When you enter this place, take a quick look at the map above you, as it will give you some idea how the level is placed out. Now walk left, kill the Pink Axeman, and hit the pink '!' switch to make the bars in the ladder appear. Grab the gems and the heart above you, drop back to the ground, and walk to the right wall to the even taller ladder. Climb up the ladder, jump to the second floor when you reach it, and dodge the green goo balls from the Zombie. Enter the door near the left wall to get into the second hallway.

In here, walk left, destroy the blocks, and kill the Pink Axeman for an easy red coin. Continue to run left, ignore another frog locked door, and get the heart near the middle wall. Run back all the way to the right, and enter door 104 to get back to the tall room.

Back here, hit the pink '!' switch above you to change the bars of the ladders, run to the right wall, and climb up the ladder to get to the third floor. On this floor, jump to the floor to your left, and kill another Pink Axeman to get another red coin. Enter door 304 to the left side to get into the third hallway.

Now walk left like you did in the second hallway, kill the Pink Axeman, and ignore door 303 as you continue left. Kill another Pink Axeman, grab the Second Piece from the treasure chest near the middle wall, and enter door 302 to get into another tall room.

---The Key---

In here, walk left, kill the Pink Axeman, and dodge the green goo balls from the Zombie as you continue left. Hit the green '!' switch near the door and the green '!' blocks blocking the floor below you will disappear. Before you go down the gap you opened, go into door 301 to your left to get to the left side of the hallway.

In the hallway, continue to run left, and go through the tunnel to get outside the hotel on a set of stairs. Climb up the set of stairs (they alternate back and fourth), dodge the zombie when he spits green goo at you, and enter the purple pipe above the second highest step to play a minigame.

This minigame has something completely new, teleporting walls. These walls rapidly flash green and blue, and they will teleport you back to the ground on the gray block if you touch them. This minigame also has two diamonds instead of one. Despite the teleporting walls, this minigame is actually quite easy. So walk right, jump up the blue platforms avoiding the teleporting walls, and stand next to the Hammer Dude. Get hit by the dude to turn into a spring, and you will automatically hit the teleporter causing you to be on the gray block on the ground. Simply jump to break through the blocks above you, and you will get the first blue diamond and fall back to the ground. Now jump up the left side of platforms (you may want to duck jump to avoid the teleporters), and eat

an apple from the monkey when you get to the blue platform across from him. Now that you are fat, walk left, and drop off the platform to hit the teleporter and get back over the gray block. You will automatically break the gray block as you drop on it and land on a small blue platform. Simply walk off of the platform to get the blue diamond, and jump out of the pit after you turn back skinny. Exit the pipe when you are out of the pit to get back outside the hotel.

Back on the stairs, walk through the tunnel to your right to get into the fourth hallway. In this hallway, kill the Pink Axeman that will immediately try to chop you, and enter door 401 to your right to get to the room with the Key.

In here, kill the Charger above you, grab the red coin from him, and face left before you get hit by the torch. Now that you are on fire, jump up the three platforms when you hit the left wall, and jump to the ledge to your left after hitting the right wall and getting the heart. When you will hit the fire block, you will burst into flames and automatically destroy it. Drop down the gap you just opened to get the Key, and exit the room through the door you went through.

---Third Treasure Chest---

Back in the hallway, run through the tunnel to your left to get back outside, and get hit by the Zombie when you get back to the top of the stairs.

Now jump down the stair you are standing on, and you will automatically fall through the rest of the stairs until you hit the concrete ground (it is a long way down). As you fell, you may have noticed a blue diamond was on one of the steps on the left side. If you have not already gotten it, climb up the flight of stairs, grab the blue diamond when you see it, and continue jumping up until you see the tunnel that leads back to the third hallway.

After you enter door 301 to your right, hit the green '!' switch if you haven't before to make the line of green '!' blocks disappear. Jump down the stairs of green blocks that formed, kill the Pink Axeman to your right when you get to the first floor, and get the heart near the wall at the right side. Enter the door to get in the second hallway (this is the left side of the hallway), and immediately kill the Pink Axeman to your right.

Continue to walk right, destroy the blocks, and get the gems as you walk. Get the Third Piece from the treasure chest near the middle wall again, and enter door 202 to get into the next area.

---Fourth Treasure Chest---

In this room, immediately walk right, destroy the pair of blocks, and hit the bat near the left wall after getting the red coins. As a bat, get the heart directly above you in the middle of the room, and fly right until you hit the wall. Now fly straight up the long tunnel above you dodging the many lights, kill the Pink Axeman when you reach the ledge, and fly to the upper ledge with the rock and blue diamond. STOP!! Before you go for the diamond, make sure you fly over the rock and hit the light to recover, and then get the diamond. You have to get the diamond in this way, because if you touch the rock, you will destroy it making it impossible to another minigame. Now pick up the rock, walk to the left wall staying on the ledge, and throw the rock to your left to break away a pathway of crawling space. Go through the crawling space by duck jumping, and enter the purple pipe above you when you get in the small secret cavern.

For this minigame, you have to kill the Gray Spinies to your left by freezing them with your body. To do this, jump across the pool of water to your right, jump up the two blue platforms ONLY when the Ice Breather moves to your right, and get frozen by the Ice Breather to start moving left. You will drop past the pool of water, go up a slight slope, and kill the Gray Spinies for a lot of silver coins. Get the rest of the coins and small hearts, and go back down the purple pipe in the middle of the area to get back to the hotel.

Back in the small cavern, crawl back through the crawling space you previously opened, and jump down the ledge to get back to the main part of the fourth floor. Enter door 402 to your left to get back into the hallway (not into LUE people...).

In this hallway, immediately get the Fourth Piece from the treasure chest to your left, and start to walk right across the hallway.

---The Frog Switch---

Before destroying the small blocks, use them as a platform to get the red and blue gems above you. After getting the gems, destroy all of the small blocks, get the white coins that come out, and kill the Pink Axeman after you free him from his trap. Continue to walk right, and enter door 403 to get into a small room with a single heart.

In this room, destroy the blocks to your right, jump up the platforms, and hit the purple '!' switch to turn the blocks in front of you solid. Now walk across the blocks, jump to get a heart, and exit through door 403 still dodging the Zombie.

Back in the hallway, run right, kill the Pink Axeman, and collect some more gems above you before you enter door 404 near the wall. After you enter the door, you will get into the place with the frog switch, but don't go and immediately press it. Dodge the apples thrown from the monkey, jump up the platforms, and get the heart in the air to your left. Now pick up the monkey, jump up the platforms to the ledge to your right, and throw him to the right wall without killing him on the ledge. Eat an apple when he throws one, jump over the gray blocks to destroy it, and you will land in the pit with the frog switch. Walk back and forth to get skinny again, break the small block to your left, and press the frog switch to turn on the timer. HURRY UP!!!

---Exit Portal---

After pressing the switch, quickly crawl under the tight space to your left, and go through door 404 to get back in the hallway. Back here, super charge left to go faster, and enter door 402 when you reach the left side of the hallway. In this tall room, walk right, drop down the gap to get back to the second floor, and go through door 202 to your left without touching the bat. In this hallway, run left like you did before, and enter door 201 near the left wall. In here, jump up the flight of stairs made up of green '!' blocks, dodge the green goo from the zombie, and go through door 302 when you jump to the right ledge. In this hallway, run right, enter door 303, and kill the Pink Axeman in this room to get another red coin. Get back into the third hallway, continue to run right, and enter door 304 to get into the first tall room you encountered. In here, run to the right side of the room, slide down the stairs, and go through door 204 on the left side when you get back to the second story. Now on the right side of the second story, run left, and go through the now opened door 203 when you encounter it.

When you enter this small room, immediately kill the Pink Axeman to your right, and destroy the blocks around you. Grab the red coin from the upper block, and

use the platforms to destroy the third blocks. Jump up the platforms again when you fall back down to the ground, jump over the tall ledge to your right, and get the red coin before it disappears. Get the cluster of gems to your right, and get hit by the Zombie to turn into a Zombie yourself. Before you jump, align yourself over the light below you, and jump. As you fall through the platform, you will turn back to normal using the light, and fall near the silver treasure chest after getting a line of blue gems. Get the CD from the treasure chest, ram the block to your left, and crawl under the tight space to get near door 103. Kill the Pink Zombie, and go through the door to get back into the first hallway.

Finally, run left, and jump through the Exit Portal near the left wall to exit the level.

Boss Battle: Catbat (BBCB)

Difficulty: 3/10 | Best Item: Black Dog

When you begin the boss battle, a deformed cat to your right will break pieces of the ground above the water, and start to throw water waves at you. Don't go into the pool of water, or the torpedo below you will damage you. Also, Catbat will throw flying spikes at you after some time. Now jump on one of the water waves, and ram the small cat on top of the larger one (kind of like Cuckoo Condor). After you hit the boss, he will spit some spikes at you, so dodge these by briefly swimming in the water. You will notice that some of the waves move rapidly up and down making it more difficult to ram Catbat's head. If you hit the spikes, you will turn puffy, float to the ceiling, and drop down after hitting it. Continue to hit the small cat the same way as you did before, and it will soon fly off making the cat bald and very angry. The bald cat is more dangerous and harder to hit as the spikes he spits now damage you instead of making you puffy. You also have to ground pound the bosses head instead of ramming it to damage him. So hit him six more times in this way (it is not all that hard), and Catbat will die giving you the treasure chest in the background.

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Golden Pyramid

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Golden Passage (GPGP)

Difficulty: 5/10 | blue diamonds: 10 | Time to Exit: 9:30

This is it, the final level before the final boss. Also I did not make a typo when writing the time to exit, because you press the frog switch when you enter this level!! Because 9:30 is quite a bit of time, you should go through this level at a normal pace (but not too slowly). If you are running too short of time, you can call it quits early and jump through the Exit Portal without getting all of the Pieces.

---The Frog Switch---

When you begin this level, you will immediately press the frog switch before you even get to the ground. HURRY UP!!!

---First Treasure Chest---

Ignore the Exit Portal above you for now, and start running forward. As you go forward, make sure you dodge the falling chandeliers, or they will set you on fire causing you to waste precious time. Jump past the first gap after you pass the second falling chandelier, continue to walk forwards, and jump past the large gap using the disintegrating block as a quick boost. Dodge two more falling chandeliers, and jump past another gap with two disintegrating blocks. Get the blue diamond by quickly jumping on the second block for a second time, and jump to the ground to your right before you fall through the gap. Dodge another pair of falling chandeliers as you jump past the gaps and over a long line of disintegrating blocks (with space between them). Grab another blue diamond when you see it near the ledge, and jump to the right ledge making sure you dodge another falling chandelier. Run through the gap to your right to get into the next area without chandeliers.

In here, quickly jump to dodge the ice from the Ice Breather, kill him before he tries to freeze you again, and break through the blocks to your right. Ignore the blocked passageway (as it doesn't matter to you), jump up the platform, and go through the tunnel to get to another set of platforms. Drop down the platforms to get into a pool of water, and start to swim all the way down ignoring the current to your right. When you see the pathway to your right, swim through it, dodge the first bubble and the current above you, and get enclosed in the second bubble to start going up. Swim straight up making sure you get the blue diamond, and float to the right side of the pool of water to pass a block in the water and get to the other side of the large current. To get the treasure chest to your left, simply go into the current to your left, and quickly jump when you see the surface above you. Grab the First Piece from the treasure chest on the ledge above you, and get back into the current to get back to the left side of the water pool.

---Second Treasure Chest---

Swim back to the upper right side of the pool like you did before (using the second set of bubbles), and continue to swim right to get out of the water on the ledge to your right. Run through the tunnel to get to the next area.

In this area, you will see a trio of Hammer Dudes on various platforms to your right. Dodge the Hammer Dudes for now, and drop down the gap to your right to get on a platform above the long current.

Without falling in the water, get the Second Piece from the treasure chest to your left, and go up the purple pipe to get back to the room with the Hammer Dudes.

---Third Treasure Chest---

Now get hit by one of the Hammer Dudes, bounce right off the ledge again without bouncing, and jump when you are on the platform above the long current again. As you shoot up, you will go through the opening above you, and go up the wide tunnel on the right side of the room with the Hammer Dudes. After getting the blue diamond and landing on the brown platform below you, run through the tunnel to your right to get to the next area.

This room contains three Zombies, three Pink Axeman, and a pair of blue diamonds. If you want to easily get the blue diamonds, you have to jump past the pink platforms without getting hit by the Zombies. So do so, kill the Pink Axeman as you move across the platforms, and jump past the ledge after getting the second blue diamond over the third pink platform. If you get hit by one of the Zombies, you have to drop down one of the platforms and navigate through a pool of water infested with fish! Run through the tunnel to your right on the second ledge to get to a room with some monkeys.

Jump to the right side of the first monkey to stand on the second set of weak blocks, eat an apple to turn fat, and jump when you are on the middle block. You will break through a long line of blocks (like in The Toxic Dump), get a blue diamond, and land on the ground below you. Run to the right side of the area, jump up the platforms, and kill the monkey above you. Now run right through the tunnel, and get hit by the second snowball you see. Continue to walk right as Snow-Wario, and step on the slant to roll right through the rest of the tunnel. As you roll, you will break through a piece of the wall, and fall through the gap getting another blue diamond and landing on another platform above the long current.

In here, walk left, and go up the pipe to get back above the ground in the underground part of the monkey area. Jump up the platforms again, and go through the tunnel without touching the snowballs this time. Don't roll down the slopes when you see it, and jump to the ledge when you see the scattered lights to your right. Jump to the pit to your right, and hit the bat to turn into one yourself. Now fly up the gap above you making sure you do not hit the lights, go through the tunnel to your left when you reach the ceiling, and hit a light to turn back to normal. Grab the Third Piece from the treasure chest, and drop back down the long gap to get back to the pit with the bat.

---Fourth Treasure Chest---

Get hit by the bat again, and fly straight up like you did before. When you reach the ceiling, go through the gap to your right this time, hit the lights to turn back to normal again, and go through the tunnel to your right to get to the next area.

In this area, go down the ladder directly in front of you, break the blocks to your right when you get into the tunnel, and hit the pink '!' switch to make the '!' blocks above you turn into a slant. Run back left until you are near the ladder, and ram the blocks to your left to open a secret passageway. Drop down the gap you opened to get a blue diamond, and to drop in the long current forcing you to go back.

When you get into the previous underground area, immediately jump to the platform above the current to your left, and go up the purple pipe to get back into the bottom part of the area with the monkeys again.

Navigate through this area like you did before (jump up the platforms, run right, and fly to the right tunnel near the ceiling), and you will be back in the area with the red '!' switch. This time, don't go down the ladder, and walk right until you are on the slope composed of red '!' triangles. Roll down the slope, and you will break through a block, free a Professor, and land near the Fourth Piece on top of a blue block. Get the Final Piece from the treasure chest to your left, break the block near the blue one, and drop down the gap you opened to get into the long current again.

---The Key---

When you are on the left side of the current, jump up the steps and through the platform, and continue to walk right. Grab the Professor when he falls down from the platform above you, jump to the small block above the gap, and throw the Professor right through the tight space to break the other block below the blue one. Drop back into the water, swim left, and jump back to the platform using the stairs one more time. Climb up the ladder to your left, walk right, and roll down the slope made of red '!' triangles one last time. After you roll past the blue block, jump twice to go over a pair of gaps, get a blue diamond, and the Key tucked in the wall to your right.

---Exit Portal---

You are probably low on time right about now, but the exit portal is only about 20 seconds away if you are quick enough. So drop down the gap into the long current to your left, and jump past the two stairs when you reach the end of this current, drop down another gap to your left to get into another long current and to get into the previous area.

Stay low as you swim left to go past two platforms above you, get to the dry land when you hit it after you pass the second platform, and go up the pipe to get back to the first area with the Exit Portal. Finally, use the pressed frog switch as a boost to get back to the portal and to exit the level.

Boss Battle: Golden Diva (BBGD)

Difficulty: 5/10 | Best Item: Any on the bottom row

When you begin this boss battle, a genie will float from the right wearing a strange female mask. Golden Diva will absorb the black cat (the one you have seen from time to time), summon four floating masks to surround her, and cover her face with a fan. When one of the masks start to chase you, jump on it to stun it (it will also show that it is actually a robot), and pick it up. Aim the robot head up as you charge your throw, and throw the head when you are under the fan to damage it. If the mask hits you, it will trap you and spin you in circles for a few seconds, but it will not damage you. Repeat this three more times, and the fan will disappear revealing Golden Diva's real mask.

1) Now the boss will move back and forth and will throw a green bug that will try to attack you with its spikes on its bottom. Don't jump too early to try to hit it as it floats down at a fast speed. Jump after it moves about two times to stun it which will make it a green ball on a ground. Pick up the rolled up bug, super charge up, and throw it when you are under the bosses mask.

2) Now Golden Diva's facial expression will change and will throw a blue ball (with a picture of a pink teddy bear) on the ground. Simply ram this ball before it explodes to send it flying and to hopefully hit Golden Diva's mask and damage her again.

3) The bosses mask will turn angry and she will start to throw eggs (like Cuckoo Condor) on the ground. Catch the eggs before they hit the ground, and throw it at her face without charging (and quickly) to damage her again. If you let the eggs hit the ground, they will hatch into black chicks, which are faster than the yellow ones.

4) Golden Diva's mask will change again, and she will throw a spiked hammer to the ground. Don't touch the hammer for a few seconds, and it will lose its spikes. Now pick up the hammer, throw it up without charging, and get hit in the head to turn into a spring. Align yourself under the mask again, and bounce up to hit it and to damage the boss.

Her mask will change again, and she will throw a green bug at you again. From here, repeat steps 1 to 4 to hit her four more times, because the attack phases are in the same order. After you hit her with the hammer for the second time, she will, start to randomly throw out objects at you. Keep hitting her mask using the objects she throws and it will fly off after you hit her four more times revealing Golden Diva to be a deformed clown. This clown is quite dangerous, as she will pound the ground every few seconds causing a piece of it to turn into spikes. Hit the clown right after she pounds the ground, and she will explode after three more hits. This will cause the jewelry to hover around the sky above you, the spikes from the ground to disappear, and the clown's lips to be hopping across the ground. Simply ram the hopping lips to finally kill Golden Diva and solve the mystery of the pyramid once and for all.

Congratulations!! You solved the mystery of the pyramid! Enjoy the end scene, take a break from your GameBoy, and begin this adventure again... in hard mode! Note that the ending scene will change depending on how many treasure chests you recovered during the boss battles.

Section 5: Credits and Contact Information

Credits go to:

CJayC: For hosting this guide on his website (GameFAQs)

charmandermaster1015 (me): For writing this guide

Nintendo: For making another great Wario Land game

You: For reading this guide

I would also like to thank the kind members of the FAQ Contributor Boards for giving me tips for composing my first guide.

If you want to send suggestions, compliments, or constructive criticism, feel free to email me (gman7331@gmail.com). If you are a webmaster of another website and wish to host this guide there, you may so as long as you do not modify this FAQ. As all sites now have permission to use this guide, I have removed the "Allowed" list.

As you have probably noticed, updates to my guides have been very rare. Don't expect that to change anytime soon as I am very busy nowadays.

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