

Animaniacs: The Great Edgar Hunt FAQ/Walkthrough

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Updated to v5.2 on May 8, 2006

This walkthrough was originally written for Animaniacs: The Great Edgar Hunt on the GC, but the walkthrough is still applicable to the Xbox version of the game.

ANIMANIACS - THE GREAT EDGAR HUNT (NINTENDO GAMECUBE)
OFFICIAL GAMEPLAYWORLD GAME GUIDE, WRITTEN BY MATT SUTTON
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SECTION 1 - VERSION HISTORY

Version 1.0

5/11/2005 - First version of guide. This version is complete except for the ACME Letter Locations guide and the walkthrough. ACME letters is complete up to Spooky Movie, and the walkthrough has the first runs through Ye Old West and Spooky Movie.

Version 1.1

12/11/2005 - Guide is now edited to gamefaqs.com standards (80 characters per line). Also edited is some of the spelling and grammar.

Version 2.0

23/11/2005 - Updated walkthrough to include first run-through of Once Upon a Time. Updated ACME letter locations and FAQ.

Version 3.0

22/12/2005 - After finding a way around the increasing distractions of Shadow the Hedgehog, 3rd Rock from the Sun, and the impending holiday season, I updated the walkthrough to include completion of King O'Sullivan's Mines. I also updated ACME letter locations and FAQ, edited Edgar checklist and Chicken Boo locations.

Version 4.0

8/1/2006 - The catch-up update. The walkthrough has been updated to include how

to get all the remaining ACME letters and collectables on the Warner Film Lot, as well as clearing Ye Old West, Spooky Movie and Once Upon a Time of all items. FAQ has also been updated.

Version 5.0

26/1/2006 - Most likely the final version. The FAQ has been updated again, as has the ACME letter locations, and the walkthrough now includes the last areas of the game - The Epic, and the final boss battle.

Version 5.1

4/2/2006 - This walkthrough is not only available on neoseeker.com and gamefaqs.com, but is now known as "The Official Gameplayworld Game Guide." It is now available for reading at gameplayworld.com as well.

Version 5.1

27/2/2006 - Just when I thought I was done, roped back in! The walkthrough now has a more detailed description of the Digomatic mini-game from Spooky Movie.

Version 5.2

8/5/2006 - Another request for publishing on another website. I feel loved. This FAQ is now available at honestgamers.com.

SECTION 2 - INTRODUCTION

As cartoons go, Warner Brothers can generally be counted on to produce the funniest, and there is no better example of this than the hilarious Animaniacs. Although no longer showing on our screens (unless maybe you live in the States and have WB kids, or some of the Animaniacs videos), the Warner Brothers - Yakko and Wakko - and their sister Dot, will always have a place in the hearts of many. This game will be no doubt be sought after by many a fan of their ridiculous exploits.

The storyline is this - C.C. Deville, your typical cartoon villain with delusions of grandeur, has stolen all the golden statuettes for the following evening's Edgar awards (which seems to be a take-off of the Oscars), and is threatening to melt them all down unless Warner CEO Thaddeus J. Plotz gives him a contract to make 10 movies, each with a \$10,000,000 budget. Unfortunately for him, he didn't learn the essential lesson of never relying on the hired help, and his clumsy assistant Jinx crashes his airship into the Warner water tower, which not only scatters the stolen Edgars all over the film lot, but frees the incarcerated Yakko, Wakko and Dot from their lofty prison...

I'm going to be quite honest here - I found this game a bit disappointing. Don't get me wrong, it IS very enjoyable. It's just not all I hoped it would be. The lack of options and bonus features was frustrating - at least an unlockable cut scene replay would have been nice, and being unable to turn off the subtitles drove me nuts. I was also disappointed at the lack of familiar faces. Apart from the Warners, the only other characters that have guest appearances are Pinky and the Brain, Chicken Boo, and Professor Scratchensniff. I would have liked to see some of the others from the show - Buttons and Mindy, Slappy Squirrel, the Goodfeathers... even Ralph and Hello Nurse would have been appreciated. (Although Ralph's net has a brief appearance.) Sadly, it was not to be. And finally, I was frustrated at how easy this game was. Apart from the at times MADDENING search for all the items, there wasn't that much of a challenge to be found here. The bosses were especially laughable - even the final showdown isn't that difficult, so long as you've obtained plenty of apples. That said, I still had a great time playing this game, and would recommend it to anyone who wants a laugh.

Okay, down to business. The reason you're here is because you're having trouble with this game. Most likely, you're looking for something. Missing Chicken Boos, ACME letters, inventory, or those gorram collectables, it doesn't matter - unless you find them, you can't get that pesky 100%. Well keep this in mind - getting 100% doesn't unlock anything. Like I said, very disappointing. However, if you still want to know where to find whatever it is you're after, then you came to the right place. This guide has specific sections detailing the locations of all the inventory, script pages, ACME letters, and Chicken Boos, for those who just want to get in, find out where whatever is, and run away again. For the specifics of getting all 1800 collectables and 45 Edgars, you'll need to refer to the walkthrough. (Or try the FAQ section)

SECTION 3 - GAME CONTROLS

The following controls are for the Gamecube version of this game. If you're using a Playstation or X-Box, then check the game's manual. Or if you prefer, just keep randomly pushing buttons until you find the move you want.

The following moves are shared between Yakko, Wakko, and Dot...

MOVEMENT

Surprise, surprise, you move by use of the control stick. As is common in these types of games, you can choose from a snail-embarrassing creep, an every-day walk, or a brisk run, depending on how far you push the control stick. Creeping is handy for sneaking up on oblivious enemies, naturally.

JUMPING

Jumping is controlled by the A button. The longer you hold it down, the higher you'll jump. However, if you push A again whilst in mid-jump, you'll perform a double jump, allowing you to reach higher places. And tapping A again at the apex of your second jump will result in a triple jump. You'll need the triple jump quite regularly.

CLIMBING

Some walls have trails of paw prints leading up. Once you've grabbed the suction cups, run into the prints (I prefer to jump into them from maximum height, as the climbing's somewhat slow), and then just push the control stick up to scale the wall.

SWIMMING

Until you've found the scuba mask, all you'll be able to do is swim across the surface of any water, which is done by control stick use. After you've got the mask, press B to dive, and then tap either A or B (A works better) to swim underwater.

FLOATING

Jumping or falling from a certain height will result in you smashing into the ground and losing energy. To avoid this, press the X button in mid-hurtle, and your character will pull out a parachute of sorts (Dot has a parasol, Yakko has a handkerchief, and Wakko uses his underwear :oP), with which they'll glide to safety. Handy for crossing large gaps from high places.

HANGING

Sometimes even the mighty triple jump won't get you onto a hard to reach ledge, but it may be enough for you to grab the side of it. Once here, either press B to describe yourself artistically, A to haul yourself up, or down on the control stick to drop back down.

DUCKING

Press the R button to duck. Good for dodging those pesky cactii in Ye Old West.

SKIDDING

Pressing the R button whilst running will make you do a skid attack - you'll hurtle forward whilst also ducking low. Whilst this is an okay attack for some enemies, I prefer to use it to simply get past them, as it's faster than running.

POUNDING

Pressing R in mid-jump will cause you to do a ground pound. Good attack for certain enemies, as well as smashing grates in the ground to grab the goodies they conceal.

STATIC ATTACK

Why they called it this I'll never understand, but pressing B will cause your character to smash their primary weapon (Yakko's mallet, Wakko's boxing gloves or Dot's frying pan) down in front of them. Kills certain enemies, but its most common use is to activate buttons.

SPIN ATTACK

At least the name of this one makes sense. Pressing B whilst running will cause your character to channel the Tasmanian Devil's spirit, and spin around whilst wielding their weapon. Keep tapping B to maintain the attack, but keep it up too long and you'll get dizzy and be vulnerable to attack for a few seconds.

FIRST PERSON VIEW

Pressing left on the Control Pad will take you into first person view. Look around by using the control stick. Good for spotting hard to see areas.

PROTON ACCELERATOR PACK

After you obtain this weapon, you can activate it by pressing right on the Control Pad. Aim with the Control stick and press B to fire. Holding B will give you a steady energy-beam, but it can only manifest for a limited time before it'll run out and automatically recharge.

NIGHT VISION

When you finally get these, you activate them by pressing down on the control pad. Then just move about as normal, but with the benefit of being able to see in the dark.

MAGNIFYING GLASS

You'll need this to track down Chicken Boo (unless of course you already know where he is... or just happen to find him). Once you've found the glass, activate it by pressing up on the Control pad. It deactivates when you walk or run, so either creep around during your searches, or run to wherever and stop, and it'll automatically turn on again.

MENU

Press start to pause the game, which will bring up your Edgar checklist for the area. Tap the C-stick left or right to check your tally for other areas, tap down to check your inventory, or tap up to bring up the options menu.

CAMERA

The camera is mainly controlled by the C-Stick. You can swivel the view around by pushing it left or right, and rotate it up or down with (gasp!) up or down. The L Button locks the camera, so that the viewpoint won't change, and pressing L again will unlock it. Z returns the camera to default position.

The following attacks are specific to each of the Animaniacs...

BOMBS

Thankfully, the explosives were doled out to the "responsible" Warner sibling. Once Yakko has earned the bombs, you can drop one by pressing Y, or hold Y to get a crosshairs, which will move further away the longer you hold it. Use this to throw bombs at specific targets. Oh, and don't be near those things when they go off - they leave big boo-boos.

LIMBO DANCING

Here's another disappointment - Dot doesn't actually put on her grass skirt when it's limbo time. Ah well. Once you find the silly thing, Dot can limbo by pressing the Y button. A little meter will pop up, showing how far she can bend over. Green is standing up, and red is falling flat on her butt. Tap the control stick right to stop this from happening and embarrassing yourself.

DIGGING

Wakko's secret weapon is the shovel - and only one catch phrase to go with it. Once you've tracked down this tool, you can use it by standing in the middle of a dirt mound (round brown patches on the ground) and pressing Y. You'll usually uncover a collectable by doing this, but sometimes it'll be an apple, or even a secret passage...

SECTION 4 - EDGAR CHECKLIST

This is the list of all the Edgars of the game. If you go into the Warner Offices in the Warner Lot (where Marvin hangs out), you can see the ones you've collected in the trophy room. And as I mentioned before, if you want to check which ones you're missing, just pause the game to bring up the main menu. This'll show you the list of Edgars for the area you're in, and tapping the left and right camera buttons cycle through the other areas you've already visited. For more detailed explanations of how to get each Edgar, refer to the walkthrough.

THE WARNER FILM LOT

- Edgar #1: Find 125 collectables.
- Edgar #2: Find all 300 collectables.
- Edgar #3: Collect all 6 script pages.
- Edgar #4: Locate Chicken Boo.
- Edgar #5: Defeat C. C. Deville.

YE OLD WEST

- Edgar #1: Find 125 collectables.
- Edgar #2: Find all 300 collectables.
- Edgar #3: Moody Clan Round Up.
- Edgar #4: Down the Tracks.
- Edgar #5: Reservation Rain Dance.
- Edgar #6: Horse Shoe Shenanigans.
- Edgar #7: Bucking Champion.
- Edgar #8: Locate Chicken Boo.

SPOOKY MOVIE

- Edgar #1: Find 125 collectables.
- Edgar #2: Find all 300 collectables.
- Edgar #3: Exorcise in the Front Garden.
- Edgar #4: Puzzle Cube Conundrum.
- Edgar #5: Ghoulish Fountain Frolics.
- Edgar #6: Here comes the Bride... She's Alive!

Edgar #7: Crypt-ic Bone Search.

Edgar #8: Locate Chicken Boo.

ONCE UPON A TIME

Edgar #1: Find 125 collectables.

Edgar #2: Find all 300 collectables.

Edgar #3: Bo Peep's Close Shave.

Edgar #4: The Wood, the Witch and the Turtle.

Edgar #5: Little Miss-placed Muffet.

Edgar #6: Billy Goat Bridge Bash.

Edgar #7: Enter the Dragon.

Edgar #8: Locate Chicken Boo.

KING O'SULLIVANS MINES

Edgar #1: Find 125 collectables.

Edgar #2: Find all 300 collectables.

Edgar #3: Explore the Blue Lagoon.

Edgar #4: See no Temple... Hear no Temple.

Edgar #5: Home in the Treetops.

Edgar #6: Plunder the Monkey Mines.

Edgar #7: Defeat Aztec Pillar.

Edgar #8: Locate Chicken Boo.

THE EPIC

Edgar #1: Find 125 collectables.

Edgar #2: Find all 300 collectables.

Edgar #3: Fill Cleo's Bath? My Ass!

Edgar #4: Hot Dates With a Soldier.

Edgar #5: Slave State, Retaliate.

Edgar #6: Riddle in the Bathhouse.

Edgar #7: Chariot Championship.

Edgar #8: Locate Chicken Boo.

SECTION FIVE - INVENTORY LOCATIONS

The tools you'll need so very regularly during the game. Here's a quick reference of where to find 'em. If you need something a little more specific, have a looksee at the walkthrough.

SUCTION CUPS

You need these to climb walls with paw prints on them. You get them in Ye Old West, outside the Prospector's Mine. Talk to ol' Skookum Jim near the entrance to the mine.

PROTON ACCELERATOR PACK

Your long distance weapon. You get this from Boogor in Spooky Movie. He's just inside the front door to the mansion.

SHOVEL

Used for digging up buried treasure. There's a mouse cage outside the back of the mansion in Spooky Movie, near the roller ghoster entrance. Beat the Pinky and the Brain mini-game to win the shovel.

GRASS SKIRT

This one's easy to miss - uses the ol' hiding in plain sight trick. I don't know how many times I went into Once Upon a Time before noticing the dirt mound and shovel sign right outside the entrance. Dig it up to find the skirt.

SCUBA MASK

Allows you to swim underwater. This one's the easiest to find, hands down - just talk to Duffy Fish at the start of Once Upon a Time, and he'll give it to you.

MAGNIFYING GLASS

Makes Chicken Boo's footprints visible. In Once Upon a Time, there's a mouse cage in the early areas of the dragon's cave. Beat the Pinky and the Brain mini-game to win the glass.

NIGHT-VISION GOGGLES

Grants you sight in dark places. They're in King O'Sullivan's Mines. O'Sullivan gives them to you once you've found the permanent light switch in the mine. To enter the mine, you'll need to find all 3 pieces of the door key.

BOMBS

Stuff goes boom. ^_^ Right next to the light switch in King O'Sullivan's Mines, you'll find another mouse cage. The bombs are your reward for beating the Pinky and the Brain mini-game.

SECTION SIX - SCRIPT PAGE LOCATIONS

One of the Edgars you seek is held by a meerkat named Marvin, and he refuses to hand it over unless you help him out. Once you've assembled all 3 Warners and returned to the Warner lot, you'll be granted access to the offices. Talk to Marvin inside, and he'll assign you the mission of tracking down six missing pages to his Goodfeathers script. Wanna know where they are?

WARNER FILM LOT

There are two blocked off passages near the entrance to the Epic area. Get Yakko to blow up the rocks blocking the right passage, because the page is in here.

YE OLD WEST

The page is in the middle of what I call the stampede area - the path to it is via the underwater canal near the train station.

SPOOKY MOVIE

The page is in the night-vision area on the lower level of the front area of the mansion.

ONCE UPON A TIME

The page is hidden on the cliff that you reach by taking the left path out of the giant shoe. Watch out for that dragonfly hovering around.

KING O'SULLIVAN'S MINES

To your left as you come up to the bone bridge, there's a climbable cliff face. The page is at the tippy-top.

THE EPIC

Near the bath chamber, there's a passage that appears to be a dead end. Not so. Blow up the cracked wall and solve the puzzle to earn the final page.

SECTION SEVEN - ACME LETTER LOCATIONS

Hidden in each area are the letters A, C, M, and E. Finding them all not only proves your competence as a speller of four-letter words, but also adds an extra apple to your health bar.

WARNER FILM LOT

A - Get Dot to limbo under the broken fence near the entrance to the Ye Old West area. The A's in there.

C - Near the entrance to the Spooky Movie area, there's a path that leads to a dirt mound on a pedestal. Get Wakko to dig it up, and it will take you to a hidden area.

M - The night-vision area on the right of the tunnel leading to King O'Sullivan's Mines. You don't actually need the goggles to get it.

E - Behind the entrance to Once Upon a Time, there's an underwater passage that leads to another area. The hidden letter is at the bottom of one of the pot holes in the lake. Obviously, you'll need the scuba mask to get there.

YE OLD WEST

A - On the balcony of one of the buildings in Calamity Canyon. Get to the ramp of the jail, then jump to the saloon balcony, and jump to the next roof from there.

C - In a small cave on the island in the middle of the lake. Underwater.

M - In the bird's nest on one of the cliffs. This is in an area you need Dot to limbo to - the entrance is behind the bank in town.

E - On the ledge above Skookum Jim's mine. Talk to Jim to get the suction cups you'll need to climb up.

SPOOKY MOVIE

A - Behind a tomb stone in front of the exit to the roller ghoster (front of mansion).

C - The prize for beating the roller ghoster mini-game. The entrance is at the back of the mansion, beside Pinky and the Brain's mouse cage.

M - Prize for beating the clock chamber mini-game. It's right after the chase from the rolling stone.

E - In one of the sheds at the back of the mansion. It's the one closest to the door, on the left (as you exit the mansion).

ONCE UPON A TIME

A - In the first lava lake of the tunnel leading to the dragon. It's to the right of the trail of paw prints leading up the wall.

C - Hidden in the dark woods, near where Miss Muffet is feeling sorry for herself. You'll need the night-vision goggles.

M - On the right of the entrance to the castle.

E - On the highest leaf of the bottom part of the beanstalk.

KING O'SULLIVAN'S MINES

A - In the laser room of the monkey temple, hidden inside the laser device above the water.

C - In the underwater lagoon, in the area to the right of the tunnel leading up to the Treehouse path.

M - In the lava area of the mines, to the left of the path that takes you to the effigy battle.

E - In the lake, behind the island with the entrance to the underwater lagoon.

THE EPIC

A - In a hole in the wall in the side of the palace.

C - In a small chamber behind the palace, near the gardens area.

M - In one of the cave-like storefronts in the Bazarr.

E - Held captive in the dungeons of the barracks. Same prison area as the tigers.

SECTION EIGHT - CHICKEN BOO LOCATIONS

Chicken Boo is hidden in each of the levels, cunningly disguised as an enemy you have to kill to reveal him. Whenever you uncover his elaborate disguise, he'll reward you with an Edgar. However, he won't be accessible until you've found the magnifying glass - killing the enemies he poses as before you grab the glass will yield no result. Once you have it, the easiest way to track him down is to go to the starting area of each level - because the tracks ALWAYS start there - and then following the trail until it comes to an end, and killing the enemy nearby. Or, you could just read this...

WARNER FILM LOT

Near the gate in the Spooky Film area, there's a Man eating Plant. Get Yakko to blow it up, or sneak up on it and smash it with a static attack.

YE OLD WEST

One of the cactii near the train station. It's the one closest to the train.

SPOOKY MOVIE

On the upper level of the mansion (the way you go to confront Scratchensniff), there's a midget with a chainsaw. Eliminate him.

ONCE UPON A TIME

The yellow bouncing mushroom by the beanstalk. Try using a ground pound on him.

KING O'SULLIVANS MINES

The first bat that dive-bombs you in the Monkey Temple.

THE EPIC

The Roman Centurion around the back of Cleo's Palace - near the entrance to the Colloseum area. Blowing him up as Yakko seems to work best.

SECTION NINE - WALKTHROUGH

DISCLAIMER: I'm can't guarantee I've got the numbers of collectables right in each spot - for instance, if I say in an area that there's 10 on a path, and another 7 in containers nearby or whatever, I could be off by one or two. That said, whenever I announce that you should have a certain number at this point, that part should be correct. If you spot any incorrect collectable numbers in this guide, please email me at kylegonjinn@yahoo.com and let me know what the correct number should be. Now, on with the walkthrough!

WARNER FILM LOT - TAKE 1

Okay, you start the game in the middle of the Warner Film Lot as Yakko, who complains that he can't find his siblings. A cowboy approaches him, and though unable to help him with Wakko, says that someone fitting the description of "cute" was hanging around the Wild West soundstage. He then fills you in on the missing Edgars. After the cut scene ends, you'll see 4 movie cannisters right in front of you - these are this area's versions of the 300 collectables you'll need to find. Grab these, then run to the door of the Warner offices. You can't get in yet, but you can take the cannister in the doorway. If you smash open the fire hydrant in front of you, you'll find another. To the right of the offices (as you're facing the entrance) is the blocked-off path to the Spooky Movie soundstage, which is inaccessible at this time. On the left of the barricade is an alley with three trashcans, which contain 3 more cannisters and an apple, which will refill one apple on your health bar. You shouldn't need it at the

moment. Ground pound the grate in the road outside the alley for another 2 cannisters. Turn back towards the main area, until you're facing the path to Once Upon a Time and King O'Sullivan's Mines (the one with the castle in the background). As you'll notice, this too has been blocked off - the actual water tower part of the tower prevents you from going down there. Smash open the fire hydrant between you and the barricade for another 2 cannisters, and the fire hydrant by the barricade for another 2. Turning right again, you'll now face the path to The Epic - you guessed it, you can't go there yet. Smash the grate on your way over for 2 more cannisters, and the trash can beside it will yield another. There's another 2 cannisters in the hydrant in front of the barricade. Turn right once more, and you'll face the one path that you can use right now - the one that leads to Ye Old West. Before you start down there, smash the two trashcans for 4 more cannisters.

YOU SHOULD NOW HAVE 24 FILM CANNISTERS.

Okay, start down the path to Ye Old West. The first thing you'll come across is another grate and fire hydrant - smash these open for 3 more cannisters. Another fire hydrant in front of you will give you another 2 cannisters. Grab the 2 cannisters along the path, then smash the two barrels open for another 1, plus some apples. There's another cannister in the doorway of the general store, 2 in the barrel in the corner, 1 in the doorway of the Saloon, and one right in front of the gate.

YOU SHOULD NOW HAVE 37 CANNISTERS.

Before you go through the gate, take a look to your right. See that gap under the fence? You'll have to come back here later as Dot. Okay, now you'll see that the gate has a logo on it, representing a golden statue and the number 0. You'll come across these doors frequently in your travels, and they'll prevent you from progressing unless you have the required number of Edgars. Seeing as you don't need any to open this door, press X to pass through.

Take a minute to get the cannisters in this area before moving on - 3 in the doorways of buildings to your left, 1 in a doorway on the right, 2 on the rooves of buildings on the right, and 3 right down the path. This leads to the entrance to the first level, but before you go in, grab the other cannisters. There are 5 scattered around the ground, another 1 on top of the overturned cart, 3 behind the sound stage entrance, and 3 in the barrels behind the sound stage entrance. You should also grab the 2 cannisters behind the building where the gringo is sleeping on the porch.

YOU SHOULD NOW HAVE 60 CANNISTERS.

You may have noticed that the number of collectables you've found is only displayed on the screen when you're near some you haven't picked up yet. Very observant, well done. So now you're probably wondering why it is that your "collectables radar," as I call it, is still showing. The reason for this is, there's one here you'll have to come back for when you've assembled your siblings and gained a few handy items. Now, enter Ye Old West.

YE OLD WEST - TAKE 1

(By "Take 1," I mean that you're going to have to come back here again. At least once.)

Welcome to the town of Calamity Canyon. Start by grabbing the 4 collectables in front of you (in the form of gold nuggets on this level), then stop to have a

chat with the bloke nearby fingering his shiny badge. He introduces himself as Sheriff Marion, and proceeds to tell you a bunch of stuff you don't really need to know. He then gets to something relevant - the Moody Clan is preying on the good citizens of Calamity Canyon, and as he's not a terribly competent sheriff, he's willing to fork over a reward to anyone who can sort out all five Moodys themselves. Naturally, Yakko volunteers to help out.

EDGAR #1 - MOODY CLAN ROUND UP

Take a sec here to pause the game, bringing up your Edgar checklist. This'll show you all the stuff that you need to find on this level, including Edgars, collectables, ACME letters, script pages, and Chicken Boo. At the moment, you can only access two Edgars, which will be lit up in yellow. Obviously, the first one will be given to you once you've dealt with the Moodys.

Alright, let's get to it. First of all, grab the 3 nuggets on the jail ramp, and triple jump up to the roof for another 3. From this vantage point, you'll be able to see someone running around up the path nearby. Run over and say hello, making sure to grab the 2 nuggets on the way. By "say hello," I mean that you should give this guy a good bonk on the head with your mallet. You'll have to wait until he stops to catch his equilibrium though - apparently just running around makes these guys dizzy. Hardened criminals indeed! Hit him when you see the green stars around his head, and he should fall down and disappear - presumably into a jail cell? Anyways, a little indicator will show up, telling you to assault another 4 of these wacky haired lunatics.

If you run back down into the town and go along behind the jail and other buildings, you'll find a cave on your left which is home to a rattlesnake (Heh, it has a rattle on its tail. Very clever!) and 2 nuggets. When you get close enough, the snake will start striking out at you, but will become dizzy after six such strikes. Stay a safe distance from him until he wears himself out, then hit him and he too will disappear - hopefully not into a jail cell with the Moody you just injured. Now you can grab the gold without any problems. Continue along behind the saloon (big blue building), then go along the side of it to grab the nugget in the horse trough. Go through to the Main Street, and you may see two or three more of the Moodys running around. If you don't, don't panic - they run around some, but won't have gone far. Grab the 5 nuggets on your left that lead up to the cactii blocking the only road out of town, then backtrack and smash open the brown barrels by the barn for 3 more. Don't bother trying the steel kegs - they're unbreakable, even with explosives. There's another barrel by the entrance to the saloon that has 1 more nugget. By this time, ol' Ike the Undertaker may have taken an interest in you, and started stalking you around town. Beat him on the noggin and have a chuckle at his expense! Now go back to the building that serves as entrance to this level, and head up the path to the left. You'll find another Moody up here behind the rocks, so take him out. If you've already dealt with the three Moodys that hang around town, you'll see a brief cut scene indicating that the Sheriff would like a word with you.

We'll get back to him in a minute. First though, there's a few more nuggets to get in the area. Ignore the barrel nearby, it only has a snake in it. Instead, look around until you see the rock formation bridge - there's a nugget for you on it. There's another on the cliff it leads to; just watch out for the tornado spinning by. Okay, now as you head back into town, have a look at the cliff face under the rock bridge. This is another area that only Dot can reach, meaning you'll have to come back later. Now run back into the town, and deal with any Moodys you haven't knocked out yet. They'll be running around the town, so have a look behind all the buildings until you find them. Once you've beaten them all, go talk to Sheriff Marion again, and he'll award you with your first Edgar statue. He'll also inform you that a girl bearing an uncanny resemblance to Yakko was being tied to the train tracks. Yep, nothing gets past this sheriff.

Ol' Ike will then proceed to grievously aggravate one of the horses tied up to the saloon, who'll do us two favours - trample Ike, and knock down the cactii that are blocking the only road out of town. How convenient!

EDGAR #2 - HORSE SHOE SHENANIGANS

Before you run off to rescue Dot, there's still some stuff to collect in town. From the jail's ramp, triple-jump up to the saloon's balcony, and from there, jump to the next roof (the general store), where you'll find 5 more nuggets. Jump to the next roof, and you'll come across a large letter A. In each level, the letters A, C, M, and E are scattered around, waiting for you to find them. Once you grab all 4, you'll be rewarded with an extra apple for your health bar. Every time you do, this gives you an additional 4 hits before you die, so it's quite handy. You'll start out with only 3 apples (12 hits, which in itself isn't bad), but can max out your health bar to nine apples (a mighty 36 hits!).

Now enter the saloon. There's a nugget in the barrels behind the bar, 2 more in the barrels beside it, 5 more leading up the stairs, and 2 more at the top - 1 for each flight. Oh, and 1 more in a barrel on the balcony.

YOU SHOULD NOW HAVE 42 NUGGETS.

But before you go... do you hear a squeaking noise? Sounds like a mouse wheel, or something. Sure enough, have a look by that barrel you found the nugget in upstairs, and you should find a mouse cage. Go up to it and press X to learn about Pinky and the Brain's latest scheme to try and take over the world. Of course, you'll have to help them out. Brain's plan is to steal all the horseshoes in town. Ingenious... I think. Anyway, when the mini-game starts, target a horse's feet, and hold the A button to activate the magnet. You should attract the shoes right off the horse - try and grab four at a time. Once you have four in your grasp, move the magnet over the trapdoor, and release the A button to drop them. Once you've captured 16 horseshoes, you win another Edgar statue.

Okay, now you're ready to leave Calamity Canyon. Go past the remaining cactii and follow the path. There's a nugget in each of the first two barrels you come across, so grab them. Another 3 nuggets will lead you to a box with a snake in it, so just leave that one alone. There'll be 9 more nuggets after that, leading to an inflatable cactus. Normally I just like to skid past these guys, but there's an apple in the barrel next to it, so if you need the health, duck and wait for it to shoot its needles, then make with the smashing.

YOU SHOULD NOW HAVE 56 NUGGETS.

You've reached the train station. Grab the 3 nuggets along the path that leads past the station and to the big hole, then turn back around and take the first path to the right of the one you just came from. There's 1 nugget on a ledge down there. Go back to the clearing and look at the group of boxes on your left. One of them is empty, but the rest all have cactii in them. Go for the one at the back - there should be another nugget inside. There's another 4 nuggets on the ledges behind these boxes. At the right end of the ledges, take a look up - there's another 2 nuggets higher up for you to get.

To the left of the station's front door is another bunch of ledges. There's 2 more nuggets on the ledges here, plus another 2 on a ledge higher up. Go around to the other side of the station and grab the nugget above the train. Take note of the cactus nearby - you'll be coming back to beat it up again later. On the ledges here, there's apples in the barrels, and another nugget in the barrel the snake on the higher ledge is guarding. Nearby, there's a pool of water you have to dive in. You can't swim underwater yet, so keep going. On the station's front

porch, there's a barrel with another nugget, and there's 1 more in the doorway to the station.

EDGAR #3 - DOWN THE TRACKS

Okay, time to enter the station. Would you look at that - there's an Edgar door here. You can't go in unless you have 2 Edgars. Lucky you got that one that Pinky and the Brain had, no? Go inside, ignoring the first box you come across - it's another snake. Go past and grab 3 more nuggets, and 2 that are hidden in barrels.

YOU SHOULD NOW HAVE 80 NUGGETS.

Head out the door in front of you, and you'll see a cut scene of Dot in mortal peril. Now you'll play a mini-game that sees you on top of the train cars. To start with, you'll be on top of a passenger carriage. A conductor will pop his head up from one of the hatches in the roof and throw his hat at you - whack him with your hammer when he appears. After 3 beatings, the conductor will allow you to proceed, so make your way forward, over the cars. Watch yourself when you start going over the bridge - if you're on a high car, you'll need to jump at regular intervals. You'll then arrive at another passenger carriage, where you'll have to pound the conductor another five times before you can move on. Grab the apple - you'll probably need one by now - and continue. This time around you'll have to duck under the rock formations and jump over the bars sticking out of water towers. Then you'll reach yet another passenger carriage, and this time you'll have to beat the conductor seven times. Once he finally surrenders you get another apple, and then must make a mad scramble to the engine car, ducking and jumping obstacles on the way. When you get to the front, whack the chimney with your mallet to stop the train and save the day! ...sort of. You'll get another Edgar statue, anyway.

Now that you've rescued Dot, you have access to the Character Switch doors, which, as the name suggests, are used when you want to switch characters. There's one right outside the station, so if you want to play as Dot for awhile, open the door and give Yakko a break. At the moment none of the Warners have their exclusive weapons, so it doesn't make any difference which one you play as.

Leave the station area and take the path to the right. Jump over the hole and avoid the falling rocks. There's another 2 nuggets to grab on the path, plus 1 in the barrel on the left. There's some apples there too, if you need them. Walk down the path and enter the campsite. Follow the path around to the left. Jump over the two inanimate cactii and follow the path up above the dried up river bed. There's 4 nuggets along the back wall here. Continue to follow the river bed path - go past the barrel with the snake in it, and head to the cave on the left, where another snake is guarding 2 more nuggets.

As you'll have noticed by now, you're on the outskirts of a campsite. Go up to the dude who's outside the only unzipped tent (warily avoiding the totem pole, as it's incredibly creepy). This guy will introduce himself as Big Chief Sitting Bison, and will explain the plight of his people - they're one brave short for performing their rain dance, and need the help of someone who can limbo (since when was the limbo part of a rain dance?). This is Dot's forte, but you're going to have to come back later.

In the rocks beyond the Chief's tent, you'll find another 2 nuggets. Face the camp again, and take the path up to the first ledge on the left for another 1. Then grab 1 more on the rock bridge leading to the next ledge, and wait for the cactus to try and attack you. Eliminate it when you can, and then smash the barrels. There's 3 nuggets here, but also a snake - mind you don't fall off the

ledge when you bounce off the snake barrel.

YOU SHOULD NOW HAVE 96 NUGGETS.

Take the path under the rock bridge - the one indicated by the alligator sign. Ignore the first box - it's a snake again. There are two apples in the next barrel though, so you might want to smash that. 4 more nuggets lead to a group of three cactii - I recommend just skidding past them, if you can. Another 4 nuggets lead to a snake cave, where there are 2 more nuggets and an apple. Keep following the path, grabbing the 1 nugget in front of and 1 behind the barrel hiding the cactus.

YOU SHOULD NOW HAVE 108 NUGGETS.

You have reached the lake. Stay out of the water for a sec, and instead, follow the path around to the right. There's another nugget here, and 1 more in the snake barrel. Okay, now jump in the water, but watch out for the alligator swimming around. He won't bother you if you stay out of his way. Swim over to the island in the middle of the lake. There's 1 nugget on the lower ground of this island, and 3 more on the higher ground - the snake on the rock guards 2 of them. Look around until you locate the waterfall. Look carefully, and you'll see that there's a ledge behind it. Swim over to it, and you'll come across your first warp door. These are handy for moving about the levels quicker. Make sure you activate this one though, otherwise you'll have to walk back later. To activate, simply walk up and press X to enter. Then simply switch to whichever destination you wish - at the moment your choice is here or Calamity Canyon. Choose here to get back out. Smash open the barrels for 2 nuggets, an apple, and a snake.

EDGAR #4 - FIND 125 COLLECTABLES

Next, swim to the area where you can see the falling rocks in the distance. There's a barrel before this path of peril, but it only has a snake in it, so just leave it. Dodge the rocks and follow the path, grabbing the 5 nuggets that lead to the group of barrels, which have 3 more nuggets and two apples.

YOU SHOULD NOW HAVE 125 NUGGETS.

As soon as you grab #125, an Edgar will appear. Nice one, you've gotten all the Edgars possible on the level at this time. Luckily though, when you take that fourth Edgar, a cut scene of the Warner lot will show you two things of interest: first, that there's now a mouse cage in the centre of the level, and secondly, that you now have enough Edgars to enter the next level. Cool! Let's grab some more stuff before we leave though. Keep following the path. Kill the snake in the cave to grab the 3 nuggets it's guarding. 3 more nuggets lead to a cactus box, then 2 more lead into a clearing. There's 2 more nuggets on the ground here (1 is behind the trees), and 3 in the water. Once you have those, talk to the coot by the mine entrance. Ol' Skookum Jim is as helpful as Big Chief Running Bison said - not only does he instruct you in the ways of climbing walls, but he also forks over a pair of suction cups for you to use. Nice! Test them out on the trail of paw prints leading up the wall behind you. I recommend jumping into the paw prints from as high as possible, as this will cut down on your climbing time, which can be long and tedious. At the top, there's 4 more nuggets waiting for you, as well as a big letter E that you can reach with a triple jump.

YOU SHOULD NOW HAVE 143 NUGGETS.

Don't bother going into the mine shaft back on the ground - you can't get far in the dark. Run back to the lake and take the only path you haven't been on yet

- it's the one where there are nuggets out in the open still, and wide chasms to cross. Grab the 4 nuggets leading to the first chasm, and leave the box alone, since there's only a cactus in it. There are 7 nuggets on the rocks above this first pit, so jump carefully and get them all. Be careful of the snake. There are 3 more nuggets on the next ledge, as well as a tornado that you should avoid. The next pit has 4 nuggets on the rocks above it, as well as an apple. The next group of rocks above a pit has a path of 13 nuggets for you to get, but watch out for that snake up the top. Finally, grab the 2 nuggets leading down to the rodeo.

YOU SHOULD NOW HAVE 175 NUGGETS.

Talk to the cowboy at the gate, and he'll challenge you to tame his wild steed. Only problem is he's lost his keys, and can't get inside. He suggests that maybe the best way to get in is to dig a tunnel. Seeing as you haven't yet found the shovel, or the Warner who wields it, you'll have to come back later. There's a nugget in the barrel to the left of the rodeo entrance. Keep going around that side, and you'll find a box. There's an apple inside, but also a tornado, so unless you need the health, keep going. There's a hard to spot trail of paw prints leading up the rock face on the left, so climb up, grabbing the 3 nuggets on the way. There's 2 more at the top, plus another 1 in a barrel. The other barrel has a cactus and an apple inside. You'll need to jump across another rock path now. The best way to deal with the snakes littering these paths is to jump towards them, then use a double jump to get back on the rock you came from until they tire themselves out, then jump at them whilst attacking. The rock after the snake has a nugget in the barrel, then there's another 4 on the following rock. There's 2 more nuggets in the barrel on the top rock. The snake up there is best just avoided. Glide back down to the ground, as a fall from this height will injure you, and run around the other side of the rodeo until you get to the grandstands. There are 3 nuggets in the stands, and another 3 under them.

YOU SHOULD NOW HAVE 195 NUGGETS.

Okay, we're almost done here - just need to do a little backtracking. Run back to the rodeo entrance, and take the warp door back to the lake. Go back to Big Chief Sitting Bison's campsite, and have a look at the cliff behind the limbo greens. There's another climbable trail here, so shimmy on up, grabbing the 2 nuggets along the way. There's 2 more and a snake in the barrels at the top. Follow the path around to another cave that has a snake guarding 2 more nuggets. The next barrel on the path has a snake, so leave that one alone. Keep along the path, grab the 1 single nugget, avoid the cactii, and take the apples in the barrels if you need them. The last barrel has the final nugget that you'll get this time around.

YOU SHOULD NOW HAVE 202 NUGGETS.

It's time to leave this level. Either walk all the way back to the exit at Calamity Canyon, or pause the game, press up on the C-stick to bring up the options menu, and select exit. That way's quicker.

YOUR TALLY FOR YE OLD WEST SHOULD NOW STAND AT:

EDGARS: 4/8

NUGGETS: 202/300

INVENTORY: Suction cups.

CHICKEN BOO: 0/1

LETTERS: A E

SCRIPT: 0/1

You may notice that these guys have taken a page from Banjo-Kazooie - every time you open a level, some enemies escape into the main hub. Bummer. Head back to the central area and grab the 4 film cannisters surrounding the mouse cage.

YOU SHOULD NOW HAVE 64 CANNISTERS.

Go up to the mouse cage and press X to learn of Brain's devious scheme to take over the world through subliminal mind control. Of course, he can't do it without your help. His plan is to beam his subliminal message to the world by attaching a satellite dish to the Warner water tower, but as we already know, this tower is lying in pieces around the film lot. So now you control a gyrocopter that he and Pinky are piloting (where in the name of all that's good and sticky did they get a gyrocopter?), which has a magnet attached to it. First, move the struts back into place. They're already pretty close to where they need to be, just hover over them and grab them by holding A, then move it so that the feet match up with the marks on the grass. The taller part of the tower goes on top next, then the shorter tower segment, followed by the actual water tower part. Finally, move the satellite dish into position at the tippy-top. When you've done this, rejoice! You now have access to the levels that were blocked off earlier! Well, you can actually only get into one of the other levels, but at least you have access to more of the film lot, so you should grab some more cannisters before you start your next level.

Take the path that leads to The Epic - it's the one which has a temple in the background. There's 1 cannister out in the open, then another in a grate (remember, smash these with a ground pound), and 2 in the trash cans. 2 more cannisters lead to another group of trash cans, with another 2 cannisters. Go around the corner and grab 5 more that lead up to the gate that you can't yet pass. 25 Edgars? Yikes!

YOU SHOULD NOW HAVE 77 CANNISTERS.

On your way back, check out those piles of rubble either side of you. Looks a bit suss, don't you think? Go back to the central area, and this time take the path to Once Upon a Time and King O'Sullivan's Mines - it's the one with the castle in the background. Have a look on your right - there's an alley there that's very easy to miss. There are 2 more cannisters in the trash cans here. There's 1 cannister in the first grate, then 3 leading up to the fire hydrants, which have another 5 cannisters. At the intersection, there's 1 cannister on the left, outside the gate to Once Upon a Time. You can't go in here yet either. Turn around and smash the grate for another cannister, then follow the trail of 5 cannisters down the tunnel. On your right, there's another darkened area where you can't see, but this one's very small, so if you're quick enough you can run inside and grab the 3 cannisters and the M before you're moved back into the light automatically. You'll need to jump some spikes. Keep following the tunnel until the barrier, grabbing 2 more cannisters on the way.

YOU SHOULD NOW HAVE 98 CANNISTERS.

Go back to the entrance to the M cave, and have a good look at the wall on the left. You should be able to spot a crack in the wall that you would have otherwise missed. Unfortunately, this area is also dark and much larger than the one you were just in, so don't bother trying to go in there yet. Head back to the central area, and take the path you haven't been down yet - it's the one with mist all over the ground. You'll spot a cannister immediately, and there's another 2 in the fire hydrant nearby. 2 more cannisters lead to a group of trash cans with another 3, and then 2 more lead to a group of fire hydrants which also

have 3 cannisters. Just before the Edgar gate, there's a path on the right where there's another 4 cannisters. It leads to a pedestal with a dirt mound. You'll have to come back here later.

YOU SHOULD NOW HAVE 115 CANNISTERS.

EDGAR #5 - FIND 125 COLLECTABLES.

Okay, enter the gate to the Spooky Movie area. There are 2 cannisters in front of you, 1 in the nearby hydrant, and 1 in the car in the middle of the street. There's 2 more leading up to the iron gate, and 2 in each of the trash cans either side of the road. Walk through the gate, and smash open the vase by the sound stage entrance for a cannister.

YOU SHOULD NOW HAVE 126 CANNISTERS.

Another Edgar should have appeared, in the doorway of the house. Grab it, as well as the cannister in the vase by the house. To the left of the house, there's a cannister in front of a tombstone. If you go around the back of the house to shake your head sadly at the shoddy renovating that's going on, you'll see that there are two platforms there, each with a cannister. Help yourself. To the left of the back of the house, there's a group of tombstones, and 2 cannisters hidden amongst them. There's another tombstone between the house and the sound stage, with another cannister. And finally, there's two vases behind the sound stage, each containing a cannister.

YOU SHOULD NOW HAVE 135 CANNISTERS.

Enter Spooky Movie.

YOUR TALLY FOR THE WARNER FILM LOT SHOULD NOW STAND AT:

EDGARS: 1/5
CANNISTERS: 135/300
INVENTORY: None.
CHICKEN BOO: 0/1
LETTERS: M
SCRIPT: 0/1

SPOOKY MOVIE - TAKE 1

Ooh, such a horror-filled environment. Start by following the path that leads up to the creepy mansion, grabbing the 12 collectables on the way - this time they're in the shape of jack-o-lanterns. I'll just call them pumpkins for convenience sake. There are 2 more pumpkins on graves that the path goes right past - you might as well get those too. While you're making your way towards the house, watch out for the ghosts - get too close to them, and they'll frighten you away. More often than not, straight into the clutches of one of those man-eating plants. You'll have to dodge two of them to get to the door at the end of the path. Go into the entryway and introduce yourself to Boogor (that is one of the grossest things I've ever seen!), who'll assign you the task of getting rid of the ten ghosts hovering around the garden. To help with this quest, he'll fork over something for your inventory - a proton accelerator pack. As he'll tell you, you press right on the control pad to pull it out, then B to fire it. Head back into the front yard.

EDGAR #6 - EXORCISE IN THE FRONT GARDEN

If you go around to your left, you'll find a blocked off passage with a couple of vases nearby. Smash them for 2 pumpkins. What's the deal with that poster on the wall? A letter C for 500 points? Don't worry, we'll grab that later. If you look back over the garden, you should spot a letter A behind one of the tombstones. Grab it. Further down the garden, there's a bunch of 5 pumpkins surrounding another man-eating plant. Be careful getting these - you might want to try sneaking on up it. Whilst you're getting these pumpkins, you should also be attacking the ghosts. You have to fire a steady stream of energy at them (in other words, hold down the B button) until they vanish completely. Make sure you give your pack enough time to recharge before you attack the next ghost, otherwise you may run out of power. There's another pumpkin near the entrance to this level, sitting on a grave. Now if you go over to the other side of the garden, you should find 4 more pumpkins around a dead tree. There's another 1 on a grave near the wall, and if you go up to the corner of the mansion, you should find a couple of vases near a hole that Dot will have to come back to limbo under later. There are 3 pumpkins in the vases.

YOU SHOULD NOW HAVE 31 PUMPKINS.

If you've dealt with all the ghosts, go back and talk to Boogor again. If not, eliminate the remainders, then talk to Boogor. He'll take you into the main hall, and casually mention that his master, Professor Scratthenstein, is experimenting on a funny little monkey boy's brain to breathe life into his bride. Or something. Considering the range of possibilities that could happen from this (such as the entire mansion exploding, for instance), it's probably best that we rescue Wakko from the good professor's clutches right away. Grab the Edgar that Boogor has left for you, and I guess you might as well grab some pumpkins too, since you're here. There are 6 just lying on the ground in the hall, and 9 in the vases. Mind those gaps in the floor - steam will pour out of them at random intervals. Take the stairs up to the right, grabbing 4 more pumpkins as you go. I know there's more pumpkins around here, but don't panic! You'll be coming back in a few minutes anyway! Oh, and watch out for that suit of armour on your way up the stairs - some of them like to thrash around with their swords. This guy's one of them. Nice boxers, by the way. :oP Go through the doorway at the top of the stairs and smash open the vase for 2 more pumpkins. Dodge the chainsaw wielding maniac as he runs past you, and beat him up when he gets dizzy. You'll have to smash him again later, so remember where he's located. At the opposite side of this hall is another vase with 2 more pumpkins. There's another pumpkin near it. Go back to the doorway in the middle of this upper hall, and you should see 1 pumpkin before an Edgar door, which won't let you pass unless you have 6 golden statues.

YOU SHOULD NOW HAVE 56 PUMPKINS.

You should have the required number of Edgars by now, unless you haven't been following this guide very closely, in which case, shame on you! If you're short of one Edgar, go downstairs and try beating the puzzle cube - I'll be getting to that shortly. If you need 2 more Edgars, you'll have to go back to the Warner Film Lot or Ye Old West. Assuming you have enough to get through, do so. You've now come to a lake of slime or toxic waste or something else that's green. There doesn't seem to be any way out, but if you jump on each of the blocks (there's 13 of them, each with a pumpkin on it), a section of wall will slide away, giving you a way out. Make sure you grab the other pumpkin on the rotating wheel before you go.

YOU SHOULD NOW HAVE 70 PUMPKINS.

Follow the trail of 3 pumpkins up the stairs, but beware of the suits of armour along the way. Then you'll come to a totally trippy passage, which has four apples and 5 pumpkins floating on and between the platforms. At the end of the

passage, you'll confront Scratchenstein.

YOU SHOULD NOW HAVE 80 PUMPKINS.

Scratchenstein has sewn himself together a bride, and is using Wakko's brain waves to energise it. He really doesn't seem to mind, but it surely can't be good for his health, so we have to battle the bride to free him. It's not entirely clear whether it's best to fight her as Yakko or Dot - I've noticed that sometimes if you fight her as Dot, then you're unaffected by her kisses, but I think that's only if you die first. So go in as Yakko first, and if you die, return as Dot.

EDGAR #7 - HERE COMES THE BRIDE... SHE'S ALIVE!

The bride isn't all that tough. You can't attack her any old time, because she's protected by an energy barrier. You have to wait until she's vulnerable. First of all, she'll blow a wave of kisses at you. Duck under these, otherwise you'll be immobilised, and she'll slap you in the face. After the kisses are safely past, lightning will strike around her. Avoid this and whack the bride with your weapon. Repeat this process, then she'll change her pattern. After your second hit on her, her arm will fall off and she'll cry about it. Well, I guess loss of a limb would be enough to make most people cry. Okay, this time after she blows her kisses, she'll hurl a lightning strike at the floor, which will injure you if you're standing on it when it hits. The triple jump is advisable here. If you successfully avoid this attack, the more random lightning bolts will return, giving you another opportunity to attack the bride. After you hit her for the fourth time, her other arm will fall off, and she'll change her attack plan again. This time she'll blow kisses, then throw the lightning you need to jump. After this, she'll blow her kisses at you AGAIN, then follow through with the random lightning bolts again, which is when you should attack. After 6 hits, her head will fall off, and Scratchenstein will release Wakko and throw a hissy fit. ^_^

After the cut scene, take the Edgar that Scratchy left in the microwave (...why?), and have a look around. Hey, there's a warp door here! Use it to get back to front yard. You may want to switch characters while you're here - the switch door is on the opposite side of the path. Personally, I prefer to use Wakko, but that's just me. You will need to be Wakko later in the level, but if your preference is for one of the other Warners, you can always use a later switch door. Whichever Warner you decide to go with, head back into the mansion. In the entry passage, there's another 4 pumpkins between the suits of armour (these ones attack too.), and 4 in the vases in here. Keep going, and you'll find yourself back in the main hall. Take the stairs up to the left this time, where there's 2 more pumpkins at the top, and then 2 on the platforms floating nearby. From here, you'll need to jump across the three floating tables get 10 pumpkins suspended in mid-air. The triple-jump is very useful here.

YOU SHOULD NOW HAVE 102 PUMPKINS.

Float back down to the floor, (giggling the whole way if you're using Wakko), and run through the passage on the right, dodging the swinging scythe as you go through. There are 2 pumpkins right in front of you, and another 2 in the first vase. Watch out for Thing here - these guys aren't that tough. Use a static attack on him and down he'll go. Doesn't die from a spin attack though. There's another pumpkin before another vase with 2 more. 5 more pumpkins lead to a pit with spikes you'll need to jump across. There are 2 more pumpkins before another swinging scythe to dodge. You are now in the puzzle cube chamber.

EDGAR #8 - PUZZLE CUBE CONUNDRUM

Pumpkins first - there's one out in the open, and 4 more in the vases in the corners. There's a couple of apples here too, if you need them.

YOU SHOULD NOW HAVE 121 PUMPKINS.

Okay, you should have noticed a cube rotating in the middle of the room. This thing can be a source of great annoyance, but it will reward us with an Edgar, so we need to solve it. There are four sides to the cube we need to deal with, each with a different puzzle to solve. The first side is a slide puzzle of the Animaniacs logo - a picture carved into eight pieces and one empty spot, then rotated around so that they're in all the wrong place. Press A when your cursor is on a piece to move it into the empty spot - of course, this only works on pieces immediately next to the empty one. I think their position changes every time you play, so I can't really be of much help with this one, by means of saying which piece to move first and so on. Of course, I could be wrong here - if I am, send me an email and let me know. The completed picture will have Yakko in the top left corner, Wakko in the top right corner, the word "ANIMANIACS" in the middle, and Dot in the bottom middle position. The empty spot is the bottom right corner. You'll know you have it right when the background lights up. Oh, and the picture'll match up, too. ^_'^

Once you get this out (or if you get annoyed and want to try one of the other puzzles, then come back), press right on the C-stick to move on. The second puzzle is Memory - the cube has been divided into 36 squares, with 2 pictures of 18 different characters spread across them. You have to select the pictures two at a time by pressing A, and try to pair them off. With the number of times I've played this now, I'm pretty sure that it sticks to the same pattern, so here's the locations of each picture this time I played it, from left to right:

TOP ROW - Crocodile thing, Pinky, Hag, Sheriff Marion, Wakko, Yakko
SECOND ROW - C.C. Deville, Professor Scratchensniff, Thorin, King O'Sullivan, Boogor, Pinky
THIRD ROW - Big Chief Sitting Bison, Wakko, Ghost thing, Dot, Brain, Brain
FOURTH ROW - Queen Cleo, Thorin, C.C. Deville, Sparty-cuss, Queen Cleo, Sheriff Marion
FIFTH ROW - King O'Sullivan, Boogor, Hag, Big Chief Sitting Bison, Chicken Boo, Ghost thing.
BOTTOM ROW - Dot, Sparty-cuss, Professor Scratchensniff, Chicken Boo, Yakko, Crocodile thing.

I bet Brain's embarrassed at being so easy to pair off. And if anyone can tell me what those crocodile and ghost things are meant to represent, again, please send me an email. I'd appreciate it.

Moving right along, once you've solved the second puzzle, press right on the C-stick to go to the third - an empty jigsaw grid that you need to fill with Tetris pieces. This one's not too difficult - all you have to do is get every piece into the grid. Seeing as the pieces stay the same no matter how many times you play, here's a simple enough positioning system:

Start with the small cube piece. Press A to grab it, and then move it into the top left corner. Press A to drop it. Now grab one of the pieces shaped like a small capital L - there are three of these pieces. Put it right under the cube, but use the B button to rotate it so that the empty piece that would make it a cube is on the bottom right corner. Grab one of the identical pieces and put it under this one, rotating it so that its empty piece is the top left corner. They should fit together without any trouble. Grab the other identical piece, and put it beside the cube, with its empty part in the bottom right. The T-shaped piece should go under it, with its top bar lining up against the pieces on the left, and its pointy bit sticking out to the right. The other L-shaped piece should go

in the bottom right corner. Rotate it so that it's facing like a backwards capital L. And finally, the remaining piece goes in the top right corner.

Got it? Okay, press right on the C-stick again to move onto to the final puzzle. This one's a very straightforward maze. All you have to do is get your cursor from the start to the finish to beat this puzzle. Simple? Yes. Easy? No. You have to do this without touching the walls of the maze at all, otherwise you'll have to start again. As I said before, this cube can be extremely irritating. The only advice I can offer here is to go slowly. Once you beat all four sides of the cube, an Edgar will pop up in the middle of the room. Thank God!

EDGAR #9 - FIND 125 COLLECTABLES

After that effort, you deserve another Edgar, right away. Dodge the swinging scythes again and head back into the main hall - watch out for the bat that crashes through the window and dive-bombs you, though. This time, go around to the back passage of the hall, using the doorway on the left. 2 pumpkins will lead you to a door blocked off by lasers, but if you wait, they will disappear after a while. Run through the door when they do, and grab the 5 pumpkins that lead to an area that can't be penetrated without night vision goggles. An Edgar will appear back on the other side of the lasers when you get to 125, and a cut scene will show to inform you that you may now enter Once Upon a Time. Grab the 2 pumpkins in the vase and go get your Edgar. Now, there are 4 more pumpkins along the back and around the corner to the right here, but the problem is those tentacles that pop out of the ground when you approach. You can temporarily repel them by hitting them with your proton accelerator pack, but they won't stay away for long, so be quick. I'd advise stunning only the one you need to get past, as going after the whole group gives the first ones you hit time to recover. Once you've gotten those pumpkins, as well as the 6 hidden in the vases, stun enough of the tentacles to get past and into the doorway they're guarding. Here, 2 more pumpkins lead up to the elevator. Go in.

YOU SHOULD NOW HAVE 142 PUMPKINS.

When you get out of the elevator, DON'T run forward immediately - you'll fall into a slime pit you can't see from that camera angle. Grab the pumpkin floating above it, and the 2 in the vase at the back, then run around the corner. 1 more pumpkin leads to a vase where 2 more await, and then there's a path of 7 pumpkins leading past swinging scythes and suits of armour that you'll need to avoid. There's 4 more pumpkins floating around the spiked walls that crush together - to get past these, stand right in front of the first and wait for it to close. When it does, run forward, so that when it opens again, you're already on your way. Triple jump across the pit, and keep running, and you should get through the second crusher without any problems. There's 2 more pumpkins leading up to the next set of scythes you need to dodge, which will bring you into a round room with 9 pumpkins.

YOU SHOULD NOW HAVE 170 PUMPKINS.

Now comes the inevitable Indiana Jones take off - although I feel it would have been more appropriate in the temples of King o'Sullivans Mines. When you jump to the first platform in the slime pit, it turns out to be booby-trapped. A giant rolling rock will chase you down. You need to jump from platform to platform - keeping in mind that several of them sink into the slime - and over the pits to get to safety. Of course, safety is a relative term - the room you run into will be blocked off by lasers, has no other visible exit, and three glass doors that each contain a midget psycho, all of whom seem rather confused to be there. The good news is that there's another ACME letter in here - the M. Above each glass door there's a symbol covered by a question mark. To progress, you need to smash the button in the middle of the room with a static attack. When you do, one of

the question marks above a door will disappear, revealing an analogue clock face - too bad for anyone who can only read digital. This clock reads 3.15. You'll see that the hands on the clock at the front of the room will start to turn now. You need to hit the button when that clock reads 3.15. I recommed pushing the B button at about 3.05, for best results. When you hit it at the successful time, the door will open and the midget will attack you. Kill him, and another question mark will disappear to reveal a clock showing 9.15. Again, you need to hit the button at the time displayed, but now the clock has sped up a little, so beware. Once you've released and killed another midget, your next target time will be 6.10, and again, the speed of the clock hands increases. Release and kill this midget for the final challenge - 12.30, but with the hands now moving really fast, and backwards! You'll need to push the button much earlier for the best results. Once you've hit the right time, you can collect the M, and the doors under the clock will open. If you're playing as Yakko or Dot, now is probably the best time for you to switch to Wakko. There's 2 pumpkins to get through the door, and 2 more in the vase, then 3 going around the corner. Watch out for a flying table here.

Go out the door to find yourself in the back yard. Follow the house around to the right, and you'll see a poster on the wall identical to the one we saw at the front of the house, advertising a C for 500 points. We're still not quite ready to try for that yet - more things to grab first. Smash the vases for 4 pumpkins, then keep going around to the right - more vases to smash. These ones have 2 pumpkins and an apple. And when you're done with your destruction of inanimate objects, lookee! Another mouse cage! You know what that means!

This time around, Brain wants to drill a hole through the middle of the Earth to destroy the entire planet's gravitational pull, and Pinky just wants to be duct taped to a tree. As a result, you find yourself in control of the highly originally named Digomatic, which you must pilot to Kathmandu. Previous incarnations of this walkthrough only told you which exits to use, as I was too lazy to go into any great detail. But upon request, I now present you with how to get from start to finish:

Room 1 - Your first obstacle is the pumpkin bomb at the top of the screen, to your right. Burrow under it, then move back left quickly, so that it doesn't fall on you. Then go down the tunnel, drill to the bottom of the room, and make for the exit on your right. Don't stop near the bombs above you, or you'll be smushed.

Room 2 - Stick to the top until you are one square from connecting with the tunnel the fire sprites are patrolling. Wait until they're out of the way, then quickly move through and towards the top right exit. The fire sprites should head down the tunnel you just came from, allowing you to make a speedy getaway.

Room 3 - Go as far right as you can, then as far down as you can. Go left until you reach the pumpkin bomb, then up to the bomb above you, and make a quick left to avoid being blown up. Go for the bottom exit.

Room 4 - Go down 1 square, then right and down to the bottom between the two fire sprite tunnels. Move quickly right under the pumpkin bomb and take the bottom exit.

Room 5 - Wait for the fire sprite to go past, then dig into its tunnel, go back around to the other side of the pumpkin bomb you're next to, and push it down onto the fire sprite when it starts coming up towards you. Dig down and go along the bottom to the left exit.

Room 6 - Wait until the fire sprites pass by, then go up the right side of the top sprite tunnel. Travel above it to the top left exit.

Room 7 - Go along the top to the first bomb, then down until you're one block away from the fire sprite tunnel. Wait until they pass, then dig to the bottom exit.

Room 8 - Dig down into the bottom of the empty tunnel, move right out of it two squares, then go down as far as you can and wait for the fire sprites in their

tunnel to pass. Dig to the bottom exit.

Room 9 - Go down and right until you're under a bomb, then make a quick left to avoid the blast. Go down into the empty tunnel, wait for the fire sprite to pass, and take the bottom right exit.

Room 10 - Go as far right as you can, then up and wait for the fire sprites to pass. Keep going up, then right quickly under the bomb. Wait for another fire sprite to pass then dig down as far as you can, and go left quickly under another bomb. Head for the bottom right exit.

Room 11 - Go down as far as you can, then right until you get to a stack of bombs. Go as far up as you can quickly, and they should blow themselves up. Take the exit on the right.

Room 12 - Go right and up, left quickly under a bomb, and use the top exit.

Room 13 - Go all the way up, then right one square so that you're next to the bomb. Go down one square, right under the bomb, then go back left quickly so that the bomb misses you. Go down where the bomb fell, right and up to the next bomb, and drill left quickly, so that again, you avoid being killed. Repeat this process on the next two bombs, then go up and around to the bottom exit.

Room 14 - Dig down to the bomb, go left one square, go down as far as you can, then right one square. Dig up under the bomb, then move quickly left until you're under another bomb. When the first one's done exploding, make a quick right and get out from under that one. Go around to the exit on the left.

room 15 - Dig around and up to the fire sprites, wait for them to pass, and head for the left exit.

Room 16 - The end's in sight! Go as far left as you can, then go up to the bomb and make a quick left. Then just dig down and around to the finish at the bottom.

Follow these directions, and you should be rewarded with the shovel - Wakko's special item. If you didn't heed my earlier advice and switch to Wakko, you can find a character switch door at the back of the yard. The shovel will be waiting for you near the mouse cage, on a dirt mound. Wakko will have to dig these up all the time, so he's the character I recommend you play as for most of the game, unless I say otherwise. All the dirt mounds in this area, including the one the shovel appears on, contain pumpkins for you, so dig them up by walking into the centre of the mound and pressing Y. Staying on this side of the yard, you'll find 2 more dirt mounds to dig up, and another pumpkin behind the tree in the back corner. Carefully avoiding the man-eating plants here, get around to the vases and smash them open for an apple and 5 pumpkins. Then run to the opposite corner for another pumpkin. Have a look around and you should see a pretty fountain that has a dragon regurgitating the water. Ooh, look! There's an Edgar at the top!

EDGAR #10 - GHOULISH FOUNTAIN FROLICS

Unfortunately, any attempts to retrieve this item will meet with failure, as the water stream will bounce you off every time. Curses! You'll need to turn the water off. A pipeline from the fountain will lead back towards the house - follow it, digging up the dirt mound on the way for another pumpkin. Take a moment when you get back to the house to smash the vase near the door for another pumpkin. You'll find 2 more plus an apple in the other vases nearby. Now jump up the platforms around the side of the house to the attic, grabbing 5 more pumpkins along the way, and another 1 once you get inside. There's a tap in this room - wander over to it and press X to turn it off, draining the water from the fountain and allowing you to float back down to the ground and grab the Edgar.

You'll have noticed that there's another passage at the back of the garden that those plants are guarding. You can go down there if you want, but you won't get far. Your progress is halted until you're able to dive underwater. Still, you can grab 6 more pumpkins - 4 in vases, 1 by the water's edge and 1 actually in the water. Just watch out - there's sword-wielding suits of armour at just

about every corner, and a couple of Things too. Back out in the garden, there's one more dirt mound to dig up right in the centre of the yard. This one's a bit tricky - its surrounded by man-eating plants. Grab the pumpkin underneath if you dare. There are two paths leading out of the back door of the house - one leads to the dead-end tunnel, and the other to the fountain. There are 7 pumpkins along these two paths, so grab them. By now you will have probably had a nasty shock - maybe several - when homicidal midgets burst out of any sheds you're unfortunate enough to get close to. Dodge and kill them as they attack, but make sure you go inside the sheds afterwards, as each of them has 2 pumpkins inside. There are six sheds, so that's 12 pumpkins you can get. As an extra bonus, the shed closest on the left to the back door of the house (as you're entering the yard) has a big letter E as well. Joy!

YOU SHOULD NOW HAVE 226 PUMPKINS.

We're almost done here - it's time to get that 500 point C the posters keep bragging about. Go back to where the poster is hanging, and enter the passage. At the end of it, there's a train car for you to jump in, so do so and press X to ride what I've come to know as the roller-ghoster! As you race down the tracks, you'll be swarmed with bats, ghosts, witches, the occasional Warner head... and for some reason... fanged ducks. You'll note that you have your proton accelerator pack armed, therefore you need to shoot at the targets flying all around you. Hitting the bats, ghosts, ducks and witches will win you points, whilst every time you hit a Yakko, Wakko or Dot head, you'll lose some. My advice is to shoot at anything that moves, unless you can see already that it's a Warner. You'll lose some points for hitting a couple of Warners, but trust me - your score will suffer more from hesitation and indecision than it will from loss of points. If you have 500 or more points when time's up, then you'll win the C - and voila, one extra apple for your health bar! If you fail, then just get back on the train - you can ride it both ways. But before you get back on, grab the 5 pumpkins that lead back out into the front yard - no more barrier in front of this door!

YOU SHOULD NOW HAVE 232 PUMPKINS.

Once you've grabbed the pumpkins and the C, you're done here. Leave this level - if you're at the front garden, you might as well just walk back - a little exercise never killed anyone. At least, not anyone that mattered. If at the back, then choose Exit from the options menu.

YOUR TALLY FOR SPOOKY MOVIE SHOULD NOW STAND AT:

EDGARS: 5/8
PUMPKINS: 232/300
INVENTORY: Shovel.
CHICKEN BOO: 0/1
LETTERS: ACME
SCRIPT: 0/1

WARNER FILM LOT - TAKE THREE

Now that you have the shovel you can go back to Ye Old West if you want, to grab the rodeo Edgar, as well as dig up a bunch of nuggets. I'd advise against this myself, seeing as if you go back there every time you get a new item, you'll be making an additional three or four trips that you don't need to. It's your call, but I generally like to make my journey back to the previous levels after I've finished King O'Sullivan's Mines, as all the previous levels require you to use the night vision goggles at some point anyway.

When you return to the Warner lot, you'll see a cut scene indicating that you may now enter the Warner offices. Before you leave the Spooky Movie area, there's a dirt mound you can now dig up on the other side of the partially built house. Do so for a whopping 1 cannister.

YOU SHOULD NOW HAVE 136 CANNISTERS.

Leave this area, but instead of heading back to the central area, take a left as you go out the Edgar gate, into that area with the dirt mound on the pedestal that we had to leave behind earlier. You'll notice that this place is infested with tentacles now - the easiest way to get past them is just to skid attack under them. As I said before, unless I specify otherwise, I'm going to assume you're playing as Wakko. Dig up the dirt mound to find yourself in a completely different area - cool! Secret passage! Avoid the swinging scythe that's in front of the tunnel entrance and run inside, grabbing 7 cannisters on the way. You'll have avoid a couple more suits of armour down here too. At the bottom, shoot one of the tentacles so that you can get past, and grab the C at the back of the chamber. There's also a cannister in the middle of this room, and 5 more along the wall on the right hand side.

YOU SHOULD NOW HAVE 149 CANNISTERS.

Go back out to the dirt mound and dig back to the Warner lot. Now head back to the central area. If you need some health, try smashing the grates, hydrants and cans around town until you find all the apples you need. Satisfied? Cool. Enter the Warner offices. Take the path to the left, grabbing 4 more cannisters, until you reach the trophy room. There's another 8 cannisters in here, as well as all the Edgars that you've managed to find so far. Admire the fruits of your labour, then take the path straight into the office, grabbing 2 more cannisters as you go. Now it's time to meet Marvin. No, not that psychotic martian, another Marvin. Go over to the odd looking character with the bad fidgeting problem and have a nice chat with him. What's that? Your script pages have gone missing? You want me to find them for you?!? Well, what's in it for me? An Edgar? Okay, that'll do. When he shuts up, smash the trash can behind him for 2 more cannisters. Now take the path on the left as you leave, as there's another 2 cannisters to get there.

YOU SHOULD NOW HAVE 167 CANNISTERS.

Alright, time to get to the next level. Take the path to Once Upon a Time, which requires you to be in possession of at least 9 Edgars before you can be admitted. Finally, we're starting to get ahead of the tolls - you should have 10 Edgars if you've been doing the game in the order I've advised. Go through the gate and grab the first cannister on the path, then go over to the area on the left. There's 6 cannisters over here, as well as more apples than you'll be needing at this point in time. Go back to the path and through the little gate - follow this path to the back of a house for 5 more cannisters. There's 1 more in the cans around the side of the house. Go back to the main path again, and smash open the fire hydrant near the area entrance, as it holds another 2 cannisters. The path leading down to the moat has 3 more cannisters, plus 1 at the top of the stairs. There's 1 more in the box nearby. Now stand at the edge of the land, and take a look out at the island. You'll notice there's a rather distinct target over there, so what are you waiting for? Pull out your proton accelerator pack and fire at it. This will cause the drawbridge to roll down and land at your feet, giving you access to a new level. But before you do, go around the back of the stage to find 3 more cannisters.

YOU SHOULD NOW HAVE 195 CANNISTERS.

One last thing before you go in - there's a dirt mound near the entrance to this level. Surprisingly easy to miss, even with the big shovel sign beside it. Dig it up, and you'll find Dot's missing grass skirt. Now if you wish to backtrack, this'll let you get Big Chief Sitting Bison's Edgar, a bunch of nuggets, and the M from Ye Old West; more pumpkins in Spooky Movie, and more cannisters and the A from Warner Film Lot. Again, I'd advise against backtracking for the moment, simply because you can't complete the two previous levels until you have a few more items. At any rate, if you want to backtrack, that's your call. Otherwise, enter Once Upon a Time.

YOUR TALLY FOR THE WARNER FILM LOT SHOULD NOW STAND AT:

EDGARS: 1/5
CANNISTERS: 195/300
INVENTORY: Grass skirt.
CHICKEN BOO: 0/1
LETTERS: CM
SCRIPT: 0/1

ONCE UPON A TIME - TAKE ONE

You'll find yourself on an island in the middle of a lake. Smash open the box next to you and you'll find 2 crowns, this level's collectables. Grab them, and then have a chat with Duffy Fish, who is waiting for you at the water's edge. He'll point out a few of the tourist attractions of this level, but more importantly, he'll award you with a scuba mask and snorkel, allowing you to now swim underwater. Check the game controls section if you need a refresher course. Jump over to the island next to yours, and you'll see that it has a character switch door, and a red treasure chest. These contain crowns just like the blue containers do, however they can only be opened with Yakko's bombs, so you can't get the goodies inside yet. Seeing as there are two types of containers in this level, I'll be referring to the blue ones (which you can open by attacking) as boxes, and the red ones (which you have to come back and blow up later) as chests.

Swim over towards the tunnel (avoiding the piranhas as you do) that Duffy pointed you towards, and grab the 9 crowns floating in the water and air above it (they're grouped to form a downwards pointing arrow), then submerge and grab the 7 crowns littered around the tunnel entrance. If you look back towards the islands, you'll notice that there's a single crown waiting underwater in between them.

YOU SHOULD NOW HAVE 19 CROWNS.

Enter the tunnel, following the trail of crowns. There'll be 2 alone, then a group of 9 forming an arrow, then 8 more leading into the wishing well. Swim upwards to the top of the well, grabbing 4 more crowns along the way. Jump out of the water and onto the edge of the well, which has 9 more crowns around it, and 1 more floating in the air above the water.

YOU SHOULD NOW HAVE 52 CROWNS.

EDGAR #11 - BO PEEP'S CLOSE SHAVE

During your chase for these last few crowns, the nearby Bo Peep would have started complaining about her problems. Seems that her sheep have gone too long without a shearing, and now they're shocking her senseless. He he he, it's funny because someone who isn't you got hurt! All the same, she won't open the only

gate out of here until you've completed the mission, so you'd better give her a hand. You need to chase five sheep (not the whole flock, thankfully) into the shearing machine (What? No good ol' fashioned aussie wool shed? Oh sure, modern technology's all well and good, but where's the heart? Bah!) to advance. To do this, select a sheep - best to start with the one that's right in front of the path to the machine - and give it a good whack with your boxing gloves (I'm assuming you're using Wakko here, as usual.) The sheep will now be afraid of you, and will run in the opposite direction. In other words, whenever you want to get a sheep to move, you want to be standing on the opposite side of it to where you want it to run. Got it? Cool. This first one will run forward a bit, but you'll need to advance on it a bit more to coax it into the machine. No need to beat it up again, just run up behind it - don't get too close, or you'll get electrocuted - and it should run away from you, straight into the bizarre machine (Isn't the Wallace and Gromit's patented design from A Close Shave?). You'll see a cut scene of it go through the contraption and emerge on the other side considerably less furry. You may also notice there's a dirt mound by the machine, so what are you waiting for? Dig it up for a crown!

While you're at it, you might as well get the other crowns here too. From the dirt mound, walk up to the hilly part of this grass, and follow it towards Bo Peep for 4 crowns, then jump to the hilly part on the other side of her for 4 more. Keep running in that direction, past another electrified sheep, to a grassy area where several more sheep are grazing. There's a box with a crown there, and four apples lying around a tree. You may end up needing these by the time you're done with the sheep.

YOU SHOULD NOW HAVE 63 CROWNS.

Go back to the sheep you ran past earlier, and give it a whack - but make sure you're standing on the side of it you don't want it to run off in. You should be facing the wishing well and the shearing machine, but stand a little to the right as well, or it may run into the grassy area where the other sheep are grazing. Then just follow it towards the machine - after you go around the well, try and get on its left hand side, or it may trot around some more and miss the shearing machine path. Two down, three to go.

Ignore the big group for the moment and instead, run down the path that the sheep you just violated was standing in front of. You'll find a box with a crown and an apple here, as well as two more sheep. You'll also notice a big wooden tree stump here, that almost looks as if it could be part of the scenery. It's actually there for a reason, but we'll get back to that later. Chase the two sheep here into the machine (probably easier to do this one at a time), then you can turn your attention to the main majority of the flock.

Getting this last sheep can be a bit of a pain, as if it runs up either of the two hilly areas either side of the path, you'll have to chase it down again - you can't get it to jump down to the path from where you are. I recommend hitting the one that is grazing closest to the apple tree - stand behind it so that you're facing the path when you hit it, and with a bit of luck, you should be able to chase it onto the path. Then it's just a simple matter of herding it into the shearing machine. Your sheep score should now stand at five, so go have a word with Bo Peep and she'll open up the gate so you can be on your merry, and also grab an Edgar.

Follow the new path that's opened for you, but don't get too close to the giant mushrooms on the side, or they'll gas you. I've yet to find a way to kill these buggers yet. If anyone knows a way, please email me. There'll be a crown on the path down a ways, after which you'll find a box with 1 more crown and an apple. There'll be a dirt mound on your left to dig up, with another crown inside. 2 more crowns lead to a box which has an apple and a smaller evil mushroom. These

ones bounce around and also gas you, but can be defeated by a ground pound. If the first time you only make it dizzy, then pound it again. 4 more crowns lead into a new area, and you'll find yourself near a character switch door.

YOU SHOULD NOW HAVE 72 CROWNS.

Smash open the box nearby for a crown and an apple, then continue following the path that you were on to a bridge for 6 more apples. As you do, a spider or two will probably jump out of the trees and attack you. I prefer to stay out of the way of these guys, but if you want to fight them (and you will have to later on), then hit it with a spin attack to get it off its thread. Once it's on the ground it can be destroyed with a static attack or a ground pound. Ignore the Three Billy Goats Gruff for the moment - you still have crowns to grab. Smash open the box next to them for 1 crown and an apple. From here you should be able to see a warp door. Grab the crown in front and activate it, but warp back here - no point going back to the lake at the moment. Return to the path and backtrack until you get to a tree with two apples - there are apple trees all over this area, it's very handy, but this tree will be at the intersection of another path. Follow that one now to get 6 crowns, but stop there. You'll have come to the entrance to another pitch black area, so you can't go much further, even though you may be able to hear someone crying, and want to help them. Too bad - they'll have to keep on going the blub for the moment.

Run back to the bridge by the goats, but check out behind them. There's no actual path, but grassland leads around past a couple of mushrooms to what appears to be vegetable patch. Grab the 8 crowns littered around it, and then wander over to the sign and press X. You'll learn that you need to find three magic beans. Don't stress, they're not terribly well hidden. In fact, the first one should be right near you, bouncing around suspiciously. You may want to kill the mushrooms around here before you chase the bean, as they can get in the way and gas you. You may also want to try sliding into the bean when you chase it - I find this very effective. Once you've caught it, smash open the box by the river bank for another crown - leave the other one, it's got a giant mushroom in it. How'd it manage to fit in there?

YOU SHOULD NOW HAVE 96 CROWNS.

The other beans are pretty close by. The second bean will be bouncing around somewhere near the path that leads to the bridge and the goats - probably close to a yellow giant mushroom. The third one will be over near the entrance to the dark forest, or possibly near the warp door. Once you've got all three, go back over to the bridge and talk to the Three Billy Goats Gruff.

EDGAR #12 - BILLY GOAT BRIDGE BASH

It always seems that the grass is greener on the other side - it's certainly what these goats are complaining about. They want to cross the bridge to get to a much nicer feeding ground, but also want to avoid getting eaten by the troll that lurks under said bridge. Fussy, fussy, fussy... after you've spoken with the father goat, run onto the bridge, and the first goat will start his charge to get past. When he gets close, the troll will stick out his grotesque purple hand to try and catch him. You have to bash that hand (push B) before the goat runs into it. If you succeed, the goat will happily cross the bridge to the other side. If you fail, the goat will manage to escape back to his parents. Go back and talk to them again (grabbing the crown on the bridge as you go), then run back onto the bridge to try again. You have to whack the troll three times to get all the goats to safety, after which they'll reward you with an Edgar.

After getting your twelfth shiny gold statue, you'll see a clip showing that you now have access to King O'Sullivan's Mines. There's still plenty of work to

be done here though, so we'll get there later. Run back to the path and get the crown in front of the bridge, as well as the 1 on the bridge if you missed it before. Then follow the path around to get 3 more crowns before you come across the sign depicting Yakko tiptoeing. The trees in this area are noise sensitive - if you try to run past them, lasers will shoot out and hurt you. Your choices here are to tiptoe through this area to proceed safely, or do a triple jump to just pass harmlessly over the beams. You should be able to make it if you jump from high ground. Get the crown just past the laser-shooting trees, then continue around the corner. The first box you come to has another 2 crowns in it, and 2 more lead to a giant shoe, presumably belonging to Old Mother Hubbard. Wait until the toe of it has opened enough for you to get through, then run inside before it can close on you. Inside, there are exits on either side of you to choose from. Take the one on the right, but grab the crown behind the shoe's heel before you go far. There's 1 more crown before you come to the edge of a wide chasm, which has a button waiting patiently for you to activate it.

EGDAR #13 - FIND 125 COLLECTABLES

Pushing this button will result in a number of platforms materialising in mid air across the chasm. As you'll probably be able to guess by the tick-tocking sound effects, they don't stay there for very long, so make your way across quickly, but carefully. I recommend double jumps for the most part here. If you fall, you probably won't have enough time to cross again before the platforms disappear, so wait until they do so, then hit the button again. There are 21 crowns along the platforms here, and when you grab the seventeenth, an Edgar should appear next to the candy cane on the other side of the chasm. It's hard to see from this side, so don't forget to grab it when you've made it across.

YOU SHOULD NOW HAVE 129 CROWNS.

There should be a crown on the path in front of you now, and you'll find 2 more and an apple in the box. By now you'll have come across some rather unpleasant gingerbread men, who like to throw stuff at you when they think you're not looking. They're pretty cowardly, and will protect themselves when you get near them. Wait until they get dizzy from their throws and then proceed to bash them silly. After the box there's 3 more crowns leading you towards a ramp that leads nowhere, but has 5 crowns on it. Follow the path around the house. There are 2 crowns on the path, 4 sitting on the licorice allsorts scattered around this area, and 1 on top of the large piece of cake. If you continue to circle the house, you'll come across a dirt mound around the side, with 1 crown in it. There are another 3 crowns behind the house.

YOU SHOULD NOW HAVE 151 CROWNS.

Go back around to the front of the house and walk in the door, grabbing the 2 crowns as you go. Inside you'll find a hideous old hag - one who I believe has shown up in several Looney Tunes cartoons. She needs you to collect some wood for her to light a fire under her cauldron. Aha! We now know the purpose for those stumps we've been seeing throughout the level! Before you run off to fetch them, grab the crowns in here. Jump up on the fireplace, and get the 8 crowns that are up in the rafters. Then run back outside to the pointless ramp.

EDGAR #14 - THE WOOD, THE WITCH AND THE TURTLE

You may have noticed earlier that one of the wooden stumps is sitting here. If not, you have now. Run over to it and press X to carve it up as only cartoon characters can. You'll need to find four more of these wood piles though, so let's go take care of that. Hit the button and cross the chasm again, and head the opposite way out of the shoe this time. Here you will come across your first

laser-shooting dragonflies - and these guys can do a lot of damage if you can't figure out how to dispose of them. They're also rather difficult to avoid at times. What you need to do is jump on them - they'll plummet to the ground, where you can kill them with a ground pound. Anyway, there's more crowns for you to pick up here. The first box you come to has 2 crowns and an apple, then follow the path to pick up 7 more, killing the dragonflies as you go. Then jump up the blocks that lead to the top of the cliff - there's 5 crowns on the way up. At the top, you'll find a dragonfly guarding the second stump you need to carve up - this is one you should kill straight away, or it may knock you over the edge. After you've got the wood, follow the path under the waterfall to find a box with 3 crowns, and your first script page of the game. Only five more to go!

Now jump over the edge and into the lake. Swim over to the lily pads - avoiding more piranhas - to find a frog prince that you can cruelly relieve of his crown. Look around for a section of land near the waterfall - you should be able to spot a dirt mound you can dig up for another crown. Jump back in the water and swim around the lily pads to find another 3 crowns, then swim down the river to gather 9 more.

YOU SHOULD NOW HAVE 192 CROWNS.

You should be near the bridge where you did the Billy Goat bash once you've gotten all the crowns. Now you can concentrate on finding three more stumps to carve up. The first one you need is nearby - run over to the warp door, and you should be able to see it from there. The second one I pointed out earlier - back in Bo Peep's meadow, in the grassy area where you found two sheep before. Chop that one up, then run back over the bridge to find the final stump in the grass where the goats are now grazing. Now that you have all five piles of wood, return to the witch's house.

The miserable old hag isn't very gracious - as a reward for finding her wood, she tries to kick you out of the house without any of the delicious turtle soup she's cooking. The Warners naturally find this incredibly rude, and a melee ensues. It's not a very fair match up - you can't do any damage to the hag, yet she has the ability to turn you into a frog if her spell hits. Fortunately, you can turn her decor against her. As the laws of all cartoons go, mirrors can deflect lasers, spells, enchantments, death rays, and occasionally, surface to air missiles. As luck would have it, there happens to be a mirror hanging on the wall. All you need to do is stand in front of it, duck when the witch throws her spell at you, and then have a good chuckle at her expense when she gets a taste of her own medicine. Take the Edgar that appears and leave the house.

Alright, there's one area left to explore. Remember gathering the magic beans earlier? It's time to put them to use. Return to the vegetable patch and press X on the sign again to grow your beanstalk. After you're done oohing and aahing, start jumping up the leaves. You'll collect 2 crowns on the way as well as the E before you have to wait for the next area to load. Keep jumping up the leaves until you get to the top - you should pick up another 8 crowns along the way. It seems as though there's nowhere to go from here, but if you look around, you'll see an impressive castle with the drawbridge drawn - and it has a bullseye painted on the side, just like the one leading to the entrance of this level did. you know what to do - pull out your proton accelerator and shoot it to get a bridge you can cross to the castle.

You won't get far from here - 2 crowns will lead to a gate that you can't pass under if you're still playing as Wakko. We'll deal with that in a minute. First though, have a look around the sides of the castle - you'll find 2 crowns on the left, and 1 more on the right, waiting next to the M.

YOU SHOULD NOW HAVE 207 CROWNS.

Conveniently, there's a character switch door right where you need one. Jump back around to the front gate and switch to Dot - now that you have the grass skirt you can limbo under the gate here. Press Y to start, and keep tapping right to control how far you bend over. Once you get under, there's another crown right in front of you, and 1 more in front of each of the two suits of armour on your left and right. Be careful, as these ones will attack. Go up the stairs - dodge the armour here too - getting the 3 crowns as you go, and enter the gardens. There'll be a button in front of you - smash it, and it'll entirely open the gate you just limboed under, so you can now enter this area as any character. Get the 8 crowns out in the open, and then smash open the boxes around the edge of the garden for another 4. Run back to the character door and switch to Wakko, then come back to the garden and dig up the dirt mounds. Two of them in opposite diagonal corners have apples, the other 8 have crowns.

YOU SHOULD NOW HAVE 234 CROWNS.

Run up to the gate, and you'll see it's another Edgar tollpoint. If you've gotten the other Edgars I've already directed you to here you should have 14, and be able to enter. Run down the tunnel - there are 7 more crowns here - until you get to a large cave, where you'll find another mouse cage. This time Brain is determined to build a giant magnifying glass - no doubt so that he can set things on fire by angling it with the sun. Joy. ^_^ When the mini game begins, you control Pinky in a mouse wheel. Either a marble or a bomb will drop onto the treadmill - if it's a bomb, then rotate the control stick anti-clockwise to get rid of it before it explodes. If it's a marble, then rotate the control stick clockwise to push it onto the crusher. Here, you need to flatten it by pushing B three times, then press A to throw it into the bowl, ready for the next marble. You need to get five flattened marbles in the bowl to proceed, and if you prevail you win the much sort after magnifying glass. This thing allows you to track down Chicken Boo and earn an extra Edgar on each level.

Bust open the box in front of you for a crown. Then continue on down the path, but go slowly and cautiously after you've got the first crown you come across, as a wall of fire will shoot up not far in front of it. Wait for it to die down, then run past and grab the next 2 crowns. There's a second firewall after that, so again, go with care. You'll also be attacked by lava sprites down this passage, but they can easily be snuffed with a spin attack. There's 3 more crowns after the second firewall before you come to the third, after which you'll find a solitary crown before you reach a lake of lava.

YOU SHOULD NOW HAVE 249 CROWNS.

You need to proceed with care in this area. There are 7 crowns on or around the rocks floating in the lava that you need to pick up, but some of these rocks are moving and easy to miss when you try to jump on them. Once you've got the crowns, jump over to the wall with the trail of paw prints. Before you climb up though, you'll want to jump around to the right side of the cave, as this is where you'll find the A. Then shimmy up the trail and run down the path into the darkness, grabbing 7 more crowns.

YOU SHOULD NOW HAVE 263 CROWNS.

There are also two apples up here, which you may well need.

EDGAR #15 - ENTER THE DRAGON

It's time for another boss battle, and this one can be a right pain if you don't know what you're doing. The dragon will challenge you from a rock in the middle

of another lava lake. His first attack is to make three stalacmites drop from the ceiling. It's advisable to not be standing under them when he does, but as soon as they've landed, jump on top of one quick. His next attack is to raise the level of the lava, so that you're burned to a crisp unless you're safe on the newly installed stepping stones. After that he'll breathe fire at you, which will destroy the rock you're standing on. You need to jump to another rock before yours gets hit. The dragon will breathe fire again, leaving you to jump to the only remaining rock. Then he'll cease attacking and start waving at you. Your proton accelerator pack will automatically be activated now, and you'll go into first-person view. Don't bother trying to hit the dragon - his scaly hide is too thick, it would seem. Instead, aim for the stalacmite above his head. Hit it with a continuous beam and it should dislodge, fall, and smash him in the coconut. The lava level will drop back down, and the rocks will explode. The dragon will now repeat his attack pattern, starting with the falling stalacmites - this time he'll drop five of them on you. Then he'll raise the lava level and breathe fire at you again so that it takes out four of the rocks and leaves you with only one to stand on. He'll start waving again, and you can take out the stalacmite above his head to give him another bash in the head. He'll repeat the same pattern a third time, only this time he'll drop seven stalacmites. Give him another headache, and his Edgar is yours. Cross the new rocks that have appeared in the lava and get over to the island where the dragon was standing. There's a warp door there now. Open it up and go back to the door near the Billy Goat's bridge.

EDGAR #16 - LOCATE CHICKEN BOO

You're almost done here for the moment, but there's one thing left unfinished. Press up on the control pad to activate your brand new magnifying glass, then use the C-stick to move the camera around until you see a trail of yellow foot prints - they'll lead you towards the beanstalk again. You can now find this trail at the start of every level, and they will lead you towards the enemy that Chicken Boo is disguised at. In this level, they point at the bouncing yellow mushroom near the beanstalk, so go over to kill it with a ground pound. It will transform into Chicken Boo and putter away, leaving you with an Edgar.

Okay, you're done with this level for now. Take the warp door back to the exit, or choose exit from the menu.

YOUR TALLY FOR ONCE UPON A TIME SHOULD NOW STAND AT:

EDGARS: 6/8
CROWNS: 263/300
INVENTORY: Scuba mask, magnifying glass.
CHICKEN BOO: 1/1
LETTERS: A ME
SCRIPT: 1/1

WARNER FILM LOT - TAKE FOUR

Before you run off to the next level, there's a little cleaning up to do in this area first. Jump into the lake - since you can swim underwater now, there's 10 cannisters surrounding the island with the sound stage entrance for you to collect. When you swim around the back of the island, you may notice a tunnel in the wall. Follow it down, grabbing another 4 cannisters as you go. You'll emerge at the other end in another lake, which has a couple of potholes in it. In the deepest one, you'll find the E. Jump out of the water and run around the edge of the lake, dodging more spiders and mushrooms. There are 5 cannisters on the

bank, and another 4 hidden behind a large pillar.

YOU SHOULD NOW HAVE 221 CANNISTERS.

Once you've cleared out this area, go back to the Once Upon a Time lake, climb out, and exit this area. The path to the next sound stage is right in front of you - follow the tunnel down to the Edgar gate, which will shatter when you enter. Jump in the water and swim to the other side. Follow the trail of 6 cannisters to enter a cave. The sound stage is on an island in the middle of a lava lake (we're seeing a fair few of those lately, aren't we?), but can be reached by use of a flying fox. Climb up the tower on the left (make sure you get the cannister here now, as there'll be a rattle snake waiting to attack anyone who comes up here after you've entered the next level), and grab the handle hanging above you. You'll speed down the cable, grabbing another 3 cannisters, and be deposited next to a couple of boxes. Smash them open for 2 more cannisters, then run around the far side of the stage and smash open another box for 1 more.

YOU SHOULD NOW HAVE 234 CANNISTERS.

Enter King O'Sullivan's Mines.

YOUR TALLY FOR THE WARNER FILM LOT SHOULD NOW STAND AT:

EDGARS: 1/5
CANNISTERS: 234/300
INVENTORY: Grass skirt.
CHICKEN BOO: 0/1
LETTERS: CME
SCRIPT: 0/1

KING O'SULLIVAN'S MINES

Yes, I know there ought to be two apostrophes in the word "O'Sullivan's," but as that's how it's written in the game, I'm sticking with it. Did you notice that I didn't label this level as a Take 1? That's because the final two inventory items can be found here, and you can therefore clean out the entire level in one fell swoop. Hooray!

Start by having a chat with the least regal monarch you're ever likely to come across in a video game - King O'Sullivan. Pay attention as he tells his tale of woe about how the three pieces of the key to his mine have gone walkabout, and have a chuckle at the game's expense when Yakko correctly predicts the mine hides an Edgar (Actually, there's two - three or four if you collect the right number of collectables whilst down there. But if you follow my guide, you shouldn't). Then start off on your mad little scavenger hunt again. Have a look behind you to see 5 collectables up on a ledge - this time in the shape of glistening emeralds. Before you take them though, you'll notice a couple of boxes near the entrance - the kind that usually hide collectables. You'll find on closer inspection that these are steel-rimmed, and can't be opened by your usual methods. I'll be referring to these throughout the level as crates, and as usual, the ones that can be broken with a normal attack will be called boxes. Now jump up onto the ledge and take those emeralds.

Follow the ledge around to the right until you get to a path that leads to a very poor bridge - there's 5 more emeralds here. Cross the rickety thing, grabbing 2 emeralds and an apple as you go, and you'll see an even scarier shabby bridge as you go around the corner. There's 6 emeralds spread across

various planks of this bridge, but another 10 floating in mid-air on the left and right. You have to make careful jumps across the floating rock platforms to get all these without plummeting to your doom.

YOU SHOULD NOW HAVE 28 EMERALDS.

Once you're done with your perilous mid-air emerald hunt, continue to the far side of the chasm and follow the path that leads to the front door of the Monkey Temple, as it will earn you 3 emeralds. The first piece of the missing Shamrock key is at the top of the stairs. Two more to go!

Don't go in the temple yet, as there's still more emeralds to find outside. On the right side of the door there's a box containing an emerald, and there's another on the other side of the door. Go back down the stairs and into the grounds to take a better look at the two enemies you'll come across most often in this level. The first are monkeys - they can be found on the ground and in the trees. The ones in the trees are worth three hits - one to make them fall out, and two more to defeat them. Ones that are on the ground before you start attacking them will fall to one or two hits. The natives are a little tougher. They're one of those enemies that refuse to die until they get dizzy, and they only do this after they try using their spin attack on you. They'll only try it if you're near where they're running around. I advise avoiding them when possible.

Now, there's a whole bunch of emeralds scattered around this area. From the bridge, there's a tree nearby on the left which has a box under it. There's 2 emeralds and an apple inside. On the upper area left of the temple path, there's 4 on the ground and 2 on the tombstones. On the other side of the path you'll find a barrel - this has a native in it and he's restless, so let him be. There is however an emerald in the box, and you'll find another one in the dirt mound near the back wall - you are still using Wakko, aren't you? If not, there's a character switch door at the top of the temple steps.

YOU SHOULD NOW HAVE 43 EMERALDS.

EDGAR #17 - LOCATE CHICKEN BOO

It's that time again - run to the temple door and arm your magnifying glass. You will see that the tracks lead down the stairs. As you follow them, a bat will dive-bomb you at the bottom. Kill it, and it will reveal itself to actually be Chicken Boo, and leave you with your first shiny Edgar for this level.

Venture further into the temple. From the bottom of the first flight of stairs there's 1 emerald out in the open before you come to a box, containing an emerald and a rattlesnake. You'll remember these guys from the Ye Old West level, but may notice that they're orange instead of blue. This indicates that they're more dangerous. While the previous snakes only lashed out at you six times in a row, these guys will perform ten strikes before they wear themselves out. When they do, dispose of them in the usual fashion.

Continuing along the path, 2 more emeralds lead to a barrel containing an apple. Around the corner, you'll find a passage where arrows are being shot out of the walls at two separate points, making it advisable to time your trek down this path. To complicate matters further, there's another snake in between the two arrow hot spots. Make your way through this to find yourself before another area where the arrows are making a constant barrage, but this time it's slightly more complicated. But first, there's an emerald in this part, As the barrel here contains a snake, it's best avoided. Now, to your dilemma. It's not that the arrows are being shot any faster down the path you need to go. Indeed, if you could simply run across here at timed intervals, things would be much simpler.

But there's a sign here which illustrates Yakko tiptoeing, which as you know, means that sneaking along at a rather slow pace is required. If you run up to the edge of the rocky area, you'll see why - spikes will come out of the ground and impale anyone attempting to cross the area too quickly and loudly. You could make it across easily enough with a triple jump, but the game designers are one step ahead of you this time - there's a number of lasers above your head, waiting to zap anyone who tries to take the easy way out. Thankfully, there's a button at the edge that temporarily stops the arrows from shooting. Smash it with a static attack, and carefully make your way forward. The arrows will probably start shooting again before you make it to safety, but don't panic! Once you pass under the last laser, you can jump to land not riddled with spikes. Take a breather and treat yourself to some goodies - an emerald, and an apple in the box. When you're ready, hit the second button and cross the other spike pit. The final laser is inconveniently placed this time, so you'll have to tiptoe all the way.

On the other side, you'll find a character door which saves your position (thank god!), and a box with an emerald and an apple. There's a snake waiting for you in front of the next obstacle - crushing walls that want to squash you to a bloody pulp (pretty much the same as the ones you encountered back in Spooky Movie). As before, the easiest way to get through unhurt is to be leaning against them when they're closed together, so that you can zip through unharmed when they retract. There's another emerald out in the open here, and 3 more in the other boxes here. The box in the middle contains a snake and two apples - leave it if you don't need the health.

YOU SHOULD NOW HAVE 54 EMERALDS.

EDGAR #18 - SEE NO TEMPLE... HEAR NO TEMPLE.

Follow the path around and jump the spikes to enter a large chamber, which houses a number of emeralds, several natives, a locked door on the opposite side, and an impressive primitive artwork display, complete with monkey eye laser grids. First, run around the edge of the chamber, avoiding or disposing of the natives as you please, and gathering all the emeralds - there's 12 of them.

YOU SHOULD NOW HAVE 60 EMERALDS.

You need to get through the locked door to progress, but how? The answer is in the name of this Edgar, which pays homage to the three wise monkeys. Arm your proton accelerator pack and run over to the nearest monkey head display - you'll notice that the lasers are coming out of its eyes. One shot in each eye will deactivate the lasers, and you can progress to the next head to repeat the process. When all eight lasers have been disabled, a clip will show the door slowly open, and that there's a big letter A hiding in the laser grid device above the pool in the centre of the chamber. To all you other smarty-pantses who also found it before the clip, nice work!

Jump the spikes and continue down the passage - if you don't find 2 emeralds followed by a snake, you're going back the way you came. There's a box after the snake that houses an emerald, after which the path leads down to a small pit of lava. Jump it and take the emerald on the other side, then ignore the next box, as it's another snake. The path now leads into a second chamber, with another locked door at the far end. Hit the button at your feet, and a bell chime set to resemble a monkey's tonsils will echo four tones. This is the "hear no evil," part of the mission. On each side of the pool in the middle of the chamber, there are two identical money heads, each with a tonsil chime. Hit them in the right order, and the door will open. From where you're standing (the button), the correct order is the far left chime, the near left chime, the near right chime, then the far right chime. Once you've opened the door, jump in the pool

and try to grab the 3 emeralds there without being bitten by the piranha. Don't get too worried if it gets you, as you can find apples in both of the middle boxes either side of the pool. Don't open the ones on the ends though - only the second of each group of three has an apple. The others are snakes.

Go through the door you so cleverly opened, and follow the stairs down to a huge lava pit, taking 3 more emeralds along the way. Hovering above the lava pit are large wooden hoops, which you can jump on to get across. Make sure you grab the 3 emeralds along the way. In the middle of the lava pit you'll find an island with the Edgar that has taken you so much trouble to find, and a warp door. Use it to get back to the start of the level.

YOU SHOULD NOW HAVE 79 EMERALDS.

Follow the path along the bridge and grab the 8 emeralds that lead to an intersection. Look to your right, and you should see a group of cliffs. Jump up them, grabbing 2 emeralds on the way, and follow the area around to a dead end, with 2 more emeralds. You will notice the cable of a flying fox like the ones outside the level here, but you can't use it from this end. Run back and choose the path that leads upwards - it's the one that has all the boulders rolling down it and attempting to squash you ala Raiders of the Lost Ark. There are some spaces along the cliff face on the right where you can squeeze in and allow the boulders to roll harmlessly by, so I suggest you make use of them. There are 4 emeralds along this boulder-infested path. Once you have them all, look to the left to see some pillar-like platforms that can be reached by careful jumping - very careful, as a dragonfly is hovering around one of them. Each of the 4 pillars has an emerald on top, and if you look around to the wall, you should notice a cave that you can reach from this vantage point. Jump inside and make your way through, grabbing 7 emeralds as you go (1 is underwater). When you exit the cave, you'll come across an impressive bridge that appears to be mainly constructed from dinosaur bones. Look around to your left before crossing it, and you'll notice a trail of paw prints leading up the cliff face. Follow them up, grabbing 3 more emeralds as you go, and at the top you'll find a box containing an apple, an emerald, and your second script page.

YOU SHOULD NOW HAVE 110 EMERALDS.

Float back down to the ground in front of the bridge and start to make your way across. There are 12 emeralds to find before you reach the other side of the chasm.

EGDAR #19 - FIND 125 COLLECTABLES

Investigate the lower part of this area first. There are 2 emeralds here; 1 out in the open and 1 buried in a dirt mound. The box contains a native. On the upper part of this area, you'll find 5 more emeralds resting on the scattered tombstones. If you've been following this guide closely enough, another Edgar statue should appear when you grab the first of these.

YOU SHOULD NOW HAVE 129 EMERALDS.

Turn your attention to the big rock under the tree if you haven't already, and you'll see the second piece of the shamrock key just waiting to be taken. Once you've gotten everything, run back across the bridge, through the cave and down the boulder-plagued slope until you're back at the path intersection. This time take the path you haven't been on. There's only 2 emeralds before another intersection - this time take the path to the right. 3 emeralds lead up to a large door, which is the entrance to the mine. You still need to find another piece of the door key before you can go in, so just take the 2 emeralds in the boxes outside for the moment. Keep following the path around to the right for 3

more emeralds.

YOU SHOULD NOW HAVE 139 EMERALDS.

This path should have led you to a secluded island separate from the lake proper. The box on this island has an apple and an emerald. There's a dirt mound behind this island with another emerald. Jump in the water and look around - you should be behind an island that's sporting a large, downwards pointing arrow. Dive under the water and you should find the E submerged between two pillars behind said island. Surface and jump onto the arrow island. There are 4 emeralds in the boxes here, as well as a crate that you're currently unable to open. You should be able to spot 2 more emeralds out in the open - 1 each on another two islands. The remaining island has a box with 2 emeralds in it.

YOU SHOULD NOW HAVE 149 EMERALDS.

Jump in the water and swim over to the arrow on the large island. You'll notice that this arrow is pointing at an underwater cave entrance. This is where you'll find the last part of the key, so swim down into it.

EDGAR #20 - EXPLORE THE BLUE LAGOON

The path leads straight down at first, littered with 3 emeralds, before it levels out. Follow another 3 emeralds to an intersection where you must make a choice - up or down? Doesn't matter really, as there's emeralds along either path. Take the upper path. A single emerald shows the way into a room where you'll find another 4 emeralds on a ledge. Take the exit at the other end of the room and follow the path in the same direction. The path you skipped earlier comes out here, but leave that for the moment. 3 more emeralds lead to another intersection - this time the choice is left, right, or up. Take the left path. This takes you to a room with 4 emeralds, and a crashed UFO with a disturbingly familiar face inside. Better yet, the final piece of the shamrock key is floating above the no-longer-flying saucer. Go back to the intersection and swim straight ahead to take the opposite path. There are 8 emeralds along the tunnel before you reach a room of underwater heat vents. There are 4 emeralds floating above these vents, and another 1 that is floating just above an Edgar! Yay!

Make sure you grab the C at the back of this room to completely clear it of goodies before you swim back to the intersection. Turn left and backtrack to the area you didn't visit earlier. The lower path should reward you with 3 emeralds before you reach a room full of writhing tentacles. Carefully swim around here and grab 4 more emeralds, as well as the 1 that is leading back towards the lagoon entrance.

YOU SHOULD NOW HAVE 194 EMERALDS.

Okay, swim back to that three-way intersection and take the upper path. Grab the 3 emeralds as you swim back up to the surface. You'll find yourself in the middle of a smaller lake than the one you came from. Take the 3 emeralds in the water, then look around for a path on the shore that leads to 2 emeralds and an apple. Find it and follow it to a swamp covered in moving lily pads. Jumping in the green muck doesn't injure you, but it acts similar to quicksand, so using the lily pads is recommended. There are 14 emeralds scattered amongst the lilies, and 1 more on the other side of the swamp leads to a clearing with an impressive treehouse in the centre.

EDGAR #21 - HOME IN THE TREETOPS

First thing you'll want to do is clear this area of enemies - it's covered with

monkeys and natives, and seeing as you'll be chasing someone around here in a minute, the last thing you want is those goons getting in the way. Next, grab the emeralds. There are 4 out in the open by a tree, and another 1 in a box.

YOU SHOULD NOW HAVE 222 EMERALDS.

Okay, talk to the Tar-zany looking character and pretend to be interested when he whines about his monkey needing a spanking. Guess what? You're the designated spanker! The hardest part about this mission is just catching the annoying little pest, who is slightly faster than you. He can also be difficult to spot if there are other monkeys whom you've spared running around. The key to this mission is to chase him around the treehouse, but to be running closer to the tree than he is. It's like in a horse race - all the horses run to the inner lane as quickly as they can, because it means they don't have as far to run. As soon as you get close enough, hit Cheeky (that's the silly-looking simian's name) with a spin attack. Then do it again. And again. Once you've bashed it senseless three times, talk to the self-proclaimed king of the swingers again (I stand corrected - I guess there was a less regal monarch than King O'Sullivan after all), and he'll activate the elevator that grants you access to his treehouse. Jump on the moving platform, and make your way up to the treetop village. There's 3 emeralds on the platforms that lead up. The first hut you come to has 2 emeralds in it, and a shiny Edgar. Run across the bridge with 3 emeralds to the next hut, where you'll find an apple. The next bridge also has 3 emeralds, and leads to the handle of the flying fox you saw earlier. Grab on and zip down the cable to get another 4 emeralds.

YOU SHOULD NOW HAVE 237 EMERALDS.

All righty, time to take a look around the mine. Follow the path down to the bottom of the cliffs and go back to the mine entrance you ran past earlier. Now that you have the entire key you can get in, but there's one slight hiccup. The power is out down there, and there's no light. As you probably know by now, if you go into a pitch-black area for more than a few seconds, you're instantaneously teleported back to a better lit area. The only thing you can do is hit the switch at the entrance of the mine that turns the lights on temporarily, and then run to hit the next switch before everything goes black again.

EDGAR #22 - PLUNDER THE MONKEY MINES

So, after the first light switch you'll find an emerald out in the open, followed by 1 in a box, 1 out in the open, 1 in a box, and 1 more before another light switch. You will have come to a room which has an interesting mural on the wall - you'll do well to remember the position the circles at the bottom of it are in. Below the mural though, you'll find an Edgar, and an emerald in front of it. One of the boxes has an apple, and the other has a snake. Follow the path out of the room (hit the light switch again just to be safe), and you'll come across 1 emerald before a box. The box has an emerald too, but it also has an enemy you've never seen before - kind of a wind-up rodent of some kind. You don't yet have any weapon that can kill it, but you can easily outrun them, so don't be too worried. Continue on the path and you'll come across two large wheels that you have to jump through the spokes of to pass. Grab the emerald on the rock in between as you go. There's another light switch after the wheels. 1 emerald leads to a box with another emerald and an apple inside. 2 more emeralds lead into a room where light is streaming in from the ceiling. You'll notice immediately that there's a light switch in this room, but that it's somewhat bigger than the previous switches. Smash it and the lights will stay on permanently. And now that you don't need them, King O'Sullivan will wander into the room and give you a pair of night-vision goggles. As much as you will surely want to give that guy a good kick, rejoice! You need only one more item to find

for your inventory, and that can be also found in this very room - go over to the mouse cage for your final Pinky and the Brain mission.

Brain has created a time bomb that contains no explosives - go figure. Your job is to find the right combination to activate it. If you've ever played the game, "Master Mind," then you'll get a bit of an idea of what goes on here. When the mini-game starts, the bomb will have three digits on it that will stop at random numbers. You need to start changing between the numbers until you find right ones. The easiest way is to do it one number at a time. Use up and down on the control stick to change the first digit by one. Then move your cursor across to the three lights on the end and press A. If you've got the right number, then the light for that digit (left, middle or right) will turn green. In this case, move on to the next number. If you've found the correct number of one of the other digits, it will turn yellow. In this case, give this number to one of the other digits you haven't gotten right yet, and check if you've got a green light yet. If the light remains red, you've got the wrong number. Go back and try again. Speed is of the essence here, as every incorrect guess eats up your fuse a little more. The combination I got was 8-2-0, but I think it changes every time, so don't be surprised if you try that combination and get it completely wrong. If you successfully arm the time bomb, you will be rewarded with some explosives of your very own!

Congratulations! You finally have everything you need to go back and clean out all the previous levels. If you're still playing as Wakko, use the character door to switch to Yakko and experiment with your shiny new toys. As with the shovel and the grass skirt, the bombs are activated by the Y button. Tapping it will drop a bomb where Yakko is standing, in which case you need to run to a safe distance to prevent yourself from also exploding. This is good for busting containers you can't otherwise open and impenetrable barriers, such as that wall of rocks blocking your way out of here. Try destroying that now. On the other hand you can also use bombs as a ranged weapon, in the style of grenades. Holding Y will give you a cursor showing where the bomb will land when you throw it. However, this doesn't account for the bouncing it will do when it hits the ground. In other words, when you throw your bombs, you always need to aim short of your target. Get a little practice in by trying to blow up the windups in this room, using only thrown bombs.

Now, back to business. The 2 barrels in this room both have an emerald, and one of them also has an apple. There are also a couple of crates in this room near the doorway blocked off by the rocks, which you should now blow up if you already haven't. The crates contain 2 emeralds, an apple, and a windup. The crate on the other side of the room also has an emerald. Now turn around and follow the path back to the room where you got your latest Edgar - it's the one with that weird mural on the other side of the giant wheels. There's 2 more crates in here with an emerald each.

YOU SHOULD NOW HAVE 257 EMERALDS.

Run back into the room where you got the last items of your inventory and head through the freshly-blown-up doorway. You will have come to a pit of green ooze or something, but have no fear - by now you should have mastered the triple jump well enough to navigate your way safely across the rocks high above impending doom. Your biggest challenge in this area is that some of these rocks have windups crawling around on them. This is a good chance to practice distance bombing. Or if you prefer, just run past them - like I said before, they're not very fast. You'll find 3 emeralds on the first few rocks, another 3 around the corner (where you'll also have to use moving platforms to cross), and another emerald at the following corner. 1 more emerald greets you when you get your feet back on terra firma, as well as a dirt mound that houses another. Luckily there's also a character door here, so switch to Wakko to dig up the emerald,

then switch back to Yakko so that you can blow up another pile of rocks blocking your path forward. There's an emerald and an apple in the box, and another emerald up on the ledge in front of the rock slide.

YOU SHOULD NOW HAVE 268 EMERALDS.

This one can be a bit tricky to destroy - the bomb you drop might fall off the ledge, or not be close enough to take out the barrier. I advise standing in the middle of the debris, and moving as close to the edge as you can, then drop the bomb whilst you're facing the blockade. When the door is clear, you can run into a large metal chamber with stairways that all seem to go in really weird directions - very trippy. There's also a console with three handles to turn, all marked with a different symbol. See? I told you that it would help to pay attention to that mural, didn't I? Turn the handles in the order you so cleverly memorised (right handle, middle handle, right handle), and the stairs will be turned around so that you can now progress through the door at the top of the chamber. And so it is that you've now reached yet ANOTHER firey-lava-influenced area. Grab the first emerald you see (taking the time to kill any lava sprites that come near you), and then wait for the firewall to spring into action before you recklessly run into its clutches. There's a box on the other side of the firewall that has an apple in it, and then another emerald in front of another firewall.

Past these firewalls you come to a large chamber filled with molten lava. There are a couple of high-placed rocks and platforms, but apart from those and some small islands at ground level with handles to turn, this place seems very inhospitable. Take the upper path - cross until you reach the furthest of the high rocks - you should pick up 3 emeralds on the way - and look down. Across the lava straight in front of you, you should see a handle. You can easily make it with a triple jump - make sure you get the 3 emeralds nearby - and turn the handle. These handles activate the sprinkler systems in this chamber, which temporarily harden parts of the lava and gives you walkable paths between the little islands. However, the one you just turned activated all of the sprinklers, and the paths they leave stay permanently, unless you leave the level.

The door that leads toward your target is just behind you, but you should clear this chamber of emeralds first. 3 emeralds should lead you to a box that contains two apples and a snake - good if you need the health, but otherwise not worth bothering with. Follow the path with 4 emeralds to one of the islands and take the right path from there, which has another 4 emeralds. This path will lead to a box with 1 emerald and a snake. Go back to the island you just came from and take the opposite path, which has 3 emeralds. There's another emerald in the box where that path leads.

There's one more box in this chamber, and it has two apples in it. Turn back towards the exit you'll take out of this chamber - the one near the handle you turned earlier - and you should see the M waiting for you in a little cave nearby. Make sure you grab it, because that should be the last letter you need for an extra apple. Now go through the doorway, being careful of the firewalls in this passage. The barrel in here is empty. At the end of the passage you'll come to an emerald, and an Edgar door that won't let you pass unless you have 20 golden statues to show off. Venture inside, and you'll be beside yourself.

YOU SHOULD NOW HAVE 293 EMERALDS.

EDGAR #23 - DEFEAT AZTEC PILLAR

The effigy totem pole isn't too difficult to defeat. When the battle begins, the effigy will try to damage you by throwing bombs. Assuming that you're still playing as Yakko, how does it feel to get a taste of your own medicine? At three

different points around the edge of the battlefield you'll find more effigies - these are what you need to attack. Whether Yakko's bomb blasts can take these out I've yet to determine, as the effigy's bombs tend to get there before mine, but the first thing you need to do is use the bombs the effigy is firing to blow up the bottom third of each Warner pillar - in other words, stand in front of them and wait for the effigy to toss a bomb at you. Each time you destroy one part of one of the three pillars, bombs will fall from the ceiling. Run towards the next pillar and avoid getting exploded. You'll find that life imitates art here - once you've destroyed the bottom third of all three pillars, a large mallet swings from the ceiling and reduces the enemy effigy by one third. It will retaliate by shooting fire at you now. The easiest way to deal with this is to stand on top of the pillars (they're short enough to be reached by a triple jump now) and wait for the fire to burn through the second segment of these pillars. Again, bombs will drop from the ceiling every time you destroy one, and the mallet will swing again once you've knocked out all three. The effigy's final retaliation is a laser beam. This is pretty much the same as the fire was - just stand on top and wait for segment to be destroyed, then dodge the falling bombs. Once you get all three segments, another Edgar is yours.

EDGAR #24 - FIND ALL 300 COLLECTABLES

Take the warp door that's appeared where the effigy was, and head back to the start of the level. You're almost done here; you just need to track down those last few emeralds. This is a good place to start - the crates you couldn't open earlier. There are 2 emeralds in the crates on the left of the entrance, and 1 in the crate on the right. Jump in the lake and swim to the island which also houses the cave entrance to the blue lagoon. There's 1 emerald in the crate on this island. Jump back in the water, enter the cave, and make your way back to the treehouse on the far side of the swamp, where you violated all those monkeys before. Run around the left side of the treehouse and get the 2 emeralds in the crates, then run around to the other side to find the crate containing the very last emerald.

YOU SHOULD NOW HAVE 300 EMERALDS.

Grab the Edgar when it appears, and check your tally. Got everything? Sweet. Then head back out to the Warner Film Lot.

YOUR TALLY FOR KING O'SULLIVANS MINES SHOULD NOW STAND AT:

EDGARS: 8/8

EMERALDS: 300/300

INVENTORY: Night-vision goggles, bombs.

CHICKEN BOO: 1/1

LETTERS: ACME

SCRIPT: 1/1

WARNER FILM LOT - TAKE FIVE

Although you'll have gone to all but one of the levels, at this point you will have only completed a little over half the game. It's time to clear out this blasted hub once and for all. The timing is ideal - you have all the items you need to empty the previous levels of their Edgars, and you will still need to get at least one more golden statue before you can access the final level. Let's start with the Warner Lot.

You'll be standing in front of the sound stage to King O'Sullivan's Mines. The flying fox on your left will take you back into the main part of the cave, but

be careful as you round the corner - there's now a rattle snake in front of the paw prints leading to the top of the tower. Kill it and climb up, then grab the handle to swing across the lava, grabbing 3 cannisters as you go. Climb back up the rocks and swim to the other side. Now look closely at the wall on your right as you follow the tunnel back up, and you should see a crack in it which you can run into. This area is in complete darkness, but you now have the equipment to navigate such areas. Press down on the control pad to arm your night vision goggles, and stumble around until you find 3 cannisters hidden in the dark.

YOU SHOULD NOW HAVE 240 CANNISTERS.

Navigate your way back into a better lit area and disarm your goggles. Run back up through the cave until you get to the T-intersection that leads you to Once Upon a Time. You've found all the items in this area, so run back to the water tower area and take the fork on the left to the Spooky Movie area. You've found all the collectables here as well, but to clear this level of all cannisters you need access to The Epic area, and you need one more Edgar to get in there. It just so happens that there's an Edgar conveniently here.

EDGAR #25 - LOCATE CHICKEN BOO

Go through the gate to the Spooky Movie area, and look for one of the giant man-eating plants near the next gate, on the right of you. If you're still using Yakko, throw bombs at it until it goes boom. Otherwise you're going to have to tiptoe up to it and smash it with a static attack whilst it's asleep. Defeating it will reveal another Chicken Boo, and provide you with that oh-so-needed 25th Edgar. Leave this area and run up the stairs to the Epic - it's the opposite path from you as you approach the water tower.

Check out the piles of rubble and debris either side of you as you ascend the stairs. Your Collectables-Sense should be tingling, so switch to Yakko if you're not already using him, and blow them both up to reveal a couple of not so secret areas. The one on the right has three vases blocking the entrance, yielding 6 cannisters. Venture into this area, and you'll see several pillars lying on the ground, surrounded by 5 cannisters. Go back out and into the opposite area. Again, you'll find 6 cannisters in the three vases blocking your path. Go into this little area, and run into the far right corner for 3 cannisters. The opposite corner has 2 cannisters - make sure you run all the way into this little hidey-hole, because one of them is easy to miss. On the other side of the building you're now crammed next to are 2 more cannisters, and the vase in the doorway of this building has a script page.

YOU SHOULD NOW HAVE 264 CANNISTERS.

Leave this area and run up the stairs and through the gate. Immediately in front of you will be 2 cannisters. The vases visible to you have 4 more cannisters, and if you turn around to look back at the gate, you'll see a vase with 1 more. Go through the arch and pick up the 3 leading to the sound stage entrance, then smash open the vase beside it for another. Run down this narrow path around the stage to pick up more 9 more, and then look to your left to see a golden pillared area - there are 3 more cannisters behind those pillars.

YOU SHOULD NOW HAVE 287 CANNISTERS.

Now, you could enter The Epic if you wanted to... but wouldn't you rather get the last of those annoying cannisters first? Of course you would! Head over to the Ye Old West area, switching to Dot as you run through the central area. When you get to the gate, have a look over to your right. There's a broken fence that you can limbo under. Do so, and you'll come up on the other side to find

yourself on a path leading into a canyon area, but blocked by a rattlesnake. You'll have to jump as you approach it to get its attention, as it's on a higher slope than you. To your right, you'll see a discarded train engine like the one you saw back in Ye Old West. There are 7 cannisters on the cliffs surrounding the train, and if you turn back around, you'll see another 2 on the ledge behind you. Opposite the path that brought you here, you'll find a path leading to another area with a snake in the centre. Kill it, then jump on the ledge for 3 cannisters and an A guarded by another snake, which should add another apple to your health bar.

EDGAR #26 - FIND ALL 300 COLLECTABLES

Your Collectables radar will disappear at this point, just one shy of awarding you with another Edgar. To find the elusive cannister, you'll need to limbo back under the fence, go through the gate, switch characters to Wakko, and look for a dirt mound near the cart in the corner. It's guarded by a rattlesnake, and contains cannister #300.

YOU SHOULD NOW HAVE 300 CANNISTERS.

Since you're here, you might as well clean out this level - enter Ye Old West.

YOUR TALLY FOR THE WARNER FILM LOT SHOULD NOW STAND AT:

EDGARS: 3/5

CANNISTERS: 300/300

INVENTORY: Grass skirt.

CHICKEN BOO: 1/1

LETTERS: ACME

SCRIPT: 1/1

YE OLD WEST - TAKE 2

The first area you need to visit requires limboing, but before you switch to Dot, run around the back of the buildings on your right hand side until you get to the barn. You'll find a dirt mound behind it with a buried nugget. Okay, now run back to the character door near the level entrance and switch to Dot. Have a look around for a large rock archway, and run under it. On the other side you'll see a wall of rock with a small gap underneath. Just in case you're not sure what to do here, the game producers have even thoughtfully added a sign depicting Dot leaning over backwards. Shimmy under the rock to find yourself in a canyon with a barrel in front of you. It contains an apple. Follow the path along, avoiding cactii and tornados, but grabbing the lone nugget until you come to a dirt mound near the ledge. If you need it, there's an apple poking out of the dirt that doesn't require digging. There's a trail of paw prints leading up the wall here, so climb up and grab the 3 nuggets up here. Duck the cactus attack and knock him out of your way. Follow the ledge along to find 2 more nuggets before an inanimate cactus. There's another 1 on the other side of the cactus, in front of the snake. Turn back around and keep following the path. You'll get 5 more nuggets before coming to an open (well, more open than before, anyway) area.

YOU SHOULD NOW HAVE 216 NUGGETS.

Ignore the box to your left, it's only a snake. Instead, make your way around the upwards spiralling path of the rock formation in the centre of this area. There's 7 nuggets leading up. When you get to the top you'll see a rock nearby with a box - it contains a nugget. Jump from that rock to the ledge with the

barrels and the character door. The barrels contain 4 nuggets, three apples, and a cactus. Turn back towards the spiral rock tower and look for more rocks with nuggets on them. The closest should have 1, and the next one will have 2 making a path towards a higher rock. Be ready to jump to that higher ground, because the rock those nuggets are on isn't stable. Be careful when you get to that higher rock, because there's a snake up there along with 3 nuggets. From this point, you should be able to see a ledge with what appears to be a large bird's nest - probably a vulture or a condor or some other large winged beast. Jump from rock to rock (picking up another 3 nuggets) until you get there, and can grab the 5 nuggets and the M snug in the nest. Go back to the wobbly rock and jump over to another rock path. There are 2 rocks, each with a nugget, leading towards a ledge that has a nugget at the top, and then 2 more and an apple down a slope back to the ground. You can't get back up this slope, so you'll need to climb the spiral tower to get back to the top of that ledge. Following the ledge you'll come to a rock with a cactus, then another with a box that contains a snake and an apple. I'd advise against opening this box even if you do need some health, as you're likely to end up falling flat on your face and have to climb up the spiral tower again. The rock after the box has 1 nugget, and then you'll reach a ledge with a snake on it. There are 3 more nuggets and an apple along the ledge behind this snake. Now make your way across the rocks over to the character door, swich to Wakko, and make your way back along the canyon until you reach the dirt mound by the paw prints trail. Dig it up for a nugget.

YOU SHOULD NOW HAVE 252 NUGGETS.

Go back to the character door, switch back to Dot, and limbo back under the rock wall to get back to Calamity Canyon.

EGDAR #27 - LOCATE CHICKEN BOO

Leave town and follow the trail until you get to the train station. Run over to the abandoned train engine and kill the cactus closest to it. It'll transform into poultry and leave you with a shiny golden statue to add to your collection.

Use the character door at the entrance to the station to switch to Wakko, then turn around and look back towards the path you used to get here. To the left of it is a water-filled cave. Dive in, and swim out the other side to find a semi-hidden area. Follow the path, watching out for tornados and cactii. Both boxes on this path have apples in them, but enemies too, so be careful. At the end of the path you'll come to a circlular fenced maze, filled with stampeding cattle. When you navigate this area, make sure you stay close to the walls, as you never quite know when a homicidal maniacal steer might charge into you. Take the left path when you get here - the right is a dead end. The first hole in the fence you come to - which offers you an alternate path - is also where a box is sitting, but leave it alone. It has a snake inside, and you don't need an extra enemy around whilst there's insane cows stomping around. Go through the gap in the fence and take the left path. This will bring you to some boxes, which have an apple and a cactus inside, a barrel with a nugget, and a dirt mound, with another nugget. Turn around and go back through the fence, and continue going clockwise along the outside path. Go through the next gap and the one near it, and take the right path. You'll come to three boxes, which contain a snake, an apple, and a nugget. Turn around and follow the left path until you get to the centre area. Wait for the cactii to shoot at you, and then get rid of them. Grab the script that's waiting for you. There are another three boxes here, and again, they contain a snake, an apple, and a nugget. Go back through the first gap in the fence and go left. You'll come to a series of boxes, which contain in the following order: a snake, an apple, a nugget, a snake, and a cactus. The barrel on this path has a nugget and an apple.

YOU SHOULD NOW HAVE 258 NUGGETS.

Return to the train station - just stick to the outer path to get back - and use the character door to switch to Dot. Follow the path into Big Chief Sitting Bison's valley.

EDGAR #28 - RESERVATION RAIN DANCE

You should be experienced enough with limboing by now that this Edgar should be reasonably easy to get. Run into the limbo field, and watch as one of the warriors shows you how it's done. Follow suit when the cut scene ends, then wait until it's your turn again before repeating your performance. However, they will have lowered the bar now, so you'll have to be a bit lower to get under successfully. After your second bend, the bar will be lowered so far that no-one else is able to get under it. Well, they do all have pretty large bellies. Dot can slide through just barely - you'll have to be in the very last colour of your limbo bar before you fall over to get through. When you get under, the rain will fall, filling the creek and washing up several nuggets that were supposedly buried in the creek bed. Talk to Chief Bison to get your Edgar.

Use the character door for the final time on this level and choose Wakko - you won't need Dot or Yakko for the remainder of the level. Jump in the creek and grab the nuggets that appeared - there are five of them. Then get back on dry land and follow the creek until you get to the waterfall. There's a dirt mound under it with another nugget.

YOU SHOULD NOW HAVE 264 NUGGETS.

Now follow the path down to the big lake with the island in the centre. Now that you have the scuba mask you can grab the nuggets under the water. There are 22 in here, all in big groups above the rocks on the bottom of the lake.

YOU SHOULD NOW HAVE 286 NUGGETS.

There are also several apples in the lake, and there's a tiny cave under the central island where you'll find the C, which should give you your next apple. Once you've emptied the lake of all its goodies, take the path that leads to Skookum Jim's mine (the one with the falling rocks).

EDGAR #29 - FIND ALL 300 COLLECTABLES

This is the last area you need to search for collectables in. There's a dirt mound outside the mine which has 1 nugget. Enter the mine and put on your night vision goggles. The box just inside the entrance has 1 nugget and a snake inside. After the box, there are 4 nuggets before you come to a pit of spikes, which you'll have to jump over. After the spikes there's 1 nugget, then a box with 1 more and two apples. 2 more nuggets lead to another spike pit, which is followed by 3 more nuggets, and a box with a snake. The final nugget is behind this box.

YOU SHOULD NOW HAVE 300 NUGGETS.

Grab the Edgar when it appears, and make your way back out of the mine. One more Edgar and you're done here!

EDGAR #30 - BUCKING CHAMPION

Go back to the lake and make your way from there to the rodeo - the quickest way is by using the warp door. Now that you have the shovel, you can dig up the key to the rodeo doors and go inside, where a very grumpy looking stallion is waiting for you. Run up to him and jump on. Round 1 begins. You'll ride around

for a few seconds before the horse stops, and an arrow will appear on the screen - either pointing left, right, up or down. You have to press the control stick in the same direction, which will cause the Wakko icon on the bar at the top of the screen to move right, towards the slightly-less-grumpy-looking horse icon than the one at the other end. Keep pushing the directions that the arrows indicate until you hit that horse to begin round 2. This one's slightly more difficult, with more arrows than before, and more correct responses required to reach your target. Round 3 is harder again, but once you beat this one, the cowboy will point you towards his Edgar, in the stall at the back of the rodeo. Grab it and check your tally. If you've got everything, you're good to leave.

YOUR TALLY FOR YE OLD WEST SHOULD NOW STAND AT:

EDGARS: 8/8

NUGGETS: 300/300

INVENTORY: Suction cups.

CHICKEN BOO: 1/1

LETTERS: ACME

SCRIPT: 1/1

WARNER FILM LOT

No take this time, as you're not stopping to get anything. Just make your way over to the Spooky Movie sound stage and go in.

SPOOKY MOVIE - TAKE 2

There's not a great deal left to do here. It shouldn't take you that long to clean up this level. To start with, switch to Dot and run around to the left side of the mansion, where you'll see a broken fence. Limbo under, and you'll find 6 pumpkins out in the open, 1 in a vase, and 1 in the vent, which you have to coax open with a ground pound. There's also an apple in there.

YOU SHOULD NOW HAVE 245 PUMPKINS.

Go back under the fence, run down to the character door and switch to Yakko - he's the one you'll be needing for almost all of the remainder of this level. By now you may be wondering why your collectibles radar is still showing. There doesn't appear to be anywhere else to search in this front garden - no dirt mounds or anything! Take the warp door to Scratchenstein's lab. Again, the room seems empty, but the radar is still insisting that there's collectibles in here. Take out your frustration on those stupid looking jack-o-lantern statues and you'll find your answer - each statue hides two pumpkins! There are 2 statues here, so that means 4 pumpkins. Warp back to the garden and blow up the three statues there - there's one near a tree in the middle of the garden, and two more near the front door - one near each of the giant plants. This will give you another 6 pumpkins.

YOU SHOULD NOW HAVE 255 PUMPKINS.

EDGAR #31 - LOCATE CHICKEN BOO

Enter the mansion, and run up the stairs and around to the right, to the hall that leads to Scratchenstein's lab. When you do, the homicidal chainsaw-wielding maniac will come at you. Wait until he loses his precious equilibrium, then kill him. He'll morph into Chicken Boo and leave you with an Edgar.

Run back downstairs and head around to the back hall by the left doorway. Go through the lasers on the left and into the darkened chamber. Pull on your night vision goggles and have a look around. First of all, deal with the bats in the room. There are four or five of them, and if they get close enough they'll knock you into the spike pits, so kill them the first opportunity you get. Now follow the winding path around to get the items. There's 1 pumpkin straight ahead of you at the beginning, then 1 to the left before you have a choice of path. Take the new path that's split off from there, it will lead you to 2 pumpkins and an apple. At the end of this path there's a separate little platform off to the side with another pumpkin - you'll have to jump to it. Return to the main path and follow it to another intersection, where you'll find another pumpkin. Take the new path again for 2 more pumpkins, then go back and follow 2 pumpkins to the corner. Get the single pumpkin on your left, and jump to the platform beyond it that has 1 more. Then go the other way and grab 3 pumpkins, but then jump the spikes to the opposite platforms, which have 2 pumpkins and your last script page until you get to The Epic. Return to the main path - at the corner you'll find 1 pumpkin to your left, and 3 to your right.

YOU SHOULD NOW HAVE 275 PUMPKINS.

Leave this area and follow the path through the house until you get to the back yard. If you find it easier, go out through the front door and take the roller-ghoster. Either side of the back door, you'll find a blow-upable statue, each with 2 pumpkins. From the door, run to the wall on the left side of the garden to find the final statue, which also has 2 pumpkins.

YOU SHOULD NOW HAVE 281 PUMPKINS.

EDGAR #32 - FIND ALL 300 COLLECTIBLES

Run down the passage at the back of the garden - the one guarded by man-eating plants either side of the entrance. If you didn't come down here earlier, a few pumpkins will lead down the stairs. If you did, the first one you'll encounter will be in the water that you couldn't dive into before. Do so now, and you'll find 2 pumpkins underwater, and 1 above it on the other side. Continue on into a crypt, dodging a couple of axe-wielding knights on the way. There are 5 pumpkins either side of the tomb - 3 out in the open and 2 in a vase - and 2 more in a vase behind the tomb. Beyond that vase is a warp door (and just when you beginning to believe this area only had two of them!), guarded by another couple of knights. Dodge them and smash open the vases by the door for the last 4 pumpkins.

YOU SHOULD NOW HAVE 300 PUMPKINS.

The Edgar will appear in one of the back corners of the crypt. Go back for it, and then turn your attention to the tomb in the centre. Looks like an X-button pushing moment.

EDGAR# 33 - CRYPT-IC BONE SEARCH

A ghost and his cute canine partner in deadness appear at this point, introduced as Sporin and Jock. After Jock and Dot compare poems, Jock will get to his problem - his soul can't rest with his deceased wife because the equally dead Sporin dug up his bones and buried them in the front garden. He begs you to bring the bones back to this crypt. Happy to oblige, you'll run past the knights and through the warp door to find the front garden now has several upturned areas of dirt that weren't previously there. Sporin's crime and subsequent death must have been very recent indeed. Switch to Wakko and get out your shovel. The first dirt mound is near the warp door. There's one each near the left and right

walls, and two in the centre of the garden. Once you've got all five bones, take them back to Jock. In gratitude, he will present you with the last Edgar of this level. If you've got everything, then it's time to head for the next one.

YOUR TALLY FOR SPOOKY MOVIE SHOULD NOW STAND AT:

EDGARS: 8/8
PUMPKINS: 300/300
INVENTORY: Shovel.
CHICKEN BOO: 1/1
LETTERS: ACME
SCRIPT: 1/1

WARNER FILM LOT

Make your way over to the Once Upon a Time sound stage and head inside.

ONCE UPON A TIME - TAKE 2

If you thought your last visit to Spooky Movie was short, then your unfinished work here will be even shorter. You need two Edgars - the second collectibles one and the one that Miss Muffet has. Get hers first, because as you may have discovered in Ye Old West, it can be difficult to find an Edgar in the dark.

As soon as you arrive in this level, jump over to the other island, use the character door, and switch to Yakko. Having already played here with Wakko and Dot's unique talents, Yakko is the only character you'll need this time around. One of those pink chests is right in front of you, and you now have the means for breaking it open. Blow it up for 2 crowns.

YOU SHOULD NOW HAVE 265 CROWNS.

EDGAR #34 - LITTLE MISS-PLACED MUFFET

Take the warp door into the centre of the forest, and run to the entrance of the dark woods, where you may hear someone sobbing. Activate your night-vision goggles and cautiously make your way inside. The path isn't that difficult to follow - crowns show the way pretty distinctly - but you will have the occasional spider drop down on you. Deal with them in the usual method. There are 24 crowns in these woods, and when you've got them all, you'll be near Miss Muffet.

YOU SHOULD NOW HAVE 289 CROWNS.

Come back to her in a second, and keep following the path through the trees. This will lead you to the C, which should be the last letter you need to add another apple to your health bar. Now go back to Miss Muffet. Unsurprisingly, she was frightened by a spider and lost her way in this area. Your job is to lead her to safety. Don't go too fast as you make your way back through the woods. Make sure she can keep up with you. Also, you'll have to eliminate every spider you come across, as she will refuse to go past any spot they're hanging around. Or crawling. When you get her out in the daylight, she'll reward you with an Edgar.

EDGAR #35 - FIND ALL 300 COLLECTIBLES

Now all you have to do is blow up the remaining chests, all of which you cleverly memorised the locations of, right? Probably not. All right, grab whatever apples you need to refill your health bar, and have a look over on the other side of this area to find a chest sitting behind a solitary giant yellow mushroom. Blow it up for a crown. Take the path that leads back to Bo Peep and her flock. On the path, near the gate where she's still hanging out, there's a chest with another crown. You'll find 1 more in the chest in one of her meadows. It's one that you will have cleared of sheep, if you followed my directions last time you were here. Turn around and make your way back to the forest. Behind the beanstalk, there's a chest with 2 crowns. Climb up the beanstalk, shoot the drawbridge back down, and make your way into the castle gardens, where you dug up all the crowns last time. There's 2 chests here, each with a crown inside. Parachute back down to the ground, and cross the bridge to the paddock where the billy goats are happily grazing. There's another chest here with 1 crown. Follow the path along to the giant boot, where there's another chest inside. This one has 2 crowns. The final chest is near the witch's house, so take the right path and cross the dizzying chasm for the last time. The chest is near the ramp that had a stump next to it so long ago.

YOU SHOULD NOW HAVE 300 CROWNS.

Grab the crown, and your Edgar should appear on top of a cake over on your right. That should be it. If you've got everything, exit the level.

YOUR TALLY FOR ONCE UPON A TIME SHOULD NOW STAND AT:

EDGARS: 8/8
CROWNS: 300/300
INVENTORY: Scuba mask, magnifying glass.
CHICKEN BOO: 1/1
LETTERS: ACME
SCRIPT: 1/1

WARNER FILM LOT

Ten Edgars left to find, two of which are on this level. Sadly, you can't access either of them yet, so your options are kind of limited at this stage, aren't they? Enter The Epic.

THE EPIC

Alrighty, the last level of the game, and this one is perhaps the most challenging yet. Not only do you have the usual collectables, chicken boo, and script to find, but also eight tins of dates, five feathers, one pot of glue, one set of blueprints, and one bundle of sticks, as well as milking three donkeys (don't ask!) and leading three prisoners to safety! Also, because you haven't been here before, and you have your full inventory, you'll need the talents of all three Warners... well, except Dot, for some reason. Work, work...

If you check out your Edgar tally, you'll notice that the only mission lit up as playable so far is the Chariot Championship. Which is odd, considering that three of the areas you need to go to for it are blocked off. But anyway, you'll find yourself on a boat in the middle of a lake. Immediately in front of you, you'll find a vase. It contains a jewel in the shape of a scarab beetle. Predictably, you need 299 more of these things. Look behind the door that leads back to the Warner lot and you'll find another one. Dive into the lake and look

for 2 more scarabs floating on rocks. Get out of the water and go up the stairs to meet Isis Denile. You don't really need to talk to him - he'll just point out where Cleo's palace and the bazarr are, and mention there's a chariot race later at the stadium, and you probably won't be able to get tickets. Behind Isis are three vases, in which you'll find two apples and a scarab. Run into the alleyway behind Isis - being careful not to get smushed by the rolling barrels - to find a scarab out in the open, an apple in the brown pot, and 2 scarabs and an apple in the blue vases. Now use the character door to switch to Wakko, if you're not already using him. Jump back in the water, but this time on the opposite side of the barrel-infested bridge to the boat. You'll find another 2 scarabs and an apple on the rocks. Jump out onto the grass and head back towards the bridge, unearthing another scarab in a dirt mound on the way. Before you do anything, take a look at the golden head-piece of the boat you arrived here on. Very strange-looking, don't you think?

Run up the path, dodging and jumping the barrels until you get to safety, past the two pillars they're shooting out from. Between them are two barrels, each of which contain a scarab. You'll see a couple of roman soldiers in front of you, who grunt and jump around a lot. Ignore them for the moment. Turn left and empty the barrel of its scarab. Keep going left and you'll come to three barrels. One's empty, one has a scarab, and one has an apple. Jump up on the blocks on top of the wall for 3 more scarabs. Jump down and go to the other side of the pillars. There are 2 barrels with scarabs waiting to be taken, and 3 more scarabs sitting on the wall. The group of three barrels again contain a scarab, an apple, and nothing.

YOU SHOULD NOW HAVE 24 SCARABS.

Now go back and have a look at that soldier. Because of their shields, the only ways to defeat these guys is to attack them from behind. Bombs don't work unless you hit them from the rear. For the ones that jump back and forth, such as the two you can see from here, this makes it a tad tricky, but do-able. Stand to one side of the arch you want to run under, so that the soldier is blocking your path. Now you need to go around him - you can get past by doing a skid attack. Then hit him from behind to defeat him. Grab the scarab under the arch and kill the second guard in a similar fashion. Then smash the vases for some goodies - there are 2 scarabs and an apple in them.

EDGAR #36 - FILL CLEO'S BATH? MY ASS!

Go through the big doors and run down the corridor to the throne room, smashing all the vases to get 6 scarabs. There's an apple in the alcove on the right if you need it. Go through the next doors to enter the throne room, where Cleo is waiting for you. Grab the seven scarabs sitting around her bathtub, then go have a quick word with her. The Queen is obsessed with her appearance, and believes that bathing in donkey's milk will enhance it. She already has the facilities set up - all she needs you to do is herd her three donkeys into the milking machines, and turn the taps on for her. Sounds simple enough, right? Pick up the rest of the scarabs in the room before leaving - 1 on Cleo's throne, and 4 in the vases on the side of the room.

YOU SHOULD NOW HAVE 45 SCARABS.

Exit the palace and turn to your right. A roman soldier will charge at you - this type do not jump back and forth in one small area, sadly. The best way to defeat these guys is to do a ground pound on their head, which will force them to raise their shields to deflect. This will leave their backs open for a second or two, giving you time to stop them. Smash open the four vases you can see between here and the stairs to find 3 scarabs and an apple. If you pause on the stairs, you should be able to see the first donkey at the bottom, near a

character door, and in front of a large locked gate that leads to the colloseum area. Take care of the soldiers around here first - the last thing you need is to get charged whilst you're trying to direct some random ass. If you want to take out the big guy, you'll need Yakko and his endless supply of bombs. I haven't found any other way of killing them.

Herd the donkeys is pretty similar to the sheep in Once Upon a Time - they'll run in the opposite direction to where you are once you've hit them. You just need to chase it into the milking machine behind where the big burly soldier is. Smash open the vases either side of the path to the milking machine for a scarab and an apple. Jump up to the first plank of scaffolding and grab the scarab there, then grab the 1 on the next plank up. From here you can jump to a plank with 2 scarabs and a green rattlesnake. The ones in this level will lash out at you twelve times before wearing themselves out. That's twice as powerful as the first snakes you encountered back in Ye Old West. Parachute back down to the ground.

You'll see two vases near a palm tree nearby - they contain a scarab and an apple. Run down to the corner and get rid of the three soldiers. There are 2 apples in the vases nearby if you need them. Continue down the path to the second donkey, which is standing near a vase containing a scarab. Smack Eeyore and herd her into the nearby milking machine. Jump up onto the scaffolding next to this machine and grab the scarab. From here, jump to the plank at the next lowest height, and follow it around, grabbing the 5 scarabs as you go. Turn around and go back to the higher plank, where a vase contains a scarab, and then 3 more will lead you to a crane. Forget that for now and jump back down to the milking machine. The vase on the next corner contains another apple. Here you'll confront another two soldiers, but these ones are jumpers, so don't try taking them from above. Run around and hit them from behind - a job made easier considering that one of them is facing entirely the wrong direction.

Head around the next corner and kill the soldiers there (these ones are chargers). There's a couple of apple vases here if you need them, including one at the base of the stairs on the left. Leave the stairs for the moment. Herd donkey number three into the milking machine around the corner, and run up the stairs. Hit the soldier around the next corner - he's facing the wrong way. You'll notice you've now run a lap around the palace. Turn around and smash open the three vases behind you for an apple and a scarab. Run back down the stairs. The vase above the milking machine contains an apple - triple jump to the ledge from the stairs if you want it. Jump up into the little room on the right, where you'll find vases containing an apple and a scarab. The vase on the step below it also contains a scarab.

YOU SHOULD NOW HAVE 68 SCARABS.

Okay, run up the stairs leading to the gardens. There's a scarab at the top. A soldier will charge at you from the left, so be ready to jump. After you kill him, take the left path. Parachute down safely into a grassy alcove, where you'll find the C, and 3 scarabs leading back up to the stairs. Run up to the very top, where you should see a soldier patrolling to the right. Chase after him and finish him off. Grab the scarab, and then keep going that way into another alcove, which has a vase with a scarab. Go around the corner and grab the 2 scarabs, and skid past the soldier trying to block your path. Kill him and his friend. You'll find a scarab in front of a locked gate. You'll be coming back here later. Keep going and grab the 2 scarabs, and you'll find a camel, which is the source of all the grunting you've probably been wondering about the last couple of minutes. Go around the corner and smash open the vase for a scarab. Jump onto the wall, and from here, you can jump to another wall where 2 scarabs lie. Jump back up, and make your way towards a scarab sitting on a tall hedge just underneath you. Grab it, then jump back up and jump to the structure

in the middle of the stairs, which has 2 scarabs on top. Chute down to the left side of it, where you'll find a vase with an apple. From here, you can jump up onto the hedge, then from there jump onto the walls of the room you visited earlier. Be careful with this jump, as there's no actual roof here. Grab the 5 scarabs.

YOU SHOULD NOW HAVE 90 SCARABS.

Now comes the tricky bit. No, not turning on the taps, that part is reasonably easy. I'm talking about trying to find all the scarabs on the palace walls - there's so many of them! From your high vantage point, you should be able to triple jump and parachute to a brick pillar along the side of the palace. This will put you right next to one of the taps you need to turn, but also near two rattlesnakes. Kill the one in front of the tap - you can probably ignore the other one. Turn the tap on. Jump to the block on the right, which has a vase in the dip on the other side of it. There's a scarab inside. Jump back to the tap, and run to the left, where the scaffolding starts. Donkey Kong seems to be hiding somewhere around here, as barrels are tumbling down the planks and trying to squash you. Be careful. Grab the scarab on your level, then jump to the first plank and take its scarab. The next plank up has 3 scarabs. The fourth plank has 1 scarab and a snake, and gives you a choice in direction. Jump up to the block above you, where there's a snake and a vase. The vase has an apple. At the far end of this stone, there's a jumping soldier guarding a vase with 1 scarab. Go back to the plank you were just on and take the down path to a plank with 2 scarabs, then a plank with 1. From here, you can jump to a pillar that has an apple, if you need it. Go back up to the high plank and take the elevator. It'll take you up to a plank on the left with 2 scarabs, but watch out for the barrels here. Turn around and jump to a lower plank with a vase. Don't open it, as you'll bounce off the snake inside and take a tumble.

YOU SHOULD NOW HAVE 103 SCARABS.

Well, that's one wall down. Jump over to where the crane is. Around the corner you'll need to get past some moving walls, grabbing 4 more scarabs as you do. At the corner, you'll find another tap. From here, go down into the first hole in the stonework, and go from there to the pile of blocks with the vase. There's a scarab inside. Jump to the next dip in the path from here, where there's another scarab. A crane is in use here - use it to get down to the plank below you. Grab the 2 scarabs and the 1 in the vase on this plank, as well as the one in the hole in the wall. Then be ready to jump up and attack the snake when it gets dizzy. Jump up onto stoney ground again, and onto the next plank, which has 1 scarab, and the one after that, which also has 1. Right next to this plank is another hole in the wall, where the A is hidden. The next plank has 1 scarab and a vase, but it has a snake inside, so leave it alone. From here, turn around and jump up to the pillar behind you. Beyond it, you'll see a soldier patrolling a plank that has 3 scarabs on it. Deal with them, then go back to the plank with the snake vase, and jump up to the roof to turn the final tap on. You may notice a strange yellow perch nearby - kinda like the headpiece of the boat from before.

YOU SHOULD NOW HAVE 119 SCARABS.

Leave this area for now - again, you'll be coming back later - and parachute down to the ground. Run back to a barely covered Cleo in the bath to get your golden reward. As an extra bonus, she'll open the locked door on the roof you just came from, which leads to the sunlight temple. You can go back there later. When you get the Edgar you'll see a cutscene informing you that you can now use Pinky and Brain's gyrocopter. That too will have to wait. For now, run around the right side of the palace, to the character door at the top of the stairs. You may notice there's an area on the left of it that you haven't explored yet.

Grab the scarab in the vase and deal with the soldier guarding the door to the toilets. Run inside and smash the vases for 2 scarabs and an apple, then talk to the fella on the other side of the door, with his pants around his ankles.

YOU SHOULD NOW HAVE 122 SCARABS.

EDGAR #37 - FIND 125 COLLECTIBLES

Without getting too graffic, this guy needs to clear his system out, and he wants you to grab some dates for him from the gardens. That'd be the locked door you went past earlier in the lush green foliage area. Run back there, avoiding or killing the soldiers that will have respawned by now, and head inside. First of all, there are six vases here - three in each corner. They will yield 4 scarabs and two apples. At this point, another Edgar will appear on the other side of the aqueduct.

EDGAR #38 - HOT DATES WITH A SOLDIER

As luck would have it, this is also where the date trees are. The problem here is that you can't simply swim across to the other side, as the current is too strong. It's too far to jump as well, so this is a bit of a dilemma. Deal with that in a minute. Next, you'll want to get rid of the soldiers standing in front of the stone pillars here. Finally, smash open the three vases along the water for another 3 scarabs. If you inspect the bases of those pillars, you'll notice that each have a picture of a bomb inscribed into them. Drop a bomb in front of all 4 and they'll tip over, not only giving you some partial bridges to cross with, but also revealing a scarab underneath each one. There's dirt mounds on the other side, so switch to Wakko (and chuckle in irony if he asks if this is the little boy's room!). Sadly, only the one of these pillars is of any use here. The others are too short, or were placed too far away from the edge - if you try jumping from those, you'll end up in the water. Use the second pillar from the right, and you should be able to reach the opposite shore with a triple jump. Grab your Edgar, and smash the vases along the water for another 3 scarabs. Kill the three snakes in the garden before you do anything else, then turn your attention to the brown pots. Starting from the left side of the garden (where another one of those strange yellow perches are), the pots contain:

- a snake and a scarab.
- a snake.
- an apple.
- an apple.
- a scarab.

Next, dig up the dirt mounds for another 2 scarabs.

YOU SHOULD NOW HAVE 140 SCARABS.

Finally, turn your attention to the date trees. The key to getting them down is shown conveniently on the sign in the garden, which depicts Yakko bouncing in mid-air. Use your ground pound on the trees to shake the date tins loose. The best way to do this is to move left to right across the garden, or to look up into the trees in first-person mode to see which ones have tins in them. Once you have eight, return to the toilets to get your somewhat soggy reward.

Now you need to open up the next area - the Colloseum. To do this, pay a visit to the roof of the palace, where the sun temple is now accessible. Deal with the guards first, then go for the vases on the left of the temple entrance. The first one contains a snake, which you'll have to kill before you can take the apple and 2 scarabs in the other vases. Enter the temple, smashing the vases in the doorway for 2 scarabs and an apple. The vase down the stairs has a scarab and a snake. There are another 2 scarabs in the vases at the next doorway.

YOU SHOULD NOW HAVE 147 SCARABS.

Now, this part can be a bit tricky. After the cut scene, you'll find yourself in a room full of crystals with lasers ricocheting off them, coming from one crystal at the bottom of the room. At the top of the room are three crystals embedded in the wall, matching the same blue, green, and red ones downstairs above that locked gate. What you need to do is to match up the beams of light so that they shoot into each of the gems on the wall. Start with the red beam. It needs to follow a trail of red posts, so go to the first post the red light stops at, and press X until it has been repositioned to shoot the beam to another red post. Continue to do this until it shoots into the red gem on the wall. Some times they'll be an option of two red posts to choose from. Try one, and if that path doesn't work out, go back and change the direction. Then repeat for the green and blue beams. When you complete this task, the door to the next area will open. Head back down, grab the 3 scarabs, and go through to the Colloseum area.

YOU SHOULD NOW HAVE 150 SCARABS.

EDGAR #39 - LOCATE CHICKEN BOO

Ignore the psssting for the moment, as well as anything else around you - your focus here should be on the burly roman soldier with the sword - the type you can't kill with standard attacks. Switch to Yakko with the nearby character door and toss a bomb in his direction. He'll transform into Chicken Boo and surrender his final Edgar to you.

Go point and laugh at the unfortunate fellow in the jail cart, then switch to Wakko and run over to the tower. At the base of it, just behind another golden perch, you'll find three vases, which contain 2 scarabs and an apple. To the left you should be able to spot a guard in front of a locked doorway. You don't need to worry about him just yet. Take care of the two jumping soldiers - one either side of the tower - and get the scarab in the blue vase behind the one on the left. Then take the stairwell to the top. The brown pot at the rear of the tower has a snake in it, and the blue vases both contain apples. There are 7 scarabs in the pool, and another 1 in the dirt mound in the foliage on the left.

There's nothing underneath the tower, so start climbing from the first platform on the left, which has 3 scarabs. The next platform has 1 scarab, and another in a vase. Follow the stepping stones upwards and clockwise, grabbing 5 more scarabs along the way. Then there's a block up and in the anti-clockwise direction. Cut through the hole in the tower, grabbing another scarab, then follow the stones up again, finding 5 more scarabs. There's another hole in the tower with 1 scarab, and then more upwards trailing blocks, which will add another 5 scarabs to your total before you finally reach the top.

YOU SHOULD NOW HAVE 184 SCARABS.

At the top, you'll find an Edgar door, which will only open if you have 30 statues. Inside, Professor Scratchensniff seems to be doing well after the unfortunate demise of his horrific wife. He's getting out and wants to see the Chariot race. But as he's too cheap to buy a ticket, he's trying to overcome his irrational fears and glide from the top of the tower down into the Colloseum to see the race free of charge, with his own set of wings. After the amusing conversation on phobias, the Professor will instruct you in the art of wing-making. All you have to do is collect five feathers, some blueprints, glue and sticks, and get back up to the top of the tower. To assist you in this, the game kindly opens access to the bazarr.

Parachute back down to the ground and check out the perch you went past earlier.

As you can see, a vulture is now resting on it. Shoot it with your accelerator pack and grab the feather that it drops. That's one. Get the rest later - for now, use the warp door to get to the entrance of the bazarr. Go under the arch and enter the bazarr. Grab the 2 scarabs in front of you, and turn right. After 1 more scarab, you'll come to an intersection with an empty vase. Keep going straight ahead. The following vase contains an apple, and the next one has a scarab. Between those two vases is a hole in the wall for a store, where you'll find the M. After the next scarab, the vase is empty, and the pot has an apple. Around the corner you'll find 2 scarabs, one of the hagglers that the Professor advised you to look out for, and the second vulture perch. Shoot it to get another feather. Take the apple in the blue vase if you need it - the pot has a snake, and talk to the haggler. He'll let you have the glue free of charge, provided you can win his game. He has three cups in front of him, under which is a pea. If you can pick which cup the pea is under after he's moved them around, you get the goods. The trick to this game is to keep a close watch over the cup with the pea - the other cups are irrelevant distractions, ignore them. When you get the glue, go back around the corner to the intersection and turn right.

You'll see a scarab, then a vase with an apple in front of a table with another scarab. Ignore the path on the left and keep going straight ahead. There's another scarab out in the open, then 1 in the store window on the right, and 1 in the next vase. 1 more scarab and a pot containing another leads to another intersection. Take the right path. The first scarab you'll reach is 1 hovering high above. There's a flying carpet underneath that'll take you to it. There's 1 more scarab, a vase with an apple, and then another intersection. Go right again. Next you'll reach 1 scarab, a pot with an apple, and yet another intersection. Lost yet? Have faith, I'll lead you through safely. Keep going ahead to grab 2 more scarabs and meet another haggler, who doesn't look any shorter or taller than the last one, in my opinion. This one is offering a bundle of sticks, but he has five cups you have to find the pea under this time. Earn your sticks, take the apple in the vase if you want it, and go back to the previous intersection, as the pot is empty. Turn right.

On this path you'll come across a scarab in the vase, and another that you have to reach by flying carpet again. The other vase is empty. Go around the corner. The first vase has an apple, then you'll come to an intersection with a scarab. Grab the single scarab on the left, then take the right path, by the character door. There's a scarab sitting in a wheelbarrow, then a snake in a pot, and another scarab at the corner. Go left and grab the scarab in the vase. The pot here is empty. At the next intersection, grab the scarab, smash the pot for an apple, and turn right. The two containers in the archway are both snakes, so leave them be. Here you'll find the final haggler, who's offering the blueprints. Predictably, the number of cups he uses has again gone up by two. Beat him and take the prints, uncover the scarab in the dirt mound, and take the apple in the brown vase if you need it. The blue vase is empty.

Go back to the previous intersection and keep going straight. At the corner you'll find a scarab, and two vases. The blue one has another scarab, and the other one's a snake. Dig up another scarab in the dirt in the corner, and go left. Both the blue vases here have scarabs, and the brown one's an apple. Take the next right turn, and the next right turn after that. A brown vase with a snake sits in front of a table with a scarab. A blue vase with an apple is next to a store window with a scarab. There's another one behind the stairs on the corner. Go left. After the brown vase with an apple there's a a scarab, then a blue vase hiding another. At the corner you can see a table with another one to your left. Get it. The brown vase near it is an apple. Continue down this path and get the scarab on the next table. The blue vase near it is empty. Get the scarab under the flying carpet and go around the corner. Take the following right path, then the next right. There'll be a scarab sitting there (unless you grabbed it when you came past earlier), then another in a blue vase, then

another 2 out in the open. Around to the left, you'll see a camel in front of a flight of stairs, under which is a scarab. The blue vase behind it has an apple. The brown vase nearby is a snake. There's a scarab in front of a store window which hides another, and two more at the corner, which should be the last in this area. The vase has an apple.

YOU SHOULD NOW HAVE 234 SCARABS.

If you look down the path on the right, you'll see that you're back at the entrance to this area. If your tally doesn't match mine, you may want to quickly run through the bazarr again, keeping an eye on your collectibles radar to make sure you haven't missed any. Otherwise, go hunt down the other vultures to shoot, who will somewhat begrudgingly add to your feather collection. The third one you can find on the boat that you started the level from. The fourth is on the roof of the palace, near the sunlight temple. And the fifth one is back in the garden where you got the dates. Run back to the tower, climb it, and use your new wings to parachute down into the stadium... right into a waiting chariot. Oops.

Edgar #40 - CHARIOT CHAMPIONSHIP

This race isn't too difficult. Once you get ahead of the other three racers, you're home free. For some reason, the track is in the shape of an infinity symbol, or a number 8 that's fallen on its side. When the race starts, hold down A to accelerate, and try to overtake the other racers. You've got seven laps to get ahead of them, so don't panic if you can't do it all at once. Try to stay on the inner side of the track around corners, and if you need to, you have three speed boosts you can use by pressing X. I recommend using them on the straight sections of track - either on the ramp or under it. If you win, you'll see a victorious cut scene (Yay! A kettle!), and then find yourself back outside, with your prize sitting right in front of you. And then it'll hit you... was I playing as Yakko before the race!?!?

Have a look behind you at the prison cart. Go over there and have a chat with Sparty-cuss. Unsurprisingly, he wants you to free him, and a few of his buddies as well. To do this, you'll need to go into the one area you've yet to enter yet. Sparty generously opens the door for you using his impressive telekinetic powers. I assume. But then one would think he'd be able to break out of his own prison. But anyway, bop the guard - this one's a jumper - and run through the doorway. There's 1 scarab on this side of the load zone.

Run down the corridor. You'll be able to reach 2 scarabs before the first guard, then another 3 scarabs before the second. These two are jumpers again, and can easily be avoided with skid attacks. You'll find yourself wandering into a kitchen, with another guard at the other exit. To the right is a locked door, behind which there are 2 scarabs. In front of it are two vases - the first one has a snake, and the second one has an apple and a scarab. Smashing the second one opens the locked door, but you may have to smash both to get it open, I'm not sure. Head over towards the guarded doorway, and you'll see a pot nearby. It contains an apple. Dispose of the guard - a jumper - and walk out into a corridor which has revolving scythes used as either a burglary deterrent or a air conditioning system - it's unclear which at this point. At any rate, jumping into them will hurt you. Grab the scarab in the hall and bust open the barrel in the corner, but do it with a spin attack, or you'll bounce back into the swords. The barrel contains a snake and a scarab.

Go around the corner, grab the scarab, and proceed into a training room, where you'll see a soldier on your right beating up a poor, defenseless training device. Don't bug him, and he'll leave you alone. If he does come after you, use your ground pound on his head. The two guards in front of the door are jumpers;

deal with them with a skid attack. To their right is a fenced area, with two barrels in the gap. They contain 2 scarabs and an apple. Behind the fence you'll find 2 more scarabs, but they're being shot at with arrows from the wall. You'll have to jump over the arrows to get them. Alternatively, you could try to limbo to them with Dot, but I don't think that would be terribly effective.

Follow the corridor down into a dungeon, grabbing 3 scarabs on the way. In here several tigers are being held prisoner, along with a bunch of scarabs, the E, and one of the slaves you're looking for. You could release him now, but take my advice - you'll save yourself a lot of bother if you let him follow you on your way out of here. The only exit you're headed towards now is a warp door, and the slaves can't use them. Ignore the handles which are obviously the door releases. Instead, focus on the containers in the corners of the room. The 2 vases each contain a scarab, the pot closest to the handles has a snake, and the other pot has an apple. The grates in the floor contain an apple and a scarab. Smash them with a ground pound.

Continue into the next corridor, dealing with the guard at the corner by jumping on him. Grab the apple in the vase if you want it, and go around the corner for a scarab. The other guard will likely charge at you too, deal with him in the same fashion. Ignoring the exit on the right, you'll continue down the main hall, grabbing 4 scarabs, and turning the corner to see that you've hit a dead end. However, this wall has a large crack in it - Yakko should be able to deal with this one. Get the apple in the vase if you want, and take that turn you skipped to find the bathhouse. Grab the scarab, then kill the guard whilst his back is turned and use the character door on the right to switch to Yakko. Go back to the cracked wall and use a bomb to blow it up. 2 scarabs will fly out, and you'll have found a secret (well, sort of) chamber.

In the middle of the room are three buttons, and on the back wall is a large wheel, which will roll into its default position when you approach. The wheel is decorated with letters all around the edge, and above the target area is the word ACME in big red letters. Doesn't take a genius to figure out what needs to be done here - spell out ACME. The question is how. Take a minute to test out the buttons, which you activate by jumping on. The left button will roll the wheel right, putting the letter three places left of the previous target in the target zone. The middle button also rolls the wheel right, but only two places. So whatever was two places left of the previous target would become the new target. The right button rolls the wheel left three places, making the new target whatever was three places to the right of the previous one. Still confused? Okay, have a look at what letters are two and three places left and three places right of the star. M, A, and A. ACME obviously starts with A, so the middle button, which would give you an M, is out. The left button will give you the letters you need to start off with before coming to a dead trail, with no possible way of reaching the E. So press the right button to get your A, then check the wheel to see where the nearest C is. You'll find one either two places left or three right, so the left button is out. If you press the middle button, the C will roll into place, and you'll find an M three places to the left, so press the left button. Finally, press the middle button to lock the E two places to the left into place.

SO: the combination was - right, middle, left, middle.

When you succeed, a warp hole will open and shoot out your final script page as a reward. Jump into the warp to confront a William Shatner-type in his own private UFO. Have a chat if you like, then grab the scarab in the window and the one in the middle of his table, and head back to the barracks.

YOU SHOULD NOW HAVE 265 SCARABS.

EDGAR #41 - RIDDLE IN THE BATHHOUSE

Run back around the corner - carefully, as the soldiers may have respawned by now - and enter the bathhouse again. The two blue vases at the back of the room contain an apple in the left and a snake on the right. In front of a very complicated-looking device at the front of the room is a glass floor with a number of holes in it. Around the edge of it are 5 scarabs, and you'll find 2 more in the blue vases. If you look through the glass, you'll see more scarabs and an Edgar below you. You need to raise the water level so that they'll float up through the holes in the glass where you can retrieve them. The water flows through the brown pipes, and you can see where it goes by which pipes are blue, and alter the path it takes by using your proton accelerator pack on the scales, which have targets on them as an extra hint. The water seems to be flowing from the top left corner, so pull out your proton pack and shoot the scales under it, which will change the course of the water. It will now divert to another set of scales in the middle - the bottom one. Shoot this one to change the flow, and the water should rise a little. When it does, the water will start flowing out of a different pipe - the one at the top of the middle area. Shoot the scales under it to make it flow towards the bottom right corner, and shoot those scales too. The water should flow into the pool and raise the level again. Now the water will be coming from the top right corner. Shoot the scales under it and it should run right into the pool. Now the level's high enough for you to be able to reach 4 more scarabs, and of course, another Edgar.

You may have noticed another prison cell in this room, but you should leave it for the moment. You'll be coming back in a minute anyway. Take out the soldier guarding the other door out, and run through to find yourself in a sauna. Immediately visible are 2 scarabs on the benches either side of you. The vases in the doorway contain 4 more. There are 2 more on other benches, another 1 in a vase by the prison cell in here, and 1 in the cell itself. Seeing as you've now come to a dead end (not counting the warp door), it's time to start leading the slaves to safety. Open the cell door with the handle, get the scarab, and leave the room. The slave will follow you wherever you go, just make sure he can keep up with you.

YOU SHOULD NOW HAVE 286 SCARABS.

Open the cell in here and grab the 2 scarabs inside. Now with two slaves following you, make your way back to the dungeon where the tigers are being held.

EDGAR #42 - FIND ALL 300 COLLECTIBLES

There are three handles along the wall that will open the cells here. Unfortunately, you'll have to deal with their tenants if you want the goodies inside. The handle on the left opens the left and right cells on the far wall. The right one contains the E, and the left has 3 scarabs and a tiger. The big kitty will charge at you, so be ready to jump. You can eliminate it with a ground pound. Get the scarabs and the E to receive your final apple. Turn the middle handle, which will open the two middle cells. One has the third slave you need to rescue, and the other has another tiger and 3 scarabs. Deal with them as you did the last one. Turn the remaining handle to release two more tigers, and give yourself access to the last 6 scarabs. Kill the tigers and grab the glittering prizes.

YOU SHOULD NOW HAVE 300 COLLECTIBLES.

The Edgar will appear on the table. Grab it, then continue to lead the slaves back through the barracks and outside.

EDGAR #43 - SLAVE STATE, RETALIATE

Providing they were close enough to you when you went through the door leading out, the three slaves you freed will automatically run over to Sparty, who has finally mastered his TK powers enough to free himself from the jail cart. Go talk to him and he'll gratefully swear his head off at you and give you an Edgar, which should be the last one you need for this level! If you've got everything, then it's time for the final battle! Exit this level.

YOUR TALLY FOR THE EPIC SHOULD NOW STAND AT:

EDGARS: 8/8
SCARABS: 300/300
INVENTORY: Nothing.
CHICKEN BOO: 1/1
LETTERS: ACME
SCRIPT: 1/1

WARNER FILM LOT - TAKE SIX

EDGAR #44 - COLLECT ALL 6 SCRIPT PAGES

I lied. It's not time for the final battle yet. If you've been making good use of this guide, then you should have recovered all the script pages by now. Head back to the Warner offices and return them to Marvin, and he'll twitch and give you another Edgar. Okay, NOW it's time for the final battle!

EDGAR #45 - DEFEAT C.C. DEVILLE

You may want to take a minute to admire your handywork in the trophy room, which you'll notice is now holding a lot more Edgars than when you were last here. ^_^

Exit the offices. Run over to Pinky and the Brain's gyrocopter and press X to hit the skies and go after C.C. Deville's blimp. When the battle starts, you control your movement with the control stick and open fire with B. Deville will shoot electricity balls at you to start with. Dodging these is easy enough, and even if you hit one or two, hey, you should have nine apples by now! After he runs out of zap balls, he'll turn his blimp around to face you, and start shooting fireballs instead. At this point, balloons will start filling the air. You need to shoot these balloons, because little power-ups will come out of them, which you use to fill your boost bar. At the same time, you need to try dodging the fireballs too. When you've fully charged your boost bar, press X to hit your turbo thrusters, which will give you a temporary boost of speed - enough to get in firing range of the blimp. What you need to do here is shoot out the four propellers. I know the big one in the middle is really tempting as a target, but I advise aiming for the smaller one at the bottom first. Chances are that when you miss you'll hit the big one anyway. Lay on enough firepower and the propeller will break off, at which point you should open fire on the little propellers either side of the big one.

Chances are that you'll only be able to shoot off one or two of the propellers (three if you're really good) before your boost runs out, at which stage the blimp will turn back around and start firing the zap balls again. Dodge until the balloons come back, then start shooting them to fill your boost bar again. When you have enough to go turbo, open fire again on however many of the four propellers remain. When you've destroyed them all, he'll fall from the sky, and you'll finally win your last Edgar. Watch the somewhat disappointing ending clip, then the credits, and then allow yourself a moment to feel smug when your

Edgar tally appears on the screen. If you've got 100%, that is. If you haven't, then you should go back and try to recover the ones you missed. Enjoy!

...anyone else find it ominous that Pinky and the Brain's subliminal message satellite dish is still transmitting?

SECTION TEN - FREQUENTLY ASKED QUESTIONS

Q: I can't find three movie cannisters on the Warner Film Lot! Where are they?

A: If they're the ones I'm thinking of, these three cannisters are no end of trouble - I spent ages searching all over the place for them with no result, as did many others. Big thanks to A Gamer Guy from the GAMEFAQS forums, who pointed out their location:

The three you're most likely to be missing are in the tunnel leading to King O'Sullivan's Mines. Opposite the darkened cave where the M is, there's another black cave you won't be able to penetrate without the night-vision goggles. The gap in the wall that leads to it is ridiculously easy to miss.

Q: I'm missing some collectables in (INSERT LEVEL NAME HERE). Please help?

A: The best way to find the collectables you're missing is to search the entire level, paying close attention to the upper left corner of the screen. When the number of collectables you already have shows up (your collectables radar), that means you're close to one or more that you haven't grabbed yet. Search this area with a fine-toothed comb until you find them, but keep in mind that you may need a certain item to get to them, such as the shovel or the bombs.

Q: Where is that @#\$\$%* grass skirt?!?

A: A lot of people miss this, despite (or possibly because) it's hiding in plain sight. Just outside the entrance to Once Upon a Time, there's a dirt mound with a shovel sign. Get Wakko to dig it up for the skirt.

Q: I'm trying to repair the water tower, but the satellite dish keeps falling! Is this a glitch in the game or something?

A: I don't think so, as this happens to me sometimes too. You have to be much more precise in the positioning of the dish than you do with the rest of the tower. Try and get it in the exact centre, but be ready to grab it again if it starts to slide, then move a little more to the left or right, whatever the case may be, until you get it in the correct spot.

Q: How do I get the rodeo Edgar (Bucking Champion) in Ye Old West?

A: To start with, you need the shovel. When you have it in your arsenal, dig up the dirt mound outside the locked door of the rodeo - this will take you inside. Run over to the horse and prepare for a fun ride! Winning this Edgar depends on your reflexes, mainly. Arrows will flash on the screen indicating which way to push on the control stick. The more you get correct, the further right your icon will move. When you get it all the way right, you step up to a higher level of difficulty. Beat 3 levels to win the Edgar.

Q: How do I get the shovel?

A: Out the back of the mansion in Spooky Movie (near the roller coaster entrance), there's a mouse cage with a Pinky and the Brain mini-game. Beat the game to score the shovel. Full details are in the walkthrough.

Q: How do I beat the dragon in Once Upon a Time?

A: A lot of people make the mistake of trying to find a soft spot on the dragon's hide where you can hurt it with your proton beam. What you actually need to do is shoot at the stalacmite above its head.

Q: I can't find part of the key to King O'Sullivan's Mine!

A: That's not a question, but the three pieces of the shamrock key can be found:

1 - in the underwater lagoon, above the UFO.

2 - outside the entrance to the monkey temple.

3 - on a rock in the bone yard.

Check the walkthrough if you need more specific directions.

Q: The Bone Yard? Where's that?

A: That's just my name for that area, but I think it's pretty self-explanatory.

From the start of the level, follow the path over the bridge and around to the right until you get to an intersection. From here, you should be able to spot a cliffside path, complete with rolling boulders just itching to smush you. Avoid them and make your way up the path until you get to the platforms on the left that lead to a cave in the wall. This is the entrance to the bone yard.

Q: I can't find the Home in the Treetops area! Where is it?

A: You have to navigate your way through the blue lagoon (entry is through the underwater cave marked with a large arrow) until you come to a three-way intersection. Take the upwards path, and look for a way through the nearby swamp when you surface.

Q: How do I get through to the Colloseum area in The Epic?

A: You need to solve the puzzle of the sunlight temple at the top of Cleo's palace. Basically, you need to line up the beams so that they're all pointed at the crystal in the wall of the same colour. You can't access this room until you've filled Cleo's bath.

Q: Where are the dates I need for the incontinent soldier?

A: There is a garden out the back of the palace - you get to it up the stairs with all the shrubbery. The trees on the other side of the aqueduct have canned dates in them - shake them free with a ground pound.

Q: I can see the garden with the date trees, but I can't figure out how to get across the water!

A: Crossing the aqueduct is done by use of the pillars by the side of the water. If you inspect them closely, you'll notice that a picture of a bomb has been engraved in them all. Use Yakko to blow them up, and then when they topple you can use them as partial bridges, from which you can reach the other side with a triple jump. But take note that only one pillar is long enough for you to jump from.

Q: How do I solve the puzzle in the bath house?

A: If you look closely at the pipes and follow the blue one's trail, it shows you where the water is flowing. You need to divert its course so that it pours into one of the stones basins at the bottom, from where it'll flow into the pool and raise the water level. Basically, you shoot the scales under where the water flows from the top, and then figure out where it's flowing now, and alter those scales into it's going where you want it. Wash, rinse, repeat.

Q: What about the letter wheel? What's the deal with that?

A: You have to spell out ACME, surprise, surprise. Play with the three buttons to figure out what direction and how far the wheel will spin when you use each, then determine which button you'll need to push to get to each letter. The exact combination is in the walkthrough, if you need it.

Q: How do I defeat C.C. Deville's blimp?

A: Avoid his fire until the balloons appear. Shoot those and grab the power-ups that come out. Once you have enough of these to fill your turbo bar, you'll get a temporary speed boost which gives you some time to go on the offensive. Shoot the four propellers as much as you can until they fall off before your turbo

runs out. Wash, rinse, repeat.

Q: I'm having trouble in a certain area where the game is freezing up! Can you help?

A: Unfortunately not. Sadly, this game has its share of glitches, but as the saying goes, you get what you pay for, and this game is not one paid for with top dollar. My advice is to try different ways of doing whatever it is you need to when the game locks up - take a different route for instance, or go to another level first. You may have to give up and restart your game.

Q: What Animaniacs characters are in this game?

A: This game features Yakko, Wakko, Dot, Pinky, the Brain, Chicken Boo, and Professor Scratchensniff. Oh, and Ralph's voice and net. Only the Warners (and to a lesser extent, Pinky and the Brain) are playable.

Q: Are all the voices done by the actors from the show?

A: Yes, all the actors who did the voices came back for the game. Ah, the nostalgia...

Q: Is this game worth buying?

A: Well that's a matter of opinion, really. If you're looking for a particularly challenging game, I'd have to say no. However, if you want a game that's likely to make you giggle every time there's a cut scene, then go for it.

SECTION ELEVEN - LEGAL DETAILS

I don't own any of the characters from Animaniacs (something I've always regretted) - those guys are the property of Warner Brothers, who for some reason insist on locking them in that stupid tower all the time. Very sad. What I DO own is this game guide, which I am posting to be published on gamefaqs.com, gameplayworld.com, honestgamers.com and neoseeker.com ONLY. You may not publish this on your own website. If you want to save the file to your home PC so that you can refer to it when you're playing the game, that's fine - go for your life.

So, let's review: This game guide is the work of Matt Sutton (aka Kyle Gon Jinn). You may read it, save it and refer to it as often as you like, but you may not post it on your website or claim it as your own work. That's called plagiarism.

SECTION TWELVE - CONTACT DETAILS

If you're having trouble with this game (or just want to say a quick cheerio, and how much this guide helped you out), then don't hesitate to get in touch with me. MY AIM call sign is Kyle Gon Jedi, however I don't use it that much these days. The best way to contact me is by emailing me - my address is kylegonjinn@yahoo.com. Any input or questions about this guide or the game it's written about would be greatly appreciated. Hate mail... not so much. :oP

SECTION THIRTEEN - THANKS TO:

I'd like to thank the following...

- A Gamer Guy from the gamefaqs.com forums, for guiding me to the 3 collectables

I couldn't find myself!

- gamefaqs.com, which is a regular source of information and help for me.
- Leo Chan for inviting me to post this guide at neoseeker.com
- everyone who emailed me in regards to this guide.
- and of course, Warner Brothers for bringing us this game, and the show itself.

Cheers!

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