

Lemony Snicket's A Series of Unfortunate Events FAQ/Walkthrough

by Alu Card

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This walkthrough was originally written for Lemony Snicket's A Series of Unfortunate Events on the GC, but the walkthrough is still applicable to the Xbox version of the game.

For the Nintendo Game Cube

Lemony Snicket's A series of Unfortunate Events Walkthrough

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Table of contents for walkthrough part

Introduction	1
Legal stuff	2
Questions & Comments	3
Characters	4
Guardians	5

=====
Count Olaf's House
Justice Strauss's House
Uncle Monty's House
Aunt Josephine
Curdled Cave
The Marvelous Marriage
=====

Walkthrough	6
Credits	7

FAQ SECTION	[FQSN]	
table of contents for the FAQ part		
Part I the basics		
Controls[ctrl]
Characters[chrt]
Saving[svin]
Playing the game.[ptgm]
Items during gameplay[idgp]
Main menu[mnmu]
Pause menu[pemu]
Part II Playing the game		
Tips[tips]

Inventions[invn]	
What to do?[wtd?]	
Levels[lvls]	
Bosses[bsss]	
Side quest[siqu]	
Part III after the game					
What to do after completing the game					
Extras menu[exas]	

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## INTRODUCTION

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1
 This Walkthrough is for Lemony Snicket's A Series of Unfortunate Events,
 Also this walkthrough is for the Nintendo Game cube version, it might be
 Different for other game consoles (ie PS2,).

Also I put in a FAQ since I made it separate, it didn't have a lot to say by
 itself so I just added it in with my walkthrough.

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## LEGAL STUFF

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2
 This guide/Walkthrough is for the purpose of private use and not to be copied
 And revised and then posted on another site other than Gamefaqs.

And if you do copy my guide I will ask for immediate removal from the website.

the below sites this should be on.

-
- www.Gamefaqs.com
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 - www.Supercheats.com
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## QUESTIONS & COMMENTS

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3
 If by chance you have any questions or comments about my guide/walkthrough
 You can e-mail in the above address.

If you have e-mailed me comments about the guide/walkthrough you can tell me
 Your username in gamefaqs and I will credit you in the credit part of this
 Guide/walkthrough.

Also if you have questions about anything here (FAQ/Walkthrough or the FAQ)
 Please e-mail me I read every e-mail and I look at my spam just in case I
 could have an e-mail that is in the spam box. So if you e-mail me put FAQ
 or FAQ/Walkthrough in the subject space, so I don't think your spam!

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## CHARACTERS

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In this game there are good amount of characters most are not controllable. In fact you can only control Violet & Klaus (and sometimes Sunny) all the Other characters are just characters for part of the game.

The Descriptions come from the booklet with the game.

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Violet

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Violet, the oldest Baudelaire sibling, is one of the finest 14-year-old Inventors in the world. Whenever her hair is tied up with a ribbon to keep it Out of her eyes, it means Violet is thinking about pulleys, levers and gears As she works out another complicated device. The orphans often rely on Violet's inventions to save them from imminent danger, sometimes mistakenly.

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Klaus

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Klaus Baudelaire, the middle Baudelaire child, has read more books at 12 years Of age than most people read in their entire lives. He is highly skilled at Solving puzzles and finding and deciphering clues, a phrase which here means "It probably won't make a difference because these children are so unlucky."

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Sunny

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Sunny Baudelaire, an infant, is small enough to crawl into very tight spaces And has four sharp teeth with which she likes to bite things____ useful Qualities when one is faced with terrible treachery. Because she is so young, Sunny speaks only in a series of unintelligible shrieks, but you probably Would too if you were being chased by a man with hooks instead of hands.

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Count Olaf

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Count Olaf is a terrible villain and worse actor who will stop at nothing to Get the enormous Baudelaire fortune. Nothing is a word which here means "Certainly not three clever orphans." He only has one eyebrow, which would Normally make him easy to spot, but he often wears disguises as he hatches his Sinister plots.

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Mr. Poe

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Mr. Poe is a banker and family friend who is responsible for overseeing the Baudelaire' affairs. He is kind-hearted, an expression which here means "Completely unhelpful."

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Uncle Monty

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Dr. Montgomery Montgomery ____ or, as the Baudelaire children call him, Uncle Monty ____ is a world famous snake expert. He is currently planning a trip to Peru with the orphans to research exotic reptiles, but he probably won't make

It.

~~~~~  
Aunt Josephine  
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Aunt Josephine is a widow who is scared of nearly everything, including Doorknobs, which just might suddenly explode into a million sharp pieces and Injure you. Unfortunately, she isn't very good at detecting the most obvious Perils, like the appearance of a terrible villain.

~~~~~  
GUARDIANS  
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5
When I mean Guardians in this section I just mean the level or place that You will go next in the game, and here are the sections of the game that I Will cover in this walkthrough.

- Count Olaf's house
- Justice Strauss's House
- Uncle Monty's House
- Aunt Josephine's House
- Curdled Cave
- The Marvelous Marriage

~~~~~  
WALKTHROUGH  
~~~~~

6
Once you finally get to start after all the cutscenes they were showing you and Advising you to play another game because this game has no happy beginning, end or middle.

~~~~~  
Count Olaf's House  
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When you have finally got to the game it will ask you to change to Klaus. Press the Y button to switch to Violet. After you do that it will tell you to move the box next to the other box to get the boxing glove. Then it will tell you that you have gotten the boxing glove, and when you get items needed for the invention there will be a box in the right hand corner to tell you what else you need to get. And if you forget pause then go to "what now" to look at what you need next.

Then when you jump off the box it will tell you if you want to leave when you have spent enough time here. Then go through the door since there is nothing else here for you to do. Then you will be in a hallway you will need to go to the left of where you are and you will find that they will tell you about the locket and that it heals you when you need it. Then to the left of the Locket is a table with a coffee can on it press B and you will have one more item checked off of your list.

Then go to the door and press B and a movie will come and you will be able to controll Violet and you will need to move by the shaft where Sunny can go in and press B. Then when you have done that Sunny will crawl through. When you have done that you will see Sunny sliding down all you need to do is press the A button to have her jump over the big gaps, and that is all you have to do.

Then after that you should have to do something else with Sunny. First walk towards the first pipe and press B, then the second pipe. Then after push the box toward the hole then go across and press B. Then you should have completed that, and you should have control of Klaus or Violet. Then go through the door to get the broom, and it tells you that you find puzzle pieces throughout Count Olaf's house and everywhere else.

You should have only one more item to get it should be the spring go by the orphans door and there should be the spring. And once you get the spring you will have to put together the pieces and when you are done you should have the Brilliant Bopper.

-----Game Save-----

After you have saved go to the East Hallway but on your way hit the big jars to get some more puzzle pieces. Once you get 25 pieces you will hear a surprise music thing, then when you have gotten 25 pieces go to the pause menu then go to Secret File and you will find a picture of where a hidden door will be to find the VFD package.

Wait I am getting ahead of myself first you have to kill the rats with your new weapon just go up to the rats and press X and you should kill the rats. You only need to kill 3 rats and after you have they will say to go find another area to find the rats. You should be in the East Hallway and you should have 9 puzzle pieces and you should find more rats to kill this time.

Once you have defeated all 5 rats you should have gotten 6 more for a total of 15. Then go to the left side of the Dresser that is by Count Olaf's Door and press B to move the dresser, right now we don't need the stuff behind the dresser but you will need them in a close amount of time. So just go to the Main room and go down the stairs and you will see a movie and it has a VFD package floating down and they tell you that when you get certain amount of puzzle pieces you get to find a secret and stuff.

So when you are done with that go and hit the box that has two boxes on top of each other and hit the bottom one and move it the item up there is something that you will not need right now. So then go to where the bigger part of the room. Then you will see a butt load of rats you will have to kill all of them. Then after you killed all of the rats there it will tell you to go to the kitchen but first break all of the jars to get some puzzle pieces and get some more life before going into the kitchen.

Once you get to the kitchen you should have 24 puzzle pieces. In the kitchen there should be 10 rats that you have to kill. When you have killed the rats they will have a movie and you will go to the main room and find a note that Count Olaf wrote telling you that you need to clear out the spiders. When you have the chance go back to the kitchen to get the remaining puzzle pieces. After they tell you what to do they will ask you to save (I would save every time, you never know.)

Now you need to find items to make another invention. But this time it is for Violet instead of Klaus. The items you need are: Fan, Funnel, fork, pool toy. The pool toy is in the dresser we moved in the east hallway, the fork is in kitchen (there is a mini boss there so you might want to do that latter) the funnel should be in the east or west hallway and fan where we moved the box just 2 or 3 minutes ago.

First just get all the items I told you where they are but do the fork latter I need to tell you a strategy for defeating the boss. After you gathered all

those items go to the kitchen where you will find this guy snacking on some meat thing. He gets mad and starts to fling stuff about 3 times then he stays there and that is when you hit him with the Brilliant Bopper. That is pretty much all that you do in order to defeat him then after you should get the fork and you should be in the invention thing where you make the inventions assemble them together and you should get the Fruit flinger.

~~~~~  
Justice Strauss's house  
~~~~~

-----Game Save-----

Once you get out of the kitchen you will fight another boss which is the spider. First you will need to use the R button to aim at it, then it will come at you. Then it will fling spider webs then pause that is when you use the fruit Flinger and hit it. Then sometimes it has little spiders come at you just use your fruit flinger like crazy and hit them at a fast rate, then the spider does the same thing except it has more spiders come everytime.

Once you have defeated the spider you will see a cutsceen when Violet says that they are finally done with there chores and Count Olaf saying that he was the one to say when they are done with there chores. And that they orphans need to cook dinner, so they go to Justice Strauss house to find a cook book. Then you will be at another cutsceen where you are talking with Justice Strauss and that she would love to help but she can't so you are helping her with arranging the books.

-----Game Save-----

Once you get control of Klaus go around and collect all the puzzle pieces so that you don't have to worry about them later, also there are ones in the pots too. You should have 15 puzzle pieces the rest should be when you control Sunny. Then you will have to now do what you are suppose to do in order to advance in the game. What you will have to do is find a book and find the display area and put it there in a reasonable amount of time. I will give you the book title and tell you where it is so you don't have to run around and confused like a melee battle.

Amazing athlete display
is found when you go up the right way without using a elevater.

Talented tourists display
is found after the Amazing athelete display when you keep going and turn left and is by a eleivater.

Splendid Stegosarous display
is found when you turn right instead of left to get tot the talented tourist display.

Pleasant Painting display
is found when you turn right and go past the stegosaurus and go over the chandelier and you will find it.

Glorious garden display
is found on the ground floor

Majestic Moon display
is found across from the Glorious Garden display

now that I told you where the book displays are you can find where to put the books.

when you have done putting the books back Justice Strauss will tell you that you are very helpful. Then you will need to find three items to make another invention but this time it is for Sunny. The items you need are: Fire extinguisher, rope (I think), then the rope that binds around the books.

-----Game Save-----

Then you will have to make the invention with the items that you got. And the invention is called the Baby Booster, then go to the hole with violet and you will be able to control Sunny this part isn't hard just think of the obvious like if you need to move something on to something to boost it up is what I am talking about.

You should have all 25 puzzle pieces now you can go find the VFD package which should be behind a picture frame on the ground level once you get the VFD package you can go to Count Olaf's house or if you want to look around more.

-----Game Save-----

The game save above is if you got the VFD package.

-----Game Save-----

~~~~~  
Count Olaf's house  
~~~~~

Yeah I know another game save, but any way after you have left Justice Strauss 's house you will have a lecture by Count Olaf that you should have been here instead of looking at books. Next you will need to find the items that Violet told you, first you will need the piano wires which happen to be in a piano, then the tripod by count olaf's room door, then the snow shoes which are in the kitchen.

Once you get out of the kitchen, you should have the snow shoes. You should be able to follow the pattern because it is the same pattern and does not go to terribaly fast for you to not complete. Then after you have gotten the wire from the piano you will need to find the tri pod which is by Count Olaf's room.

Once you get to the tri pod you will be making another invention.

-----Game Save-----

Then after you have the invention go back to the pantry and you will now have to start looking for food there to make pasta puttanesca. Once you get the switch it will open the pantry door, then go through the door and get a puzzle piece and you will need to open the door to go to the celler.

Celler area

Once you open the door to the celler you will need to go down the stairs then go destroy the box to the left and then get the noodles that are sparkling to the right of you, ththen go in the green stuff with Violets stilts and watch out for the stuff they spray on the way there. When you get through you should

get the anchovies and then destroy all boxes to get puzzle pieces then use the switch so that Klaus can get across. When you activate the switch so that Klaus can get across there will be rats so you will need to kill them or try and dodge them. Then when you get over with Klaus, you will need to go on the other side with Klaus to kill or dodge the rats. When you have gotten over with Klaus destroy the boxes to get puzzle pieces, then you will need to find a way for Violet to get across by using the switch then you will need to find the garlic which is by the wheel. Then switch back to Violet and navigate through the green stuff, then when Violet get there she will say that the tomatoes are too high so you will need to put Sunny by the pipe there so that she can get there. Then you will be at another Sunny part of the game.

Once you are done with Sunny's part you will need to get the Tomatoes that Sunny pushed down. Then with Violet go the way were there is a puzzle piece, then when you get across you should have 51 puzzle pieces so there should be two secret places to go find VFD packages (I will tell where they are before you leave Count Olaf's house) whenever you get 25 puzzle pieces or additional puzzle pieces. And when you have gotten across you should get the Olives which should be the end of your list for the pasta puttanesca.

And when you have gotten all the ingredients it should be a cutscene and it is saying pretty much what they say in the movie. Then you will be locked in your room and you will go through the window then you will have to go without being seen.

-----Game Save-----

The part where you dodge all of Count Olafs henchmen is really easy so you won't have to worry about not getting past this point. When you get done with dodgin the henchmen you will be in Count Olaf's room and your will find the skeleton key which will open every treasure chest in the whole entire house. Which is usful because there are still a good amount of puzzle pieces still left in the house in which you need to get all 3 VFD packages on this level.

When you get control you need to go open the safe, and you will be at a cut scene once you open the safe, but open all the treasure chests first then the safe. Then once you have opened the safe go to the trapdoor by Count Olaf's bed. Then you should be in the dinnerroom and you will be at a cutscene and you will need to find the items. The wood is by the fire place and the rope is by the piano and the bowling ball should be in the parlor.

When you get to the parlor room you will have to battle the two hench woman who confuse you then one of them attacks you and the other sits there you need to dodge the one shooting and hit the one that is a sitting duck. Then when you are done go to where the tresure chests are and open them up, then go get the bowling ball on Count Olaf's Statue which you have to hit the statue with Klaus so that it breaks and you can get the bowling ball. Then go back to the dinner room and put the stuff where they go, and remember to get the tresure chest there in the dining room. And once that you have put the items back you need to put Violet next to the hole by the bowling ball and sunny will cut the rope and it will do a whole lot more then it will open the hatch then you will be free from this house but they say to make sure you get everything here before leaving so go find the two tresure chests that are by where you say the first VFD package and where you found the pool toy and once that you found the remaining puzzle pieces you will have all and you will need to find where the packages are.

-----Game Save-----

after you get these packages they will have you save afterward.

Package one

is found behind the picture frame of a person burning a ant by a magnifying glass.

package two

is found behind a picture of Count Olaf on a boat (in the same area as the first package)

Package three

is found in the parlor and you will have to press B by the eye.
(where you got the bowling ball)

Then when you have gotten all the packages you should go back to the fire place and press B because there is nothing else to do here. Then when you have gotten all the stuff and went down the fire place exit you will have seen a cutscene in which the orphans were unsuccessful in their attempt to escape.

And you now how to help them by pressing the A button when that head reaches the target so that the train gets bumped to another track. Once you are done you will be at a cutscene and you will then make your way to Uncle Montgomery's house.

UNCLE MONTGOMERY MONTGOMERY (Or know as uncle Monty

-----Game Save-----

Once you get control you should go around and go find the green puzzle pieces. Because now you have to find 75 green puzzle pieces instead of 75 purple ones. Then go through the door that takes you to the grounds, then when you have gotten closer you will be at a cutscene and Uncle Monty will tell you that the first Aspring trophy is through the door that is in front of you. And before you do that collect all the pieces and remember that the big vases can be destroyed and you can find puzzle pieces in there. Then when you have collected the puzzle pieces you can go through the door that should say The Great Tree. And when you have gone through the door and find that it is much too big to jump so Violet makes another cool invention to help them out in this situation. You will find that the propellers are right next to you the batteries are back by the house. The shoelaces you have to go to the house and hit the watering cans and with the Brilliant Bopper and then jump on the flowers and find the shoelaces. Then you will have to put together the stuff you just found.

-----Game Save-----

Then go back to the Great Tree area and press A 2 times and you should float or fly. (I would practice this where you wouldn't fall) And you will be going around the tree by flying and you will meet frogs just use the bopper and that should clear them out, and when you get to the 4th log where you jump on to you will go across the bridge and on a long log that will take you to a point where you will have to jump from one mushroom thing to the other.

Then you will have to time it right to jump onto a spinning platform. Then when you have gotten to the platform from the spinning things you will have to hit the three pots and the bridge will come down and you will find that you will have the first aspiring trophy. Then when you have the trophy go

back to the grounds.

-----Game Save-----

A easy way to get back to the grounds

Once you have gotten the trophy go back to the mushrooms and there is one where you see Violet by the door area you can use your loafers to fly over there so that it doesn't take you so long to get there.

the above is optional ^^^^^^

And then Uncle Monty will show you these flowers that are deadly then you will need to go to the Grim River. When you get there you will see that you need Sunny to go into the tree in order to lower the bridge. Once you have Sunny in the tree you will have to do another Sunny quest, this one is easy just think of the obvious stuff and you will be fine.

Then after you have done that collect the trophy and make note that there is a treasure chest so that you can come back when you have the skeleton key to uncle Monty's house. Then after you have gotten the trophy you will have to face big wasps all you need to do is just shoot at them like crazy and keep press the X button and kill them like crazy. After you killed the wasps get the trophy, then go back to the house. And you will have to get the trophy in a cage and Violet has a plan (like always.)

First move all the pots in the place that they are suppose to be.

second the gate should open so that you can get the seeds and put them into the pots.

Third put Sunny into the hole and you will see that it is like dominoes when bump one then all of them fall down. So once sunny does one thing the other helps the other and keeps going. Then after you saw the movie you can now go get the trophy.

Then after you get the trophy you will see a cutscene and it will be about that Count Olaf is disguised as Stephano and all that stuff and that you are trying to find another way into the reptile room.

-----Game Save-----

Then go through the door that says grounds then there will be a note by Uncle Monty saying that he wants the snakes that live out doors need to come in the Reptile Room before they leave to Peru. And Violet will think of a new invention to add onto the fruit flinger, all she needs is a mower bag a screw driver and a garden hose. The screwdriver should be right behind you and the bag is by the mower in which Violet pointed out, the hose should be to the right of the porch. Then when you have all of the items you will have to upgrade the fruit flinger into the Reptile Retriever.

-----Game Save-----

The maze

Then you should go up to the cage and press B to let the snake out and then use B again to suck them up. Then when you have sucked up the snake go to the door that has a lizard on it then when you walk further you will have to take care of the wasps again, just use the same strategy. Then hit the button that was under the wasps nest and a pillar thing should come up and Klaus should be able to make the jump with the levitating loafers. When you have crossed go hit the switch and Violet should be able to go through those gates that were in the corner then you will get another one of the snakes. And occasionally you will have to beat some of Count Olaf's henchmen. Once that you have gotten past the henchmen you will need to use your stilts and also to dodge the plants that spit out a good length of the tongue at you so just wait to pass them. Then when you have gotten past them you should get the snake that is there then hit the eye with the fruit flinger and the gate should open. Then you should be in control of Klaus now and you can go through the gate and you should meet another henchmen just dodge and attack her, then you are going to jump across where Violet was with the levitating loafers. Then hit the eye with the brilliant bopper and you should be in control of Violet now.

Then once you go past the gate there should be more wasps that you will have to take care of. Then go step on the buttons that had the wasps nest under & it should activate the cage coming down and you can now get the snake. Then when you have gotten the snake go in the corner and you will find another one of Count Olaf's henchmen then move the stone to the right spot and then hit the eye then it will help out Klaus with what you need to do next.

Then when you have gotten through with Klaus move the stone to the right place and it should help Violet, then go get the snake out of the cage. Then have Violet go to the tree and press B and it will be another Sunny game. This one with Sunny is just having her jump across thorns and that stuff, and make sure not to miss any puzzle pieces.

-----Game Save-----

After you have gotten past the Sunny portion go through the door. You will find that you have to use Klaus to jump over the big gap, then go straight where one of Olaf's henchmen are. Once you get to the gate hit the eye with Klaus's Brilliant Bopper and the gate will open and the bridge will point to Violet & you will have control of Violet.

You will encounter 2 snakes that are in cages get them out and suck them up. You will now see three platforms that move, all you got to do is wait for them to get close to you and you jump. Make sure to get the green puzzle piece. Then move the stone and hit the eye with the fruit flinger, and then you will be in control of Klaus.

All you need to do with Klaus is move hit to the platform in the center and go where the henchwoman is and hit her. You come across a bridge all you do is move the two blocks all the way you can & the bridge will come up now you can walk on it and continue on. Then again move the block and then hit the eye with the Brilliant Bopper & again you will be in control of Violet.

What you need to do for Violet is jump on the platform and go in the direction of where Count Olaf's henchmen. Then get the snake out of the cage & now you will have to kill the bees like did earlier, just do the same as last time just shoot like mad in the direction that they come at you and you should be able to defeat them.

Once you have defeated the bees step on the buttons that are on the ground and they should activate that half of where the snake is and activate where the other switch is that you need Klaus so what you need to do is. Push the block by the gate and it should free Klaus. Now use Klaus to go fly on the Leavitating Loafers and you should activate the gage to be lowered so that Violet can suck it up.

Now that you have all the snakes go through the door and it will tell you to go through the other big and fancy door and you will now encounter a boss. You will have to defeat the frogs with Klaus and after you do that you will have to recapture the snakes that he puts a spell on and you will have to dodge him from hitting you and after you get all the snakes you will now be Klaus and you will have to hit him.

And once you defeat the boss you will get a skeleton key which you now can get open all of the tresure chests.

-----Game Save-----

You will now have to put the snakes away.

about 3 of the snakes will be already on the ground.

the others you will have to break the box that supports them.

Activate switches that will release the snakes down.

-----Game Save-----

Now you will have to go to the hallway, that is where the lock is on the door that is where the hallway is. When you get to the hallway you will have to dodge the barrels again and hit the hookhandedman and continue on to Count Olaf's room. Make sure to get the tresure chest to get green puzzle pieces. & once you get in the room you will meet one of the henchwoman and you will have to fight her.

She is pretty easy all you do is dodge her spinning moves and when she stops she will shoot perfume at you (I didn't know perfume was a weapon) and you have to dodge it and after you have dodged you can now attack. Repeat and you should defeat her with ease.

After you have defeated the henchwoman go to Olaf's case which is in the room where the bed is, and you will be in a cutscene and Violet will make an invention that picks lock but it requires a spool, tweesers & a paint brush.

tweesers found on Olaf's bed by the tresure chest.

Paint brush found by the paper on the other side of where the bed is.

Spool is found where you fought the henchwoman by the wooden box.

now you will have to put the lock together which is really easy.

-----Game Save-----

Once you get the lucky lock pick go to the safe and you can open it, but you have to do a series of memory. What I mean is you have to remember a combo and imput the combo in order to open the tresure chest. Good luck I don't think I can help you.

Once you open the lock you will be at a cutscene if you seen the movie then you can just skip it,if not then I suggest that you see it. After the cutscene you will be in control of Sunny and do one of the hardest stages for Sunny. And make sure to get all of the puzzle pices here I think that you should get all of them if not then there must be some pieces in tresure chests that you didn't get.

After you see the cutscene you will have a chance to play around the grounds a little bit so get the rest of the puzzle pieces. There should be some VFD packages to get here & there are tresure chests that have 3 puzzle pieces in them, Once you have the puzzle pices and VFD packages you can continue on with the game.

-----Game Save-----

If you are missing about 6 puzzle pieces then listen here. There is a tresure chest by where you got your first Aspiring trophies, for instance the grim river there is a tresure chest their when you got the trophy, and with the great tree there is a tresure chests there. Now you should have 75 puzzle pices, now is the time for the revealing of the VFD packages.

1st one is by the snake lamp the B button will be on the screen to tell you.

2nd one is by where Olaf's bedroom is you have to press B and a ladder will come down and lead you to a loft.

3rd one is in the reptile room, where the area is dark blue go to one of the glass windows and you will be in the incredible deadly vipers room to get the third and final VFD package.

Aunt Josephine

-----Game Save-----

Once you get control you will now have to find blue puzzle pieces, which you only have to get 25 puzzle pieces like Justice Strauss's Library. Now go find all the supplies they are really easy to find and make sure to get all of the blue puzzle pieces.

You will have to fight that fat guy again when you go to grab the wind chimes.

You will have to fight the woman too. Once you defeat her grab the bread by the door. And now go to the door where they pointed before you grabbed the bread.

When you knocked on the door the hookhanded man says "looking for these" and you try to knock them off the string but you need a stronger "fruit flinger" in order to knock it off so you have to go find a egg beater, fishing pole & a ladle, So go find those.

After you found the items you will now make the Peppermint Popper.

-----Game Save-----

Now that you have the Peppermint Popper you can go hit the target. Once you have knocked him off he will call his henchmen and you will have to hit the henchmen I cannot really help you exept tell you some things.

thing 1: hit the henchmen

thing 2: you can hit the items they fling at you

thing 3: you will have to hit crabs which is really a pain in the butt.

that should help you a little bit to get past this.

After you have gotten past this part go get the grammar books.

-----Game Save-----

You should have all 25 puzzle pieces, the VFD package is where a anchor is on a wall that is where it is and after you have gotten the VFD package go to Aunt Josephine's house through the gate.

-----Game Save-----

You will have seen cutscene and you will have to navigate yourself onto secure pieces of wood. Good luck

Once you have gotten done with Klaus's part you will control Violet all you need to do is grab the Umbrella and go into the next room and you will need to float on the platforms. After you have finished you should be in the other room.

-----Game Save-----

Now you have to do the same thing after you have saved. After you have finished you will have do I believe that last Sunny game to get the map in order to find curdled cave. This shouldn't be too hard.

After that you should arrive to curdled cave.

CURDLED CAVE

You should have seen a cutscene with the orphans telling Aunt Josephine that realators will come to look at curdled cave and such, then she tells you she won't leave without her grammar books so you have to do another Sunny level.

When you do the Sunny level make sure to get all of the red puzzle pieces because that is about where 50% or 33% of the puzzle pieces are so you need to get them. Oh you know how I said that was the last Sunny level well it wasn't this I believe is the last Sunny level.

-----Game Save-----

When you get the elevator to work go down the elevator and you will see a whole bunch of crabs clear them with Violet or Klaus. Then grab all the puzzle pices either conspicuously on the ground or in boxes. Then grab the grammar books and go back up the elevator BUT DO NOT TALK TO AUNT JOSEPHINE YET. Like I said don't talk to aunt Josephine yet go to the sign by aunt Josephine and she will yell and cave in and it will reveal a VFD package, you should have gotten all of the VFD packages now you can talk to Aunt Josephine to get out of here.

-----Game Save-----

Now you will have to save Aunt Josephine from the Leaches, it is not all that hard just keep firing and aim the eye at the leaches. I believe you will have to do about 3-4 waves of leaches before the ship gets to you.

Once you have finished helping Aunt Josephine you will see a cutscene then you will have control of Klaus.

MARVELOUS MARRIAGE

-----Game Save-----

First you will have to get rid of the rats and then go up the stairs and press B and Klaus will say what would Violet do and he thinks of an invention. You need to get the bicycle pump, the gardening tool & the spring.

The spring and gardening tools are easy the bicycle pump you will have to go on the box of one and use the levitation loafers to get to the second box and then jump to get the bicycle pump.

-----Game Save-----

Now that you have the horrifying hook go to the window and Press B and you will be on the window now what you do is move and avoid Count Olaf's henchmen. and when you can't move see if you can push B and Klaus will use the horrifying hook to move up.

Now you will have to go up the stairs with the hookhanded man launching barrels at you. After you have gotten past the barrels go through the window. Now after you have come through the window you will now have to do dogde the barrels come towards instead of down on you.

Now go through the window and dodge the lights & barrels. And when you get to the hookhanded man you will have a boss battle and you need to dodge the barrels he throws and the barrels that come down on you. And keep dodging until he comes out and that is when you hit him. When you have defeated him you have defeated one of the last guys.

Now you will have to go where the golden eye is and press B and you will have to burn the marriage certificate by waiting for them to stop dancing and one of them will show it and you have to hit the certificate in a certain time period. GOOD LUCK YOU WILL NEED IT when you win that you have beaten the game!

-----Game Save-----

~~~~~

Credits

~~~~~

7

*****SPECIAL ANNOUNCEMENT*****

As of 2010 I am 18 years of age (not going to tell you my DOB) and I have completed High School. I am now going to College in a select western U.S.A town and will be still available from August 2010-April 2010. After that I am going on an LDS mission and won't be back until somewhere around May/June/July

pause menu[pemu]

Part II Playing the game

tips[tips]
inventions[invn]
what to do?[wtd?]
Levels[lvls]
bosses[bsss]
side quest[siqu]

Part III after the game

what to do after completing the game .[wacg]
extras menu[exas]

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Part I the Basics

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Controls [ctrl]

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There are a couple of controls that you have to use when you play as the orphans.

Violet controls

Control Stick	Control character	
C stick	Rotate camera	
A button	Jump	
A + A button	use the uplifting umbrella	
X button	Use Fruit Flinger invention	
Y button	Switch to Klaus	
B button	action/ pick up items/push/	
	Use Reptile Retriever invention	
R Button	Tap to center camera/	
	Hold to toggle first-person	
	targeting mode	
Z button	Tap to center camer/	
	Hold to toggle first-prson	
	targeting mode	
L BUtton	Use Steady Stilts invention	
Start/Pause	Access the Pause menu(in game)	

Names of the characters that appear in the game in one way or another.

~~~~~  
Violet  
~~~~~

Violet, the oldest Baudelaire sibling, is one of the finest 14-year-old Inventors in the world. Whenever her hair is tied up with a ribbon to keep it Out of her eyes, it means Violet is thinking about pulleys, levers and gears As she works out another complicated device. The orphans often rely on Violet's inventions to save them from imminent danger, sometimes mistakenly.

~~~~~  
Klaus  
~~~~~

Klaus Baudelaire, the middle Baudelaire child, has read more books at 12 years Of age than most people read in their entire lives. He is highly skilled at Solving puzzles and finding and deciphering clues, a phrase which here means "It probably won't make a difference because these children are so unlucky."

~~~~~  
Sunny  
~~~~~

Sunny Baudelaire, an infant, is small enough to crawl into very tight spaces And has four sharp teeth with which she likes to bite things___ useful Qualities when one is faced with terrible treachery. Because she is so young, Sunny speaks only in a series of unintelligible shrieks, but you probably Would too if you were being chased by a man with hooks instead of hands.

~~~~~  
Count Olaf  
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Count Olaf is a terrible villain and worse actor who will stop at nothing to Get the enormous Baudelaire fortune. Nothing is a word which here means "Certainly not three clever orphans." He only has one eyebrow, which would Normally make him easy to spot, but he often wears disguises as he hatches his Sinister plots.

~~~~~  
Mr. Poe  
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Mr. Poe is a banker and family friend who is responsible for overseeing the Baudelaire' affairs. He is kind-hearted, an expression which here means "Completely unhelpful."

~~~~~  
Uncle Monty  
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Dr. Montgomery Montgomery ___ or, as the Baudelaire children call him, Uncle Monty ___ is a world famous snake expert. He is currently planning a trip to Peru with the orphans to research exotic reptiles, but he probably won't make It.

~~~~~  
Aunt Josephine  
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