

Pac-Man World 2 FAQ/Walkthrough

by DMHawkmoon

Updated to v1.00 on May 26, 2002

This walkthrough was originally written for Pac-Man World 2 on the GC, but the walkthrough is still applicable to the PS2 version of the game.

Pac Man World 2 FAQ/Walkthrough

By: Bryan Backas (DMHawkmoon)

Version 1.00

EMAIL: bryanbackas@yahoo.com

CONTENTS

I. UPDATE INFORMATION

II. LEGAL INFORMATION

III. INTRODUCTION

IV. FAQ

V. CONTROLS

VI. 1-UP LOOP

VII. WALKTHROUGH

VIII. ARCADE GAMES

I. UPDATE INFORMATION

The guide is practically done, there may be a few errors here and there that I forgot to fix, but anyone going for all the tokens should be able to find them all with this version of the guide!

II. LEGAL INFORMATION

This guide is copyright 2002 by Bryan Backas. It may be posted on any website as long as it is in its FULL TEXT. If you butcher it into your own guide that's plagiarism, and if you sell it that's against the law.

III. INTRODUCTION

This is a guide for Pac Man World 2 for the Nintendo Gamecube and the Sony Playstation 2. I am writing this based on the Gamecube version, but as far as I know the game itself is identical on either system except for small graphical enhancements and faster load times on the Gamecube. The controls are obviously different, so that section may not be helpful to PS2 owners, but controls are simple and the least important part of this guide. I hope anyone who's stuck will find what they are looking for.

IV. FAQ - Frequently Asked Questions

Q: Is this game any good?

A: If you like platformers like Sonic Adventure then you'll probably like this.

Q: How long is it?

A: To simply run through the game it takes about 3 - 4 hours. If you want to

collect all the tokens, it takes over 20 hours. So you could easily spend a lot of time with this game.

Q: What classic arcade games are in it?

A: Pac-Man, Ms. Pac-Man, Pac-Attack, and Pac Mania. Check out the ARCADE section at the end if you need a description of any of these.

Q: How do I get lots of lives?

A: Check out the 1-UP LOOP section before the walkthrough for a great place to go.

Q: I am stuck on Night Crawler! Where do I go?

A: My walkthrough should answer your question. Read it if you're lost.

Q: Why am I missing a fruit/token in a stage when I followed your guide?

A: I try to tell you where to go for all the fruit and tokens but I don't always mention every single piece if I think it's really obvious. Check your totals at each checkpoint against mine to find out which section you're missing something in.

Q: When I fall too far I get hurt or I die. How do I avoid this?

A: Butt-bounce. The reason I often tell you to "butt-bounce down" in my guide is because I don't want you to get hurt. You can butt-bounce from any height and survive without being hurt at all.

Q: What's the museum?

A: It's a picture show of Pac Man World 2 concept art and a picture of the people who made the game.

V. CONTROLS

The first section is the Gamecube controls, second is the PS2 controls. Every move listed here is all the moves you ever get in the game. Remember, you can move Pac Man with the analog stick or the normal control pad.

GAMECUBE CONTROLS:

NORMAL

A: Jump

B: Hold and release to do a Rev Roll

B + A: In the middle of a Rev Roll, push A to stop

A + A: Butt-Bounce

A + B: Flip Kick

Y: Talk/Play arcade game

SWIMMING

A: Swim up

B: Swim down

ICE SKATING

A: Jump

A + B: Flip Kick

Up: Go faster

SWIMMING WITH FLIPPERS

B: Torpedo Attack

PAC-SUB

A: Torpedo

B: Gatling Gun
X: Smart Bomb

SHIMMYING

A: Jump up
B: Jump down

CAMERA

R: Zoom
L: Center behind Pac Man
C-Stick: Move camera manually.
Hold L and move the C-stick to look around the level.

PS2 CONTROLS: (Thanks to Mary Allen)

NORMAL

X: Jump
SQUARE: Hold and release to do a Rev Roll
SQUARE + X: In the middle of a Rev Roll, push A to stop
X + X: Butt-Bounce
X + SQUARE: Flip Kick
TRIANGLE: Talk/Play arcade game

SWIMMING

SQUARE: Swim up
X: Swim down

ICE SKATING

X: Jump
X + SQUARE: Flip Kick
Up: Go faster

SWIMMING WITH FLIPPERS

SQUARE: Torpedo Attack

PAC-SUB

X: Torpedo
SQUARE: Gatling Gun
CIRCLE: Smart Bomb

SHIMMYING

X: Jump up
SQUARE: Jump down

CAMERA

L1: Zoom
L2: Center behind Pac Man
Right Analog Stick: Move camera manually.
Hold L1 and use the D-pad to look around the level.

VI. 1-UP LOOP

Getting lots of lives is one of the most important keys towards success in this game. You want to be able to try an area over and over so that you get good at it and so that you don't have to go through the stage more times than necessary. There are many 1-Up loops in the game, but there is one that stands out as the best in the game. It occurs in BUTANE PAIN. Go through the stage until you reach the blue B-Doing. Bounce up on this and

then you reach a checkpoint on top of the next tree. Now, from here make a leap of faith diagonally backwards and you should grab onto a red B-Doing. If not, you'll fall down down to a tree below and butt-bounce to break your fall. Either way, work your way back to the blue B-Doing. Now bounce on it. There is a tree in the distance with a green switch on it. In the pit below you are a lot of angled B-Doings. Bounce down on these and you will reach the green switch. Hit it to make 8 1-Ups appear! Fall in the pit and repeat. You can build up as many lives as you please this way. Once you have as many as you want, COMPLETE THE STAGE! If you exit, it won't count anything that you picked up!

VII. WALKTHROUGH

This walkthrough is designed to help you get 180 tokens and will direct you to get all 189 if you so desire to collect them all. I will try to be as specific as possible. Each stage is split into the regular mode and time trial. Besides the tokens lying around in the stage, you can get 1 bonus token for finding all the fruit and galaxian, and 1 bonus for completing time trial in a record time. You can exit at ANY time with no penalty so if you're heading for a pit early in the level, exit to save yourself a life.

TIME TRIAL NOTES: The time stopping items do not stack. That means if you collect a 4 and then a 2 right after it, the 2 will cancel out the 4. So if you get a 4 make sure you don't get a 2 right away. And also if you're waiting for a moving platform or obstacle and you have time stopped, don't collect another clock until the last one runs out. Remember, to start the time trial you must hit the stopwatch that appears at the start of the stage. If you don't hit it before you move into the stage, it disappears because the makers didn't want it getting in the way if you're going back to get stuff you missed. Also, my time trial strategies are NOT the only way to complete the time trial. There are many many ways you could go, so don't email me with me time trial strategies unless they are a LOT better than the one I have posted. And I mean a LOT.

STAGE 1: PAC VILLAGE

NOTE: The first part of this level walkthrough is just obvious stuff for the most part. Skip down to the house section if all you need to get is what's on the roofs.

Run around the tree and collect all the pac dots. Follow the path around to the ghost and get the power pellet and eat the ghost. Get the strawberry and cherry. Don't go between the trees because that's the level exit. Now go to the right and jump up to the ledge and eat the circle of pac dots. Jump up to the next ledge and above where you ate the ghost there is a token in the air! Jump and grab it. Keep going around the outside of the level and get the apple, cherry, and follow the pac dot line. Where the line ends if you jump forward you should collect the token floating there. Continue around the outside of the level and when you get to where the apple is butt-bounce onto the Pac-Asite (brown thing) and collect the apple. Jump onto the rock next to you and jump to get the token floating in the air. Continue around the cliff, jump over the fence, and get the strawberry on the other side. Now jump up on the ledge to your right and get the melon. Go get the cherry behind the green house. Now over behind the yellow house there is a token and a pac-dot and an extra life. Go back towards the side of the stage and continue around. There is a token behind a tree. Keep going around and look to your right up in air. There should be a token there. Jump to it. Now run around and back up to where you jumped from. Keep going around and collect the rest of the fruit and pac dots you see. Don't forget the apple in the hole in the side of the cliff. From here I am going to tell how to get all the remaining stuff house by house.

TOTALS: 3 cherries, 3 strawberries, 3 apples, 2 melons, 118 pac dots,
5 tokens

PURPLE HOUSE: Jump to the top of it from the tall ledge that you were on at the end of the first section of the guide. It's sometimes picky and makes you roll off the side, but keep trying.

YELLOW HOUSE: Jump onto the roof right above the door and then onto the higher roof.

RED/ORANGE HOUSE: Jump onto the rock, and then onto the lower roof and then onto the higher roof. Don't forget to get the cherry above the pointed roof too.

BLUE HOUSE: To get onto this house you have to rev roll from the red/orange house. Go to the edge of the roof as far back as you can without falling and Hold B. You should be opposite the chimney. Turn to face the blue house and release. You should land on it.

GREEN HOUSE: (NOT THE ARCADE) From the blue roof do the same thing you did to get onto the blue house: Rev roll over to it.

ARCADE: Go behind the arcade and jump onto the square base sticking out of the ground. Jump onto the roof. Now jump onto the circular sign things and get the melon floating up there. Stay on the sign...

REDDISH PURPLE HOUSE: Jump to it from the top of the arcade sign. It may take a few tries. Once on top, be careful not to move too far while collecting the dots or you'll fall off and have to get on again. Also get the fruit behind the this house if you didn't already.

OBSERVATORY (BLUE): Jump onto the small roof on the side of the building from either the wood plank behind the house or from the low roof above the door. To get on the very top of this house you must jump AT the metal lens pipe sticking out the top. If you do it right Pac Man will grab it. Carefully jump up. There are pac dots and a token up here. Now, look behind you. There is a token above a tree. You get it by rev rolling from this roof. Go as far to the edge away from the tree as you can. Hold B and turn to face the token. Release! If done right, you'll go right through it. It's fairly generous with this, as long as you were facing the token you'll probably end up collecting it. If not, try backing up more. Make sure you got the fruit behind this house on the wood plank.

Now you should have everything on this level if you followed my guide.

FINAL TOTALS: 6 cherries, 6 strawberries, 4 apples, 8 melons, 142 pac dots,
8 tokens.

You are now 100% finished with this stage so run to the exit.

STAGE 2: THE BEAR BASICS

Eat the two ghosts and get everything in the first section; there are 123 pac dots if you want to make sure you didn't miss any. Keep going forward now and when you get to the big sandy pit fall in and get everything there. Now just butt-bounce all the boxes and get all the stuff in them. You can fall into the sandy crevasse, but there's nothing in it. Warning: The next two holes are pits so you'll lose a life if fall in them. Jump across the pit and butt-bounce on the Pac-Cub. Get all the pac dots obviously by jumping across til you got them all. Now do as the sign says and rev roll up the hill get the token and then

butt-bounce on the green button to make a pac-chain appear. Grab the red dot and you'll follow the pellets to the next part of the level. You cannot go back after that so make sure you got everything.

TOTALS: 3 cherries, 4 strawberries, 166 pac dots, 4 tokens.

In the next area everything is in plain view so get it all, just don't touch the thorny bushes. Jump over them and get what's hovering above them. Now moving on, jump from rock getting all the pac dots, and flip kick the box in the air. Make sure to go over to the right and get the box over there. In the next water section, don't bother swimming underwater yet unless you really want to try it out. Just stay on the surface and jump out to get the three pieces of fruit floating above the water. And go across to the other side. You'll come back in a second. Get the orange and then you can open the treasure box for the extra life. Now over to the right there are two boxes and they both contain steel ball power ups. Collect one of them and jump back into the water. You sink to the bottom with the steel ball, so just break the three boxes with a butt-bounce each and then get the token under the boat. Wait for the steel ball to wear off and jump back out to continue the level. Now get another steel ball and go to the left. You can jump onto the thorns with this without getting hurt, so jump on and get the token. Get the rest of the pac dots and then break the boxes if you want to get the points for killing the Pac-Cubs that are inside. Otherwise, you should be done with this stage.

FINAL TOTALS: 6 cherries, 6 strawberries, 1 orange, 3 apples, 2 melons, 327 pac dots, 8 tokens.

TIME TRIAL: This is a very straightforward stage. Don't stop to get all the clocks you see, just make a path through the stage and get all the clocks that fall into a path that you've chosen. For example, in the first section, jump along the left side and get the two "2" clocks there quickly and keep going, or find another path, but don't ever get all the clocks in an area for no reason. They do NOT stack. Jump over all the pits, and open the first box you see on your left for a "2" clock. Keep going, don't bother to open all the boxes and don't bother with the Pac-Bear. Also do not get any more boxes in this section because they don't contain clocks. Now hit the switch and quickly ride the pac chain. In the next section forget the boxes and just jump over two of the the thorn bushes to get the clocks and keep going. Jump along the rock and flip kick the box in the air. Jump into the water and go along the left edge. Jump out of the water to get the "2" clock and the veer to the right to get the next "2" clock. When you get out of the water open the box to your left and there is a "4" clock. Now hurry to the exit and you should have made it in time if you didn't hesitate. If not, keep practicing.

STAGE 3: CANYON CHAOS

First thing to do here is look behind you. There is a line of pac dots. Now get the boxes and keep going. Jump to the platform and do a butt-bounce onto the Pac-Asite there. Keep going and collecting everything. When you get to the platform with a box on it, look to your right and there is a strawberry next to a tree. Don't miss it. Once you get to the next part you see a ghost. Get the Power Pellet that is forward and to the right and eat him. Get all the dots and fall into the sandy pit. Watch out because there is a Pac-Asite down here. Once he's taken care of, collect everything and move on. Get the cherry behind the tree and then jump over the pit to get the orange. Make sure you jump straight across starting from the wooden plank or else you might fall in. Now you're at the checkpoint.

TOTALS: 9 cherries, 4 strawberries, 4 oranges, 4 apples, 57 pac dots, 2 tokens

Now, First thing you should try to do from here is kill the Pac-Bear on the small island. To kill him you have to rev roll into him 3 times. If you die, don't worry because you just hit the checkpoint so you can try again. It's best to wait til he is roaring before you hit him. Jump onto the platform and he should roar. Now's your chance! Quickly rev roll into him! When he's on the ground, power up a rev roll and hit him again as soon as he gets up. Repeat one more time and he's a goner. Don't be upset if you mess it up, you'll get it eventually. When he's dead, you get a galaxian. Win the pac man game and you'll get the level to play in the arcade and it counts as a check point. Now Jump around this area and collect the two tokens and everything else here. Just jump back and forth across the pits until you got it all. In the next section you'll find your first "RGB". Bounce on his head twice to defeat him, but make sure you don't get touched by his breath. Collect all the pac dots, but don't go any further! There is a token in a box next to the little purple bush. It should be behind you and to your left from where you entered this area. Find it and then move on. Jump down onto the strawberry and then run forward and get the Power Pellet. Eat the ghost. Now bounce on the RGBs and take their fruit. Don't miss the melon next to the tree here. It kind of blends into the ground and some people miss it. Now collect the token in the box and jump across to the cherry and back. Hit the switch and take the pac chain around to an earlier part of the stage. Don't push anything, just let it carry you and wait til you've landed before you move. It drops you near a pit so if you're holding a direction you might fall right in. Make your way back to where the green switch was and jump to the left. Kill the Pac-Asite and get the cherry in the box. Now keep going and jump across the pits to the second platform. Look to your right. Jump to the high ledge. Pac Man should grab onto it and then jump to swing up to the top. Jump straight up and you'll reach a higher ledge where you find more fruit and a token. Keep jumping across to the platforms now until you get to the next to last one with the Pac-Asite on it. No look to your left and a little behind you. There is a ledge with fruit on it. Jump to it from this platform and get the strawberry and orange there. Jumping back is a little tricky. Don't move camera and go back to where you got the strawberry and jump straight back. You should land back on the platform you jumped from. It's a little unfair that you can't see here. Now you're just about finished here. Jump to the next platform and get the orange and hit the switch. The pink ball that appears will shrink you, so get the cherry first. Now get the pink ball and run into the hole. That's the end of the level. Check your totals to make sure you got it all.

FINAL TOTALS: 14 cherries, 8 strawberries, 7 oranges, 5 apples, 3 melons, 178 pac dots, 8 tokens.

TIME TRIAL: This is one of the easiest time trials. There is an almost constant supply of clocks. Just try not to waste time deafeating any of the enemies here. Try to jump across the platforms without worrying about the Pac-Asites, because that doesn't help your time at all. Only worry about them if you're about to die. If you can just manage to run through the level and collect all the clocks in your path, you should easily get the record time.

STAGE 4: PAC-DOT POND

Collect the orange and kill the beetle for a token. Jump across the moving platforms and get any fruit you see down below and then jump to the green switch. This chain will take you to the upper platforms. Collect all the fruit up here and keep going til you get to the cherry at the end. Back track to get everything you missed and then continue on along the moving platform. Jump across, get the melon and all the pac dots and hit the checkpoint.

TOTALS: 3 cherries, 3 strawberries, 2 oranges, 1 apple, 2 melons,

44 Pac Dots, 2 tokens.

Jump into the river and then across to the other side and get the two cherries. Jump into the river and get all the fruit there. Now backtrack and jump back to where the cherries were but instead of jumping up by pushing A shimmy along the edge to the right and jump up onto the area with the RGB enemy. Defeat him and then go onto the moving platform. Jump off onto the first green switch platform and hit it. Follow the pac chain. You're now on another green switch, do the same. Now you're on ANOTHER and do it again. This takes you to a token and yet another green switch. Hit it and an orange switch will appear below. Jump down, run to the other side of the platform and get the orange. Jump over to the ledge with two apples and a token. Now jump back and hit the switch and get the steel ball. With it, jump in the water and open the box underwater. In it is the galaxian so play the maze level and complete it. Once finished, don't collect the pac-chain yet. Swim around and collect all the rest of the fruit you see around. There should be two oranges and a strawberry. There is nothing else underwater and now you should have everything in this area, so go get the pac-chain and hit the check point.

TOTALS: 5 cherries, 7 strawberries, 7 oranges, 5 apples, 2 melons,
120 pac dots, 4 tokens

Walk over to the sign and take note of the advice it gives you. You need to rev roll across the gap by hitting the sloped plank in the ground. Push jump on the other side to stop. Get everything you see and then rev roll across the next gap. This time it's very important that you hit jump at the right time so that you land on the island. Jump across and get the Power Pellet on the island in the middle of the pit and eat the ghost. Collect everything in this area. To get the box, the best thing to do is jump on TOP of it. Jump at it and grab the edge. Pull yourself onto it. Butt-bounce on top of it and it'll break revealing a token. Land on solid ground and collect it. You don't need to rev roll across the next gap, just jump to the island with the box on it first. Collect everything and defeat the RGB on the next island. Across the next gap is the end of the stage, so make sure you got everything before you go any further!

FINAL TOTALS: 9 cherries, 7 strawberries, 9 oranges, 9 apples, 5 melons,
142 pac dots, 8 tokens.

TIME TRIAL: This is the first time trial that's a little tricky. From the start, just run to touch the clock. Turn around and jump to grab the "2" and then jump over the beetle onto the moving platform. Get the box with a "2" in it and then to the next platform. If at any point you can make it to the upper platforms that's great because there are a lot of easy to get "2"s up there. Now once you get to the last moving platform and across to the next section the timer should be at about 8 if you did that all right. Jump right into the river travel along getting all the clocks along the way. Swim towards the first floating "2" you see and jump out to get it. Head to the next "2" above the water and jump for it. Now head right at the cliff with a little wooden plank coming out of it. Jump out of the water and grab the ledge and swing up. Jump up and you're now on the last part of the stage. Note that you can also take the pac-chain up to there, but that takes a lot more time. Ok, now rev roll across the gaps and you have to be quick to stop rolling on the second gap so that you land on the island. Run past the ghost, and jump to the box island, to the island with the RGB and to the exit. Hopefully you made it in time.

STAGE 5: BLINKY'S KILLER FROG

This is the first boss, and it's very easy. Run a round til he sticks his tongue out and butt-bounce onto the wooden part of it. Once you hit him three times a

cut scene occurs and now you have to use a different strategy. You have to jump onto the wooden part of his tongue and rev roll into his mouth. Three times and he's defeated. The biggest problem will be if he jumps and lands on your head. Try to keep moving and this shouldn't be too big of a problem. Overall he's quite an easy boss. You get the golden cherry back.

STAGE 6: B-DOING WOODS

NOTE: A "B-Doing" is the game's name for the bouncy target things.

Go forward and onto the wooden board. Jump over to the right onto the high ledge. There is a token up there. Now butt-bounce around on the B-Doings and get all the fruit in the air. Carefully make your way forward. Hit the two angled B-Doings and round the corner. Between the next two blue B-Doings there is a 1-Up off to the side. Take note of the depressed blue switch here. Go on and hit the checkpoint.

TOTALS: 1 cherry, 2 strawberries, 2 oranges, 1 token

Continue on up, getting the boxes on your way. You'll reach another checkpoint but I won't total up again cause it's only been a few seconds since the last one. When you get to the top there is a blue switch. Hit it and then make your way back down to where the first switch was. Hit it and a pac chain appears. You know what to do! Now rev roll across the gap and butt-bounce the beetle. You'll see a treasure but you need an apple. Head down the "stairs" and you'll find one. Now go back up and open the chest. The galaxian is inside. Once you finish the maze level you come back out and it counts as a checkpoint. Watch out because the beetle comes back.

TOTALS: 3 cherries, 3 strawberries, 5 oranges, 1 apple, 1 melon,
86 pac dots, 4 tokens

Now bounce along over to ANOTHER check point (sure are a lot of these here!). Kill the beetles and bounce up to the top of the giant stump. Look behind you and you'll see a 1-Up on the top of a stump across the gap. Rev roll across. Now look to the left and there's a token on top of another stump. Rev roll to that as well. If you fall, at least you got the 1-Up so you can keep trying. Shouldn't be a problem though. Now you can rev roll back to the first stump. Carefully jump down onto a nearby B-Doing. If you're having trouble getting back down, go to the edge and tilt the camera so you can see where you're going. Now bounce up on all the blue ones and get all the fruit in the air. Make your way around and then back to the wooden floating platform. Jump on TOP of the box floating in the air, butt-bounce on it, land safely, and then jump across to collect what was in it. Do that to all the boxes. You can try to flip kick them open but that's much harder to do. Lots of tokens and apples are inside. At the end, bounce down onto the net. Quickly get a Power Pellet and eat all four ghosts. Collect the rest of the pellets for points and then move on to the checkpoint.

TOTALS: 6 cherries, 9 strawberries, 9 oranges, 4 apples, 2 melons,
86 pac dots, 8 tokens

NOTE: You can try to eat all 4 ghosts in the previous section AND all 4 ghosts in the next section in ONE Power Pellet. I am not sure, it may give you a ton of points if you want to try it. It's VERY hard to do.

On to the next area, there are another 4 ghosts here and they will shoot at you. Eat them all up with a Power Pellet. Collect the rest of the pac dots and go complete the stage.

FINAL TOTALS: 6 cherries, 9 strawberries, 9 oranges, 4 apples, 2 melons,
217 pac dots, 8 tokens

TIME TRIAL: Take either the left or right side and bounce along the blue B-Doings. Round the corner and bounce on the next blue B-Doing. There is a "4" clock where the 1-Up was in the normal stage between this and the next B-Doing. Try to get it but if you miss either forget about it or exit the stage and restart. Open all the boxes you see for some "2" clocks, until you get to the next tree. On the next tree, open the first box and skip the second, open the third and skip the fourth. The boxes you skipped have health wedges in them so they are just a waste of time. You'll soon come to a long branch with a box all the way at the edge. Get it because it's a "4" clock. However, ignore the next long branch because it's only a "2" and it takes so much time to go over there and get it that it doesn't save any time. When you get to the top quickly rev roll over the gap and ignore the beetle. Jump onto the angled B-Doing and over to the next section. Get the box and jump past the beetles and onto the blue B-Doings. Move from one to the next collecting the clocks like you did to collect the fruit. And the end, fly right over to the netted area and land on the Power Pellet. Eating the ghosts stops the clock. Eat a few of them and then bound across to the next area. Run right for the goal. If you didn't make it in time try again and you should better your time pretty easily with practice.

STAGE 7: TREEWOOD FOREST

Go forward til you see the buzz saw in the tree. Wait for it to move to the outside and jump onto the inside part to collect the fruit. Keep going and do the same thing for the next saw. There is an apple over the next saw. Jump over the saw to get it without getting hurt. You'll soon reach a little cut in the tree with pac dots aroud it. Before you jump up and grab the ledge, look behind you. There is a strawberry. To get it you must jump off the edge, and swing back so that Pac Man grabs the edge. It's dangerous but it must be done for the fruit. Now, shimmy on over to the next branch. Bounce over to the next tree. Collect the fruit near the saws like you have been and make your way up. When you get to the top, don't rev roll across the gap yet. Go out along the branch and collect the token first! Now rev roll across. You have reached a checkpoint.

TOTALS: 3 strawberries, 2 apples, 10 pac dots, 2 tokens

Rev roll across but don't hit the saw. Don't go across the red B-Doing to the next tree, instead jump down the branches and hit the green switch. A pac chain will appear on top of this tree. Take it and you'll end up on top of a tree near the beginning of the stage with a token on it. Bounce over to another tree and rev roll back to where the saw was. Go to the next tree now with all the pac dots on it. Go around collecting the pac dots and oranges. When you see the saw coming around, jump. Keep going around til you got it all. Now bounce to the next tree. There are some strawberries above saws here. To safely get the try to jump over the saw at the right moment. If you get hit, it's not a big deal, just grab the fruit and move on. Jump to the branch of the next tree and jump over the saws. There is a checkpoint here.

TOTALS: 2 cherries, 6 strawberries, 4 oranges, 2 apples, 138 pac dots, 3 tokens

The next area has a ghost on it. Eat the ghose with the Power Pellet. If the ghost won't stay on the ground, stay away from it for a while until it wanders over a solid area, then jump on it. Avoid all the saws and get to the tree with the circular saw. Wait til it passes and jump for the apple. Quickly run around and jump up the ledge on the other side, ignoring the B-Doing. Jump up two more times to get the token on top here. Now you can jump down and right over to the

next tree or you can take the B-Doing over to the next tree. You end up in the same place. There's a checkpoint.

TOTALS: 5 cherries, 6 strawberries, 5 oranges, 4 apples, 1 melon,
176 pac dots, 4 tokens

Now jump between the saw and go around to the right. Jump over them when they come around. Jump up at the end and make your way down the branch. Take the B-Doings up and then bounce over to the token. Make your way back down and onto the B-Doings, and bounce UP to the top of THIS tree. Rev roll across the gap. Butt-Bounce the Pac-Bear and then get the checkpoint on the next tree. Jump to the branches and collect all the boxes. You'll see a ledge you can shimmy around on. Carefully jump down and grab the edge. Shimmy over and you find a token. Jump down and shimmy back over to the left. Get to the top of this tree and kill the Pac-Bear. Ignore the B-Doing and jump across to the next branch and across to the galaxian. Complete the level of course. Now bounce on down. You're at an earlier part of the level now. Keep on going back to the tree with the two saws and go the other way this time: onto the B-Doings and down to the next checkpoint.

TOTALS: 5 cherries, 6 strawberries, 5 oranges, 4 apples, 3 melons,
176 pac dots, 5 tokens

Rev roll across the gap. If you roll to the right a little there is a token in the air. It's hard to collect the token and still make it across the gap, but it's the only way. If you make it across without getting the token, don't worry. Just take the angled B-Doings to the left and bounce from one to another all the way over to the top of a tree earlier in the stage. There is a token and checkpoint here. Now you have to go all the way back AGAIN. When you get back to where you were, if you missed the token the first time, then either get it now or you'll have to come back for it later. Rev roll across the gap pointing AT it and then veer back over to the left. Now rev roll back to where the angled B-Doings were and jump to the branch of the next adjacent tree. Shimmy along the tree to collect the last of the pac dots. Jump up onto the branch. You'll see a token in the air right off the far end of this branch. To get it, carefully jump out, and then swing back. You have to do it just perfectly. Once you've gotten it make your way to the top of the next tree. Look around and you'll see that you can take a branch over to another tree top. Go there. Across the net is the end of the stage. You should have collected everything.

FINAL TOTALS: 5 cherries, 6 strawberries, 5 oranges, 4 apples, 3 melons,
194 pac dots, 8 tokens.

TIME TRIAL: Keep going along the branches and collecting the clocks just like you collected the fruit in the normal mode. When you reach the B-Doings, take them 2 at a time, which means skip the middle one. Eventually you'll reach a ramp. Go across. Get the box because there's a "4" clock in it. Keep going and cross the gap with the B-Doing. Collect two of the clocks on your way around and keep going. It's tough to get all the clocks on the next few branches without getting hit, but try to because they are a big help in the end. It's easiest if you hang off the side of the branch until just the right moment and then hop up and grab the clocks. Do the best you can and make your way to the top of the tree and get the clock in the box. Keep going along the level and take the paths that lead directly to the goal. If you aren't sure which paths they are, then just remember that after the tree with the two saw going around, take the B-Doings DOWN and rev roll across the gaps and keep going forward and back up. At this tree, at the top, don't jump to the top of the tree, go along the branch and jump to the next tree. The goal is across the net here. This is a pretty tough time trial, so you'll have to practice it and know exactly what to do. Don't hesitate ever. Often getting out of the way clocks is not worth it, and

you'll be better off speeding through the stage.

STAGE 8: BUTANE PAIN

Hit the orange switch and a steel ball will appear. This makes you unable to get hurt by the saw and the flames. Quickly make your way up the branches to the blue switch. Hit it. A bunch of fruit will appear, the flames will go away, and the blue switch at the beginning of the stage will pop up. Make your way back down. At the first buzz saw you see going down, there is a token on the far end of the branch. You have to jump out, grab it, and swing back and grab the edge. There are two more tokens just like this on your way down. Don't miss them. Once you're back at the beginning of the stage, hit the blue switch and take the pac chain to a checkpoint.

TOTALS: 1 cherry, 3 oranges, 75 pac dots, 3 tokens

Rev roll to the angled B-Doing. Just land on it and make sure you're safe. Look to the right. There is a rope there. Jump to it. Walk across the rope carefully and you'll get to a tree with a spider on it and a chest. You need an apple to open the chest. Remember this place. Now go back over to the angled B-Doing and bounce up. Land on the next B-Doing. Look around. There is a tree you can jump down to. Instead of bouncing on this B-Doing, jump and bounce down on it. Get the 1-Up and rev roll over to a tree. You can get an apple here! Now jump up to the ledge with the pac dots and shimmy across. Jump onto this branch. Now, from here try and turn the camera around so that you can see some of the trees on earlier parts of the level. You have to jump from here back down to them. It's a little tough, but if you don't make it next time you can just skip the part with the rope and go straight for the apple. I just wanted you to see what you were jumping back for. Once you get the apple and make it back over, go to the rope again and kill the spider and open the chest. This is the galaxian. Complete the level and it counts as a checkpoint. The spider is right there when you come out which is very cheap, so kill it again.

TOTALS: 1 cherry, 3 oranges, 1 apple, 85 pac dots, 3 tokens

Make your way back to the angled B-Doing and bounce to the top of the tree with the orange switch on it. Hit this to make a steel ball appear and use it to collect all the pac dots and oranges on the tree across the gap. Now time for a well token. Bounce on the blue B-Doing and look around carefully. There is a stump with a green button on it in the distance. To get there you have to fall down into the pit near you onto some angled B-Doings. They will take you to the stump where you find 8 1-Ups and a token! This is a great place to build up extra lives if you keep on dieing and coming back. Ok, now once you're done here bounce over and you'll be standing in front of the net. But, there are things you missed behind you! Jump backwards onto the red B-Doing and back again to hit a checkpoint. There is a token and some fruit on the lower branches, but to safely get them you need a steel ball. You should have a lot of lives now, so you can risk jumping back even though you can't turn the camera here to see. If you jump diagonally back and right, you'll hit a red B-Doing that will take you back. Go back and get another steel ball. Quickly bounce up on the blue and red B-Doings to the top of the tree. Now, jump down to the B-Doing and then backward onto the saw branches. Just jump all the way down and to the branch with fire on it, getting all the fruit. There is a token down here. Jump out and collect it, hopefully with your steel ball in effect. If it wears off you'll get hit and possibly you will lose a life. It is possible to get all the fruit and token without a steel ball, but you'll get hurt at least once on the fire branch. Once you have everything, get back to the red B-Doing and continue on down the net. There is a checkpoint.

TOTALS: 1 cherry, 3 strawberries, 7 oranges, 2 apples, 113 pac dots, 6 tokens

Get the box and go along the paths with the saws and the rope. Go left at the fork. You'll come to a pac maze type area. Try to eat all the ghosts with one Power Pellet for max points, but don't worry too much if you can't. They like to be annoying and hang out over the pit so it's hard to eat them. Once you have everything head back and go right at the fork. You now bounce over to another check point. Too early to total it all up again. Notice the blue switch. Go up and you'll see fire branches that you can't pass. You have to shimmy along the outside and you'll reach an orange switch. Like always, it makes a steel ball appear. You have to get this and quickly head back so that can make it across the fire branches. Hop from one to another and then to another tree where you'll eventually reach a blue switch. The fire turns off and the other switch pops up. Go back down to it. This time no fruit or tokens appear, though. A pac chain appears when you hit this switch. Take it to the top and you reach a checkpoint.

TOTALS: 5 cherries, 4 strawberries, 8 oranges, 2 apples, 2 melons,
225 pac dots, 6 tokens

Take the angled B-Doing over to another and bounce again. You'll go over a tree with two boxes on it. When you're right over it bounce down. One of the boxes has a token in it and the other a Pac-Cub. Now look around and you'll spot a nearby angled B-Doing. Hop over to it and you'll bounce to a new part of the level. There are bats here. To defeat bats get right under them and jump and immediately push B to do a flip kick. You'll reach a checkpoint when you cross the next rope. Go down first if you want to kill the guys there for more points, or just go up if you don't care about points. There is no fruit down. When you go up turn right and you'll find a token in the box on the tree there. Go left and you'll come upon another tree with a saw on it and a checkpoint. There is a path leading down, but don't take it because there's nothing there at all. Instead head over to the next tree and shimmy along the ledge you find. This leads to the end of the stage.

FINAL TOTALS: 5 cherries, 4 strawberries, 8 oranges, 2 apples, 2 melons,
243 pac dots, 8 tokens

TIME TRIAL: Get the steel ball and then hit the clock after. I ran through the stage straight through to the part where you roll down the net without getting any clocks. All of the clocks were just out of the way and not worth it. After you roll down the net, get the box and collect all the clocks along the way. Go right at the fork. Bounce across as fast as possible. Open the box closer to the trunk of the tree for a "4" clock. NOW you're SUPPOSED TO make your way around and hit the orange switch for a steel ball so that you can go through the flames quickly. But, this is a very hard time trial and you can save TONS of time by just quickly going through the fire without the steel ball. If you are at full life, it is possible, and it saves you about 20 seconds! Now, at the blue switch up top, there is another nasty little secret discovered by "inio". At the blue switch up here you can simply make a blind jump to the right and land right on a later section of the stage where the bats are. With these two time saving tips, you're going for record time! Go up from here and then left. Watch out for the saw, and go up to the next tree. Shummy along the ledge and keep going up after that. Much like the last stage, at the top instead of jumping onto the top of the tree you're standing on, turn around and jump to the tree behind you and run across the net to the exit. Unless you used my strat where you ran right throught the flames, you probably won't have a best time. If you took the two shortcuts you should annihilate the time.

STAGE 9: INKY'S BLADE-O-MATIC

Second boss level. Rev roll into his mouth two times using the ramps. Now you have to hit him in the head with a butt-bounce. Go to the edges of the stage and bounce off the B-Doings. If you time it right you'll fly over his head and you can bounce onto his head. After two hits he's in his final form. Do the same thing as you did with his first form only this time you have to time it just perfectly so that a blade isn't coming out of his mouth when you hit him. You'll receive the golden strawberry.

STAGE 10: ICE RIVER RUN

First thing to do here is turn off to the left. Fall down and you'll be on a path going along the side of the level. Follow to it to a box with a token inside. That's all that's down here. Continue forward. Take out the rams by waiting for them to charge and then rev rolling into them. When they're stunned butt-bounce on them. They usually hold fruit so make sure to always kill them. Go up the hill. There will be a pit with fruit coming out of it. Jump into the it and you'll see that on the bottom there are two blue B-Doings. Collect all the fruit. Land on the other side where the ram is and take him out for a 1-Up. Keep going up. There is a blocked off mine shaft. It can't be here for no reason, right? Right. There is a pink shrink power-up above! Jump up and get it. Walk through the rocks now. You'll find a crate with the galaxian in it! Once you won the level a warp will appear that takes you back outside and you should go up the icy slope now. Defeat the ram again if you want another 1-Up. Go up the hill by jumping across the rocks embedded in the ice. If you fall on ice, remember never to butt-bounce on it. You'll slip down if you do. To walk up it you just jump slowly up. Keep going up til you reach a checkpoint.

TOTALS: 3 cherries, 5 strawberries, 1 orange, 4 apples, 55 pac dots, 1 token

Keep going. You'll reach a Power Pellet. Grab it and run quickly up til you get to a ghost. Eat him and then backtrack to pick up what you missed. After that look to the side and you'll see a crate by the wall. Jump to it across the ice. Inside is a token and it also makes a pac chain appear. It's a short chain that just takes you back to the nearest rock. Continue on up and you'll get swamped with snowballs. They're hard to avoid but do your best. Right up there is another checkpoint. From here you can rev roll into the ram and then take him out. Open the box and there's a ram inside. Defeat it for a token. Collect any pac dots you missed. Head over to the left now. There is a strawberry on a rock. You'll also see a winding path that leads farther up. Take it. You can jump up it or rev roll up, your choice. Rev rolling is a little easier. Bear left and you'll land in the snow on on the left side. Jump to the crate. This crate also contains a token and a pac chain. This one takes you back to where you left off. Keep climbing. Jump back and forth between the gaps til you've gotten all the pac dots. This can be tricky. You have to jump just perfectly to get them all. Don't get hit by the fishes or you could get knocked right in the deadly water. Once you finally make it to the top you reach a ram. Defeat him for a token. The get the checkpoint.

TOTALS: 4 cherries, 9 strawberries, 2 oranges, 7 apples, 200 pac dots, 5 tokens

Moving on up, there is a box with a ram in it. He has a 1-Up. Now there is a short section like the one you just finished. It's a lot easier. Move on up and go around the icy pool onto the rocks and hit another checkpoint. A ghost up farther will be shooting at you, but get the Power Pellet and eat him and his 3 friends. You'll find ANOTHER checkpoint. Rev roll the ram and take him out, and get all the pac dots. Now it's on to another annoying jumping section. You get unlimited tries at this, though, because the ram has a 1-Up. It's not so hard because it's very short. Now there are a bunch more ghosts to eat and two more checkpoints. This is because of all the checkpoints. Go all the way to the top

of the hill. There is a big icy section at the top. Jump or rev roll up it, avoiding the icy water by going to the right. The crate up here has a token and a pac chain in it. Sometimes it makes you take the pac chain without collecting the token. Make sure you got it, and if not go back for it. Now take the path off to the side of the level. There is a crate with a strawberry and one with a token by the sign. The last token is in the Pac-Bear. Rev roll into him three times. The exit is behind him.

FINAL TOTALS: 6 cherries, 11 strawberries, 2 oranges, 8 apples, 333 pac dots, 8 tokens

TIME TRIAL: This is very straightforward but VERY difficult. Often the smallest tiniest mistake ruins your time and you have to start over. If you mess up just exit and try again. From the start, lure the first ram you see behind you before getting the clock. Don't kill him, just jump over him. Now stand right in front of the clock and start a rev roll. Face the cherry. Blast through the clock to start the timer and you should bounce right through the "2" clock as well. Swing around the tree and rev roll up the hill immediately. It will take two rev rolls to get all the way up. At the top roll through the "2" clock and jump right. If you do the right, the timer should only be at 3 for this part. The rest of the level up to the end is jumping from rock to rock avoiding fish and collecting clocks in between. When you see a power pellet, get it and eat the ghost to shave off 4 seconds. Don't stop moving unless you have to wait for a fish. Often it's a good idea to rev roll up the slopes at parts with no water. For example, as soon as you get up past the avalanche, rev roll up through the ice and onto the far platforms. You can get shave off probably 5 seconds doing that. Don't bother with the crates because they're usually just a ram. If you fall off you'll probably have to start over. Timing is everything. After a long climb, you'll reach the top where you need to head left. Rev roll over there and pray that you made it in time. Make sure you don't go too high. The exit path is lower than you might expect it to be. You might have to practice this level a LOT before you ever get the finish fast enough.

STAGE 11: AVALANCHE ALLEY

WARNING: There appears to be a bug on this stage on the PS2 version of the game. I do not think it happens on the GC but if it happens to you let me know. The bug is that at the last checkpoint, if you get to it and die, when you restart you will be missing a single pac dot! This will prevent you from getting 100% unless you don't die in the final section.

Jump up and grab the power pellet. It's a little hard to reach, but if you do a bounce you should get it faster. Quickly eat all four ghosts. Run down and get 6 pellets and the strawberry and cherry. The snowball should have fallen now so just go as fast as you can. Veer to the left so that you go over the center of the ice and collect the strawberry. Continue on and get an apple and then another apple. Do not touch the ice or else you'll miss the cherry! Get the strawberry and go across the tiny bridge and get the 6 pellets and cherry. JUMP over the center of the bridge. Collect another apple. Jump to get the token and then when you get to the cliff jump down and do a bounce onto the apple. Keep getting the pellets and make sure to veer over to the right and get the apple and then keep going. Get another apple. Now, the next part is tricky because you have to collect everything without touching the ice! There is a cherry there too. Now the rest should be easy. Keep getting pellets and a strawberry and a token and then another strawberry. Hit the red dot and fly across the pit. Along the chain you'll collect another apple and strawberry. You now get to a checkpoint.

TOTALS: 6 Cherries, 6 Strawberries, 7 Apples, 63 Pac Dots.

There is a very short section now like the one you just completed, and it's a lot easier, too. Once you're across the pit, it's over. Head on down and collect everything on the islands. You reach another checkpoint. Now there is a section with icy islands. To maintain control here keep jumping over and over. If you miss a fruit or token you can't come back for it so fall in the pit and try again. There will be a 1-Up next to you when you restart anyways. Also, it goes without saying that you need to get all the fruit above the B-Doings. Once you get to the end bounce on the B-Doings and o the left. Before hitting the checkpoint, kill the ram and take his fruit. Now hit the checkpoint. You can get the 1-Up in front of the statue as well but if you get hit by his breath you'll be knocked off the cliff.

TOTALS: 11 cherries, 18 strawberries, 22 apples, 1 melon, 63? pac dot,
5 tokens

Look up on the hillside now. There is an apple there that you can't jump to. To reach it, you need to rev roll. Rev roll at it from the slope where the avalanche was. Going straight up the hill probably won't work. Continue along and defeat the ram. He holds a token. Watch out for falling snowballs. Get the box and now you'll come to a ramp that you have to rev roll over. If you get hit by the statue's breath, you're in the pit so time your roll for in between his breaths. It's difficult to collect both fruit but you have to do it in one rev roll or else there's no way to get back without falling in the pit. Try not revving all the way or pushing jump after you hit the first piece of fruit. Often you'll fly over the cherry if you are going too fast. Jump in the pit if you miss one and want to get them both. The next part looks complicated but it really isn't. Jump into the pit where you see fruit coming out and bounce on all the B-Doings to collect it all. After you have it all fall onto the red dot to initiate the pac chain. As soon as you land rev roll the ram and kill him, then jump over his friend. Take out the second ram now and keep going. You'll reach a checkpoint.

TOTALS: 15 cherries, 23 strawberries, 29 apples, 2 melons, 63? pac dots,
8 tokens

Go to the edge of the cliff and look down. There is a section below you! Jump down to it. Defeat the ram and go in the little cave and break the box. Take everything you see and then leave. The glaxian is now sitting before you! You should be getting pretty good at these now. Win the maze, but like usual when you come out the enemies are back, this time it's that ram again. Beat him for some easy points and take the pac chain. You'll be greeted by two rams. Do your best to avoid them and defeat them. Just watch out if they get too close to the edge. Now take the angled B-Doings to another checkpoint.

TOTALS: 17 cherries, 24 strawberries, 30 apples, 2 melons, 152 pac dots,
8 tokens

Now there is a more difficult snowball section. Luckily, you get unlimited tries! Watch out for the falling icecicles in the first part. If you run in front of the blowing statues they can blow you and give you some breathing room, but watch out because sometimes they blow you too far! In general, you can let the first one blow you but the others I'd avoid because they very often mess you up. In general, never let them blow you when you're airborne. You'll fly past everything. When you're running through a chain of pac dots avoid touching any ice patches or else you'll slide past things. Once you get far enough you'll see a geyser. Jump over it to grab the fruit. Then you'll cross a bridge. Jump over the center of it and then bear right. There's another geyser and if you don't know it's coming you might miss it. This is almost the end. Once you get a little farther you'll see a pac chain. Take it and you're done with this part.

Grab the fruit in the boxes and hit the checkpoint.

TOTALS: 18 cherries, 31 strawberries, 35 apples, 2 melons, 227 pac dots,
8 tokens

This next section is like the last only there are 3 1-Ups along the path. It's almost impossible to avoid the statues here but luckily they don't blow you too far here as long as you're not airborne. After the third blowing statue, there is a line of pac dots. Follow them and now be careful! Keep left and jump if you have to. It's easy to slide into the pit. Once you've passed this you're almost home-free. Just follow the pac dots and keep RIGHT! It's very easy to get confused and go left but that'll be the end of you. Once you make it to the end there's a pac chain that leads to the goal. Hopefully you didn't miss anything.

FINAL TOTALS: 24 cherries, 33 strawberries, 36 apples, 4 melons,
297 pac dots, 8 tokens

TIME TRIAL: This is hard because you have to do everything without dieing. From the start touch the timer clock and then bounce for the power pellet. Eat the ghosts to stop time and rev roll a few times to save some time. Follow the path of the clocks to keep time moving slowly. The clocks are all in the same places as the fruit was, so if you just completed this stage you should have a good idea of where to move. Once you pass the first section open the boxes for some "2" clocks and keep going. There is a short section where you're chased again. Bear right and then the screen flips around. Jump to the island and wait for it to move a little before jumping to the next. Keep going and break the middle box for a "4" clock. Keep opening boxes and collecting clocks. Avoid the second box though because it's just a health wedge. Speed down the ice as quick as you can without falling, and quickly bounce across to more ice. Make it to the second set of B-Doings and bounce up to the right. Rev roll to go quicker on the snow. Don't open the box before the ramp. Go across the ramp when it's safe and go fast as you can. Jump straight in the pit and bounce straight across on a B-Doing. Rev roll across the snow and avoid the rams by jumping. Hit the angled B-Doings and run in the cave. Here's the hardest part now. Do this section the same way as before except this time try and have the blowing guys send you as far as possible. Because you don't have to stop to pick up anything, it's a little easier to stay in front of the snowball this time than it was in the normal mode. At the end is the hardest part I think: hitting the red dot. It's hard to tell where it is exactly. It's sort of over the pit and straight ahead, but if you miss it you die. If you make it you're heading towards the final section.

STAGE 12: BLADE MOUNTAIN

You're on ice skates here, and the first thing you'll notice is that you can't butt-bounce. You'll have to open crates with flip kicks which is a little harder to do. Practice it on the nearby crate. Also note that you cannot rev roll here. Carefully go down the hill and get used to the skates. Go slow at first so that you don't miss anything. If you pass things you can go back and get them but there's a limit to how far you can go backwards. If you miss anything swing back around as soon as you can to get get it. Don't make sudden movements if you want to go right through everything the first pass. Gently move the analog the slightest bit to turn. After a little while you'll reach the checkpoint.

TOTALS: 6 cherries, 4 strawberries, 42 pac dots

The next section is very hard to collect everything on. Once you reach the ramp you'll have to be going just right to eat all the pac dots. If you miss one down here it is possible to make your way back up the hill a little ways but it's not

easy. You'll have to spin back up the hill and veer over to the right side (left if you're facing uphill) Pac Man can climb slowly back up along the side. Then swing back over when you get high enough and sometimes you can get dots you missed. On the ramp, you'll want to jump off the top and flip kick to get the box. Keep going and there'll be another ramp. This one you won't be able to get the box unless you speed into it, but that makes getting the pac dots harder. You'll have to though, and later on it gets worse. Speed up into the jump by pressing forward. You'll notice that there is a path to the left and a treasure box on top of a cliff next to this jump. There is a token in the treasure box and a crate with a token on the path. I suggest you go back for them later. It's almost impossible to get all the tokens and the pac dots/fruit on the same run. Just keep going. The next gap you need good speed for as well. The boxes over the next two contain a 1-Up and a token, so you do not need them to get the bonus token. On the last gap with the token, you can go slow into the jump and land on the ice island if you want to play it safe. Remember the bonus token is for getting all the pac dots and fruit. You can come back and collect all the tokens later with no penalty. After this you'll come to a cave. This is like the first cave and you should now find it extremely easy compared to the last section. Don't get sloppy, though. A little ways down and you finally reach a checkpoint.

TOTALS: 11 cherries, 9 strawberries, 1 orange, 2 apples, 114 pac dots,
(3 tokens)

The next part you need to be speeding into the jumps to make it across. The first two boxes contain tokens, and the third one contains an apple. To the right of the jump with the apple box, there is another path that has a box with a token in it. Remember this location. Now the next jump has another token box so get it if you can but if not don't worry. The fifth jump right before the face you need to get the box because it has a melon in it. Now you reach a checkpoint.

TOTALS: 11 cherries, 10 strawberries, 1 orange, 7 apples, 1 melon, 173 pac dots,
(7 tokens)

The section should seem like a cakewalk compared to what you've been through already. You get a 1-Up every time through as long as you make it to the narrow bridge of ice. Follow the lines of fruit and dots like normal and then when you get past this bridge collect the strawberry and prepare to jump over the next icy pool. I think you can skate around it but it's kind of difficult and jumping is easier. The only problem with jumping is that you have to then turn around and get the fruit you might have flown past. It's possible to skate back up if you don't get too far ahead. Just turn and go sideways back and forth up the hill. This is how I completed this part, you can develop your own technique because you have the benefit of unlimited lives now. After this just skate around any icy pools and follow the fruit path. Jump if you have to to avoid any ice pools but don't miss anything or you should suicide and try again. Eventually you'll see a jump. Take this just right and you'll pass through a token. If you miss it, once again don't worry as long as you got all the dots and fruit. You'll land near the exit. There is a chest with the galaxian in it. Make sure that if you have gotten everything so far in this stage that you DON'T LOSE in the maze game. If you do, you'll have to do this entire stage again for the bonus level. Once you won this, you're done with the hard part of this stage! YES!

FINAL TOTALS: 22 cherries, 23 strawberries, 1 orange, 7 apples, 1 melon,
216 pac dots, 8 tokens

Play the level again to collect any tokens you may have missed. All the token locations are in the guide above so just read through it if you forgot.

TIME TRIAL: This is a lot more fun than some of the previous time trials but that doesn't mean it's easy. In fact, you have to be downright near perfect to have a good shot at a time under 1:02. I got a time of 1:01 and I got every single time stopping clock and didn't get hit once. So that's pretty much what you have to do, too. Hold down the entire time, avoid the icicles, and hit every clock and box in your path. You can't see it, but some of the hovering boxes have 4 clocks in them. It's critical to hit every timer clock, I can't stress that enough. To avoid the icicles best watch the shadows on the floor and steer between them. There are two places where you can steer off to the side and avoid the ramps. Don't do it. Taking the ramps is always faster. As a point of reference, you should be at about 21-20 seconds at the second cave and if I remember correctly about 45 for the final cave. I know for sure that if you make it to the final cave at 50 or above you can't make it. You'll have to be really skillful to get the token for time trial here. There's no cheap trick to get around it.

STAGE 13: PINKY'S REVENGE

This boss is a lot like the last one. To hurt it, rev roll into it. Dodge the snowballs it shoots out of its mouth and when it starts moving around go off one of the ramps in the middle into it. If you get hurt go to the outside and you can pick up health wedges. After the boss gets hurt it will start shooting more snowballs out and sometimes it flies around shooting icy vapor out its bottom. For the snowballs just keep moving around and jumping to avoid them. For the icy vapor, stay in the middle and run around. At any time if you think you have a clear shot, take it, but don't try to hit it when its shooting snowballs. This would be a very hard boss if it didn't restart you with the boss's health meter where it was when it changed forms. Yes, when you hit the it three times and it talks to you, the next time you die you'll restart where it was when you hurt it. You get the golden apple for your trouble.

STAGE 14: INTO THE VOLCANO

Start off by grabbing the Power Pellet and taking care of the ghosts. Collect everything and walk down the hill. Don't worry about the token on the island, you'll get that in a second. Jump up to the left and grab the ledge. Shimmy across and you'll come to a checkpoint (so early!). Turn around and you'll see a large ramp. Rev roll directly up the center of it at the island. Remember to stop when you're directly over the island by pressing jump. It will begin to fall. Jump off onto safe ground and continue on. You'll see a new enemy called a "Pooka" coming out of the holes in the ground butt-bounce all over them but once you hit one don't stop bouncing. They explode when you kill them and the explosion hurts you if you're standing still. They never stop coming out so once you have everything move ahead onto the the moving wooden platform. Jump to the island and then to the next one and onto the second moving wooden platform. Jump to the left ledge for the crate, then fly back over to the chest to reveal a green switch. Hit it and a pac chain will appear above some of the islands. Jump over there and take it to the next part of the stage and a checkpoint.

TOTALS: 2 cherries, 1 strawberry, 1 orange, 1 apple, 88 pac dots, 2 tokens

Rev roll on the small ramp in front of you over to the closest platform. Push jump when you're right over it to stop. Jump left and collect the two token. Be careful not to touch any of the Pookas! They'll explode and send you into the abyss! After you have the tokens open the chest to find the galaxian. Complete the level of course. Now collect the Power Pellet, jump to the left island, and then to where you see a ghost. Eat him and his friend further on. Now you reach another one of the overly-placed checkpoints. All you gotten since I last

tallied is 3 tokens. Butt-bounce the Pooka Plant. Moving on, jump up to the ramp and rev roll over to the chest. It has a 1-Up inside. Jump to the moving platform and take it to another island. Rev roll to the next island and from there into the next cave. ANOTHER checkpoint!

TOTALS: 2 cherries, 1 strawberry, 1 orange, 2 apples, 88 pac dots, 5 tokens

Walk to the edge of the cliff. An angled B-Doing will appear! Bounce on it and you'll reach a twisty area. To walk across these narrow paths you'll want to move very slow. What I do is walk along the first narrow a little ways and then jump to the bigger section. Then I jump again to the next big section, to the token, and then the green switch. There's really no reason to walk along the path. When you hit the switch a B-Doing appears. This will bounce you to the 1-Up. You can get the 1-Up and do this section again, or just move on. You'll reach a bunch of pac dots and then a checkpoint. Jump across to the brown island. Make sure you wait a few second on each of the white islands because they'll fall forward making the jump easier. Now jump to the left and then onto the B-Doing. Bounce on it to the blue switch and hit it. Now another B-Doing appears in front of you and the switch where the checkpoint was pops up. Bounce over to it and it'll make a pac chain appear. Take it. Gee, another checkpoint! What a surprise! :)

TOTALS: 2 cherries, 1 strawberry, 1 orange, 2 apples, 1 melon, 162 pac dots, 6 tokens

Jump across the islands and get the 1-Up in a chest. To your left you'll see a Stony. He shoots at you if you stand still. Ignore him. Run across the bridges and bounce down. Guess what you find here? The next room is actually a little tricky because of the traps: little bits of flaming rock pop out of the lava and geysers. The rocks never pop onto the islands with the geysers, so you can take your time when you're on one of these islands. That's the first place you should jump to: the geyser island in fron of you. Carefully stay along the edge of it and grab a pac dot or two when the geyser goes down. Quickly jump to the other islands and back to a safe geyser platform. You might get hit by a fire rock a few times but as long as you're careful on the geyser islands you'll be alright. This is the last of the pac dots in here. Move along through the hall and there is yet another of the many checkpoints.

TOTALS: 2 cherries, 1 strawberry, 1 orange, 2 apples, 1 melon, 200 pac dots, 8 tokens

Jump out to the first white island. Wait for the right moment and jump to the moving platform. Jump to the next white one, to the next, and now instead of jumping to the next moving platform, jump over to the island with the strawberry. Wait and make a long jump to the moving platform. When I did this it was a close call but the timing may be different depending on how long you took. Keep jumping from platform to platform and onto the islands with the fruit. Jump from island to island collecting the 1-Up and then from there onto the last moving platform. This is a long jump but you should grab the edge and be ok. This is the end of the stage.

FINAL TOTALS: 3 cherries, 2 strawberries, 2 oranges, 3 apples, 1 melon, 200 pac dots, 8 tokens.

TIME TRIAL: This one's not as hard as some of the ice levels, but it's still a little frustrating because of all the jumps. However, I have developed a method for this that makes it fairly easy. Eat the ghosts to start with for a 4 second time stop. Remember, time stops don't stack so avoid the "2" clocks! Jump down the hill and jump as far out onto the left ledge as you can. Shimmy until the timer is at about 3 and jump off and grab the box with a "2" in it. This next

part is what determines whether or not you'll do well here. You want to go straight to the next cave without stopping. Jump to the moving platform immediately to the falling island, to the next, right over to the right to where the next moving platform should be, turn the camera, jump left, turn the camera again, jump right, and into the next cave. If the timing was right you should make it in the cave and you'll be making great time. Rev roll down. Rev roll again across the gap. Jump to the middle island and then to the Power Pellet. Jump right across the gap to the ghosts. You can make it but you'll have to grab the edge. It's faster though. Eat the ghosts of course and butt-bounce the box and the Pooka-Plant. Grab the "2" hurry over to rev roll onto the island and get the "4" in the box. Now you know what to do, keep on going through the level as fast as you can. When you get to the zig zag section jump across to the bigger sections to save time. No way can you run across the small paths without falling. When you get to the lava section, jump straight down, to the geyser and keep jumping across the platforms quickly making your way left and then up to the next part. Eventually you'll get to the last platform section. If you got here without stopping and doing everything perfectly you can take your time. First, wait for the moving platform to move AWAY from you all the way before you jump to the falling island. If you jump right away it's nerly impossible to make it. When you make it to this island, jump across all the falling islands collecting the clocks. Get onto the up-down platform to the left side now. As soon as you can jump ahead and across a few more over to the right. The last moving platform should be in front of you. Jump to it. The time you need is 2:22 I think. If you're almost out of time you can try to jump to the "4" clock to the left. If not, just WAIT til you are clearly in range of the last cliff. If you fall... It's back to the beginning. Ouch.

STAGE 15: VOLCANIC PANIC

Open the crates. Grab the steel ball and everything a run for the next room. There are 3 switches here. Hit the first one and pac dots and two ghosts will appesr. Ignore the ghosts and eat the pac dots as fast as you can. Now hit the other green switch and two Power Pellets appear. Grab one and eat the ghosts, now jump to the geyser platform and across and eat the ghost there too. The orange switch you saw earlier just makes the geysers go down for a few seconds, but if you were fast the steel ball protects you from it so you don't have to bother. In the next room jump across all the platforms ignoring the Stony. There is a token in the air, jump and grab it, and move on to the checkpoint. Rev roll across like the sign says and hit the next checkpoint. I guess they wanted to teach you what to do.

TOTALS: 1 cherry, 1 strawberry, 1 apple, 70 pac dots, 1 token

Grab the steel ball. You can walk over the lava with this, but the lava acts like quicksand so you'll have to keep jumping. Clear the gap and butt-bounce the Pac-Asites. Now look to the left and there is a token over the pit. To get it, rev roll up the wall and across. Now kill the spider and collect all the dots. You'll need the orange in the next room to open the chest. First, though, jump to the lower platforms for the apple. Jump back to where the chest was and over to the right for the higher platforms. Take the right platforms down for a token. Get to the checkpoint and hit the switch. You'll see that an earlier part of the stage changed. Now make your way back and open the chest for a steel ball. Use it to get back across the lava and to the angled B-Doing. Hit the B-Doing but don't hit the next. Stand on it and grab the token. Now bounce over. The far chest has a health wedge in it and the first one you can't open. If you still have the steel ball, you can just jump for the melon you need and into the lava. Jump back out for the treasure which is a token. If not, you need to use the floating platform. To make this move, rev on top if it (hold B, the rev roll button.) It's tricky to get the fruit using this since it moves back to its

original position as soon as you stop revving. Try to jump out and grab the fruit quickly and you can land safely. If you end up dieing, just use the steel ball next time. It appears by the last checkpoint. Once you have everything, hit the next checkpoint. The totals below will include all the pac dots around here.

TOTALS: 3 cherries, 4 strawberries, 2 oranges, 2 apples, 1 melon, 114 pac dots, 5 tokens

Rev roll to the far platform. Rev on the platform and it'll rise. When it gets to the top wait for the moving platform to move into the right position and then press jump to stop revving. Jump to the falling island and then the moving platform. Wait for the platform to move all the way to the left because there's a token there. Now start revving and face forward. Right when the platform passes the slanted top of the pillar, use it as a ramp to make it to the far island. Press jump at just the right moment to stop and land on the island. Make your way across to the next area. There are two Neander-Pacs here. A simple butt-bounce on the head will take care of them. Hit the left switch. Grab a Power Pellet and eat the ghost. Now hit the orange switch and grab the steel ball. Use it to safely butt-bounce on the flaming Pac-Asite. Eat all the pac dots and hit the right switch. A pac chain will appear and the lava will lower again where it lowered before. Take the chain. Butt-bounce the Pac-Asite and grab another steel ball. Run across the lava and hit the checkpoint. Now rev roll across the big gap and hit another checkpoint.

TOTALS: 3 cherries, 6 strawberries, 2 oranges, 2 apples, 2 melons, 260 pac dots, 6 tokens

Jump to the moving platform and start revving. When it reaches the ramp roll over to the falling island. Jump onto the ledge. Now you must shimmy across and backwards jump (B, rev button) to avoid the geysers in the wall. Watch for fire rocks as well. It's best to keep moving or a rock might jump out at you. For the melon I just jumped right into the geyser and took the hit, but if you have a safer way of getting it then by all means use it. The galaxian is at the end, along with a green switch. Hit the switch. Then complete the maze level. Once again go back to where you from. At the end of the shimmying part, jump backwards onto the falling platform. The pac chain will take you to safety and a checkpoint.

TOTALS: 3 cherries, 6 strawberries, 2 oranges, 3 apples, 3 melons, 310 pac dots, 7 tokens

This is the last section of the stage. Bounce on the B-Doing to see down. There is an apple hovering over the right B-Doing lower down. Bounce down there. After bouncing across you'll come to a windy section like before. Do not walk across it! Quickly jump to the boxes and open them! The lave here is rising! If you wait too long you'll get scorched! If you don't think you're going to make it, just jump to the end and wait for it to go back down. Careful not to exit the stage. Once you've gotten everything here, you're done!

FINAL TOTALS: 4 cherries, 6 strawberries, 2 oranges, 5 apples, 3 melons, 310, pac dots, 8 tokens

TIME TRIAL: Wow this is a long one, and as such it's really annoying when you die! Start off by opening the left crate and getting the steel ball before you hit the clock. Now hit it and run ahead. Hit both green switches. Turn around, collect the Power Pellet, eat a ghost, (4 second time stop) and then jump across the pit and eat the next ghost. Ignore the boxes here, the ghost is better. Jump down the big hill and quickly over lava. You can run across the lava with the steel ball power but I think jumping to the platforms is faster. Rev roll down

and collect another steel ball. My advice now is to rev roll up the wall and over the lava. Rev roll to where the Pac-Asites are and then rev roll immediately again up the wall in the same manner that you got the token in the regular mode. IGNORE THE BOXES and jump up to the right high platforms and around to hit the green switch. If you're at 36 seconds or less you're making great time. Anything under 40 is probably good enough. Now turn the camera and jump to the lower platforms to get the "2" clock. Open the boxes and get a steel ball power up and a "2" clock. You can ignore the spider. I prefer to once again rev roll up the wall for speed. It's the right wall now since you're facing the other way. Now get across the lava either by rev rolling or you can jump across this time to collect the "2" clocks. Rev roll down the hall now and bounce down. Ignore the boxes for now and run onto the platform. Jump out to the left to hit the "2" clock and run across the lava. Jump up. Rev the next platform up and as soon as it's safe jump to the falling island and onto the moving platform. Start revving and as soon as you can fly across. This is all the same as before so you should know what to do, if not read in the above guide. When you get across eat a power pellet and eat the ghost. Now hit the right switch. Take the pac chain. Watch out for the Pac-Asite and falling rocks! Grab the steel ball and then run onto the platform jumping out to the left again to grab another "2" clock. Run through the lava and come to the boxes. The middle one is a "2" clock and the others are health wedges. If you're low on life get the wedges, if not just the clock. Rev roll down. This next part is EXTREMELY cheap. In the normal level it's no big deal cause you can just restart at the checkpoint. But on time trial you'll notice that when you try to rev roll across the ramp, you'll often bounce straight up! The best way I found to avoid this is to be on the back of the moving platform and to rev roll slightly at an angle. When it works it sends you right on the falling island and you can keep going like normal. This time you need to move fast and not get hit at all to make sure you don't die. On the shimmying section, when you jump backwards to the other ledge, move as far towards your destination as possible while you're in the air. Jumping is a lot faster than shimmying. The rest of the stage is all about speeding to the goal. Don't waste any time making for the goal. Make sure to get the box on the left under the goal because it's a "4" clock. Now you're done. If you didn't hesitate at all you should get the record and the token. Phew!

STAGE 16: MAGMA OPUS

You should now be good at jumping across the falling islands so go across the ones before you and take out the Neander-Pacs. Wait for their remains to disappear because two of them leave behind fruit. Hit the switch and look behind you. There is a pac chain there! Make a leap of faith down to the B-Doing that you can't see now and bounce over to the red dot. It takes you to a token. Defeat the spiders and look behind you. There is a token on the wall. A simple jump will do. Across the bridges is a checkpoint.

TOTALS: 1 cherry, 2 strawberries, 36 pac dots, 2 tokens

The next area would be a lot more annoying if not for the 1-Up loop. Jump onto the 1-Up and then around to the left to the orange switch. It produces a steel ball like usual. Turn the camera so you can see and jump around the platforms collecting the fruit. If you're really observant you'll notice that one of the higher islands has a token on it. You can't get it yet so don't bother. When you get up to the higher area you'll see the rocky who's been throwing things at you. Wait for him to throw something and then jump to grab the edge of an island near him with a strawberry on it. Wait til he's thrown again and jump up. Now quickly jump over to the left and onto the platform he's on. You can defeat this Rocky with a butt-bounce! So defeat him quickly, while you still have the steel ball. Under him is a switch. Hit it and a pac chain to the token appears. Take it. Now collect the rest of the fruit and when you're ready to move on hit the

other blue switch near where you came into this room from. A platform appears allowing you to move on. There's a checkpoint in here.

TOTALS: 1 cherry, 4 strawberries, 2 oranges, 67 pac dots, 3 tokens

Jump across the next three platforms. You may get hit by fire if you don't go fast or you go at the wrong time. Wait for the fire to go away before attempting this. Grab the Power Pellet in the next area and quickly eat the three ghosts. Now, without getting another Power Pellet run ahead, grab a steel ball from the switch, and eat the ghosts in the lava. Big time points! Just remember that lava acts like quicksand so keep jumping when you're in it. Collect all the lava dots and then go back to get what you missed. When you're done grab another steel ball and continue on. Hop from platform to platform, waiting on top of each til it fall a little closer to the next one. If you happen to fall and your steel ball is still in effect, I think you can simply walk/jump to end in the lava. Once at the end, take the B-Doing for another steel ball, collect the fruit, and hit the switches. Now complete the galaxian.

TOTALS: 2 cherries, 4 strawberries, 2 oranges, 185 pac dots, 3 tokens

Rocky will be back when you come out so take the B-Doing for another steel ball and butt-bounce him. With the steel ball run out into the lava and against the left wall is a token. Now, you have to make it back across the lava. To do so, you'll have to get back on the falling islands. So jump onto the B-Doing, (stand on it) and rev roll on it as if it were a ramp. You should make it to the island. Hop along them like you did before and get back to another checkpoint. After you go along a little ways you'll notice a new path to the right go in here. There is a chest you need an apple to open. Jump on the chest and up to the apple above it. Open it for a green switch. A pac chain appears. Jump along the right platforms and onto the white falling island. Jump to the pac chain. It takes you to a checkpoint.

TOTALS: 2 cherries, 4 strawberries, 2 oranges, 1 apple, 226 pac dots, 4 tokens

Jump to the white falling island and directly to the yellow platform if you want to collect the token. It's a little hard to hit it just right but you can wait for the island to come back up again and try over and over. In the hallway after simply butt-bounce all the spiders. In the next room you'll see platforms rising and sinking in the lava. When they pop back up again jump across them to the safe platform on the right. Now wait again and do the same for the next two sections and you'll reach the big center platform with a 1-Up on it. Now you come upon two platforms and a token hovering next to the second one. This is really hard to grab. You have to jump out to it as soon as you land on the second platform and swing back right away. If you're having problems with it finish the stage and come back for it afterwards. You're going to miss a token or two in the next section anyways. On the first part of the next section, do everything in your power to get all the fruit. It's going to throw you into a checkpoint immediately and you cannot get back up! These hills are really annoying. I hope you collected tons of lives on Butane Pain because you'll have to redo them many times before you get it right. If you miss something, jump in the pit. Try as hard as you can not to hit any checkpoints if you miss a fruit. As soon as you miss, try to fly into the pit! At the first checkpoint, there are two roads to take. The right right leads to a token. You'll have to come back for it later because the fruit you need is on the left path. At the end, rev roll across the gap and the level is over.

FINAL TOTALS: 5 cherries, 5 oranges, 4 apples, 2 melons, 226 pac dots, 8 tokens

TIME TRIAL: Another irritating time trial... Hop across the platforms as fast as possible by skipping right fromt he first falling island to the island on the

right. Pac Man will grab the edge most of the time and now jump to the two islands then directly over to the right and onto the B-Doing. As soon as you land rev roll between the Neander-Pacs and jump over the spiders. Now, while on these bridges make sure to keep jumping or else the camera will swirl around for some reason, making it hard to keep going forward. In the next room jump down for the "4" and across the left side to another "2" and an orange switch. Grab a steel ball. Now as best you can turn around and go up to the left towards the platform with a "2" on it near the rocky. When you grab the edge of this wait for him to shoot and then jump up and over to the left platform. From here jump to the back side of the platform rocky is on. You'll grab the edge. Shimmy over a little til you're closer to the back and jump up and butt-bounce him. Hit the switch. Now in four jumps you can get down to the other blue switch. IGNORE the pac chain. Jump to a nearby platform, preferably the one to the right of the lower one with a "2" clock on it, and then straight forward from there to the switch. If you're at 43 seconds or below you're making good time. Now turn around and safely make your way to the yellow platform that appeared. It's not worth it to try and rush this part too much because you'll end up in the lava more often than not. When you reach the cliff after the yellow platform, immediately rev roll left and right through the next short hall and then as fast as possible jump across the three platforms in the lava. Don't worry about getting hit by the fireball; it's the only thing you'll get hit by the rest of the stage. Now eat a ghost and rev roll to the left hall. Jump across the lava and over to the right. From the white falling island jump right to the B-Doing and instead of bouncing run up it and jump to the next area. Cross the platforms... and now you're in the room with two falling islands. Jump to each of them and onto the yellow platform. As soon as you land on the ground, rev roll through the next hall (along the SIDE to avoid spiders) and then wait for the platforms to come out of the lava. This area is straightforward, only problem is that on the last jump before the end I find that Pac Man often just won't jump correctly. He does a half hearted jump and I die. I don't know if it's my control or something, but if this happens to you, that's just the way it is sometimes. Gotta try again. Once across now, roll down the hill. The rolling down part is frustrating but if you can do it you're done. Sort of like the ice skating stage, mostly just make short movements. Before you roll down a new slope, TURN THE CAMERA BEHIND YOU! If you don't the camera will go crazy and turn upside down or something stupid. After a little practice you should be able to make it down most of the way, but on the last slope, the fourth one, about halfway down it turns to the LEFT. Be ready for this! Be ready to go left really hard! After that, you're at the end. Rev roll across and if you were pretty fast it'll be the new record. Good luck.

STAGE 17: CLYDE IN THE CALDERA

Wow. This is pretty hard! To hurt him, you have to butt-bounce the top of him. For the first part, dodge his attacks and wait for him to stop attacking. Watch out for the geysers coming out of the ground, too! Now he'll come low to the ground near one of the outer islands. Rev roll to where he is using the ledges as ramps and quickly butt-bounce on him! Repeat and you're on to his second form. To dodge, rev roll to a different island than the one he's attacking. After two assaults he hovers around the center. Wait for him to stop moving and butt-bounce! Repeat and now for his third form! The third form is just like the first form only it shoots faster and more. Do the same thing you did to beat the first form. Now for the fourth form! This is like the third form only it shoots even more times. Best way to avoid this now is to rev roll across the gaps back and forth til he stops. He'll hover near the center island in this form. When you hit him once he starts shooting out three shots. If you manage to stay alive for this he'll hover again and let him have it! Now for the final form! He's the same as always only now it's a lot pickier about where you bounce. You have to bounce directly on Clyde, the ghost piloting the thing. After you hit him once,

he'll do the fire move from his second form so rev roll outta there. Once more and he's a goner. You recieve the golden pear.

If you can't beat this boss, practice avoiding his shots, and go to Butane Pain and collect the 8 extra lives over and over again by one of the tokens until you have max lives. If you don't know where this is, there's a description of it in the FAQ section of the guide and in the walkthrough itself.

STAGE 18: SCUBA DUBA

This is a lot like the ice skating stage in that if you miss something, you cannot go back and get it. Here, though, you literally can't turn around. Since there's only one path to take, all I can do is give you advice and tell you the totals you should have by each checkpoint so that you know you didn't miss anything. If you miss something before the first checkpoint, just exit and try again. After that, just die and try the section again. Make sure you have lots of lives from the Butane Pain 1-Up loop.

Ok, so as for the level... Just follow the paths and don't get hit by anything. When you come to the third cherry (with an eel in the wall on the right) press B afterwards and soar over the next mine. It's hard to avoid otherwise. Now for the apple in between two mines in the cave. I say just run into the mine. It's easier that way and you get 2 health wedges back from pac dots and items before the first checkpoint so you're allowed to take a few hits. If you want to get it without being hit stay low to one side and swing up through it. When you see the shark, spin past him (B) and to the left. There are two boxes now. The first is a token, the second an orange. Now keep avoiding everything and you'll get to a checkpoint.

TOTALS: 4 cherries, 4 strawberries, 1 orange, 2 apples, 66 pac dots, 1 token

Next section is pretty short. Eat the Power Pellet and the ghost for a token. The box between the mines has a token in it as well. Torpedo attack from the side and hopefully you'll avoid the mines. Torpedo attack at the orange at the bottom underneath a bunch of mines to get it safely. After that quickly rise up to collect the pac dots. In the section with tons of mines, your best bet is to torpedo attack right through it and grab the health wedge to cancel out getting hurt. Now the next checkpoint.

TOTALS: 4 cherries, 6 strawberries, 3 oranges, 2 apples, 2 melons, 72 pac dots, 3 tokens

Another short section but it's harder than the last. Following the first pac dot chain is pretty tough. You have to make sure you don't veer off too far to one side. After this, avoid the mines. The best way to do this I found is to go high on the left side, and then swing back down and right. I don't know if that makes any sense but I hope it helps. Get the box for a token and then grab the fruit. Now stay low and torpedo attack along the ground. Stay away from the shadows. You may get hit here anyways, but sometimes if you stay low you get by without a scratch. Now stay low and go under the mines. Grab the Power Pellet and swerve right to nab the ghost and his token. Stay right and against the rock to slowly move around the mine. Now torpedo the box for a fruit and get the next fruit behind it. Torpedo in between the V shaped mines and then rise to the top to avoid the next mine section. Go down for the pac dots and you'll reach a checkpoint soon after.

TOTALS: 6 cherries, 6 strawberries, 3 oranges, 3 apples, 4 melons, 112 pac dots, 5 tokens

Keep low and hit the box. Now swing up for the fruit. After you get the strawberry, stay low again until it's safe to get the orange. Stay low on the

nest mine area to avoid the barrels. Eventually you'll reach the galaxian, but DO NOT get it if you missed something! It counts as a checkpoint so you'll want to die and try again before you get it if you did miss something. After this the end of the stage is very close, just one more hard mine section. Just remember that whenever you come to a mine section stay either to the bottom or top to avoid them, depending on whether there are any boxes or fruit around. Overall, if you completed the ice skating stage with 100%, this should be fairly easy.

FINAL TOTALS: 7 cherries, 8 strawberries, 4 oranges, 4 apples, 6 melons, 133 pac dots, 8 tokens.

If you missed any tokens just go back for them now.

TIME TRIAL: This is VERY hard, I'm warning you now! Honestly if you wish to complete this you have to practice it a lot and memorize every single part and perform it all very well. You pretty much need to get every clock possible and not get hit very much. The biggest problem is that you want to be torpedo attacking for speed as much as you can, but when you torpedo attack you can't control Pac Man very well. As a result, unless you plan your torpedo attacks really well, you'll end up hitting tons of mines and eels. I wish I could find a strategy to make it easier, but really the only way through is to memorize where you need to be at every part and get every clock. That's really hard to put into words. Me walking you through the stage isn't going to help very much. If you're serious about getting all the tokens, my advice is to practice this over and over. It CAN be done.

STAGE 19: SHARK ATTACK

This is just like the last stage. The first shark you see is easily avoidable, just swim through all the pellets and when he's about to bite, move down and then back up a little and he always misses you. Now get low to avoid the eels in the narrow part. Keep following the pac dots but stay low to avoid the barrels in between! In the second narrow section, the eel on the left cannot be avoided by being close to the ground, so stay low and to the right. Immediately after the next pac dot chain get low and to the right in a bunch of seaweed is a chest. There is a token inside of it. (Thanks AENIGMA) Stay low and torpedo attack to zoom past the falling barrels. Soon you'll go through a ring of mines and you'll come to a Power Pellet. Eat this and the ghost for a token, then open the chest for another. The next section is a little rough to not get hit on but if you're at full or nearly full life you can just plow right for the fruit to finish off this section. Otherwise you'll have to be extremely careful to weave through the mines. After this you come to the first checkpoint.

TOTALS: 4 cherries, 3 strawberries, 1 orange, 43 pac dots, 4 tokens

The next section is short. Stay low near the center at first and as soon as you get through grab the cherry in the middle of the stage. Go to the right side for an orange. Now stay low and torpedo through the next long section. There's nothing to get here but killed. Go under the hanging mines of course. You'll come to a section with fruit in the center and missiles flying right into it. If you have decent health levels don't worry about getting hit as long as you grab the fruit. If you want to avoid it, swinging up for the fruit in between attacks is the only way, and you're more likely to miss it. Stay right in between the double row of pac dots now to collect them. Thankfully you reach a checkpoint afterwards.

TOTALS: 6 cherries, 3 strawberries, 4 oranges, 65 pac dots, 4 tokens

Now hover high and toward the middle to best avoid these mines. To get the next fruit before the mine wall without being hit, start veering left early. Pac Man takes a while to accelerate to his full speed side to side and if you begin early he'll be going fast enough left to avoid the wall. Be sure to get low also to go under the mine at the top. Now veer all the way left and open the treasure box for a token. Watch out for missiles. Grab the health wedge if you got hit and follow the pac dots. Stay low and only rise a little for the fruit. After you get the second piece torpedo attack to get through before all the barrels come down on you. Swing around to the right and back over for the box. When you reach the intersection, go left for a treasure chest that holds a token. Stay low to get it without being hit. Now keep low and at the next intersection go right for a Power Pellet. Eat the ghost for a token. Now make sure you grab all the fruit here. As soon as you hit one piece start going over for the next; don't swing so far over that you miss anything. It's really difficult not to get hit a few times here. After the 1-Up is a checkpoint.

TOTALS: 8 cherries, 5 strawberries, 5 oranges, 4 apples, 83 pac dots, 7 tokens.

Stay high to the center, grab the pac dots, and get low to the center. Go around the line of mines but swing behind them for the melon. Don't miss the chest in the center of the level on the green island. It has a token. Now you'll come to a wall of mines. Go in the holes that have items behind them. In the middle hole of the second wall is the galaxian. Don't get it unless you've gotten everything in this section because it counts as a checkpoint! (Unless you're not going for 100%) After you come out, carefully swing back and forth for all the fruit and another checkpoint. This is close to the end now, only a melon and a few more pac dots. But don't get overly happy because the next section is hard to not get hit on! Grab everything and make straight for the end! Good luck!

FINAL TOTALS: 10 cherries, 7 strawberries, 5 oranges, 5 apples, 3 melons, 111 pac dots, 8 tokens

TIME TRIAL: This one is just like the one on the previous stage. You need to be incredibly skilled at avoiding everything and know the level like the back of your hand. Honestly, though, this is NOT a hard time trial at all compared to the level before it. The hardest part is staying alive. If you miss a ton of clocks on this one, you can still make it in time. Once again I am not going to go through a detailed description of the level because I already have one above and everything is right in front of you. Stay low for the barrel sections and find paths through the mines that work. If you just speed through this and get as many clock as possible, you should get the record time.

STAGE 20: YELLOW PAC-MARINE

Basically what you do here is line up with the mines and ghost subs and shoot them with torpedos (Jump button). Don't shoot too much because you have a limited amount of missiles. The mines never have anything except 1-Ups and Health in them. The ghost subs often carry tokens or fruit. The problem is... The locations of everything change every time! So I can't help you with where everything is. You have to keep an eye out and make sure you beat every ghost. The pipes explode if you hit them so don't hit them! Everything goes pretty normally until you reach the second ghost sub section... This is very hard to kill them all on and still survive. There are a ton of them and it's also easy to miss what they drop in all the commotion. GOOD luck getting everything here! My favorite method of killing them is sitting all the way at the top, and shooting them after they turn around and fire. Then I swerve back into their explosion to collect anything they may have dropped. If you make it to the sub sections with a smart bomb, it'll help tremendously. Keep your eye out for every piece of fruit and keep taking out the mines for health wedges. The rest of

the level plays out the same as this section only the sections after this are slightly shorter. I really wish I could do checkpoint totals to help you out. I don't think the large subs on top of the pipes ever have anything in them, but if you find that they do, please email me and tell me. After a while you'll get a gun power up. Hold B and do some serious damage with this! Don't get hit, though, or it's gone!

FINAL TOTALS: 20 cherries, 2 apples, 5 oranges

TIME TRIAL: Survival will be your biggest obstacle because most of the clocks are in plain view and there aren't very many of them. When I did this stage, all of the clocks appeared inside mines in the first section, and after that I never saw another one. As long as you get as many clocks as you can in this first section, you will win the time trial as long as you survive to the end.

STAGE 21: WHALE ON A SUB

Whew this is pretty easy compared to the pac sub stage you just did. What you do is defeat all the ghost subs that come at you and when the big sub pops up aim for the engines, which look like big propellers. You can just haphazardly shoot even and eventually you'll hit an engine. After you hurt him each time you get a checkpoint which is unnecessary but makes it even easier. By the third form he'll get a little harder by shooting mines AND ghost subs at you, but as long as you keep shooting and moving out of the way of anything, you should be alright. If you have problems with this then I don't know how you got past the stage before this. When you win you'll get the golden banana.

STAGE 22: HAUNTED BOARDWALK

NOTE: I am missing an orange and an apple on this stage. If you happen to spot which area I missed it in, please email me! Check your totals against mine in each area.

Finally... Dry land! For some reason you're on rollerblades here, so you'll go faster than you're used to. Use this to get over large gaps, of course. Jump over the first pit and then there will be a gap on the left. You can jump all the way over this and get the fruit just by speeding up and jumping. Wait for the bat to fly up before you do, though. There's a bat that circles around through the holes. Same thing goes for the next section. When you see some steel boxes on your right in the next part, jump to the top for a token. Now jump over the next pit for all the pac dots. You may have to jump back and forth to get them all. There are nine. On top of the next steel boxes is an orange. Now jump over the next pit with nine pac dots over it just like the last. Avoid the ghosts who throw fireball in the next section. When you get to the second ghost, there will be a box hovering. You need to flip kick it open like you did the boxes on the skating stage. It's hard ot hit, though. You have to be right under it and jump when comes lower to the ground. Inside is a cherry. Now over the next pits and you come to some more ghosts. On top of the steel boxes is a 1-Up. Keep going past the ghosts and you'll come to a pit with pac dots and green fog shooting out of it. Wait til it goes away and collect everything. Don't miss the box with a cherry in it over to the right right after this pit. Hop over the next pit for a cherry and you've reached the checkpoint!

TOTALS: 4 cherries, 1 strawberry, 2 oranges, 1 apple, 2 melons, 35 pac dots, 2 tokens

Be prepared because in the next section the platforms fall underneath you. You need to rush across and collect the fruit and tokens as fast as possible.

Look where you're jumping and veer to the side that has the stuff you need on it. When you get to an intersection go left and collect the pac dots as fast as you can. This might take practice to get them all so I hope you have lots of lives. What you do is as soon as you get to the top platform with the pac dots is jam forward and jump at the end straight forward. You might miss one, if so, suicide and try again. If not, good work and keep moving! At the next intersection, go right this time. The left way is just a health wedge. The next really hard part is getting the box on one of the upcoming platforms. Butt-bounce it real quick and keep moving! Go right at the next intersection for fruit. Now it gets REAL tough... wow. The platforms below you fall FAST from now on so you have to be at a good speed to make it across the gaps. When you make it to the "steps" make sure to veer left and collect the fruit. Head left at the next intersection for fruit and then jump back over to the right for the checkpoint! Phew.

TOTALS: 8 cherries, 4 strawberries, 4 oranges, 5 apples, 4 melons, 43 pac dots, 5 tokens

Get a running start and jump to the next section. Go around for all the dots and then move on. Jump for a token. Run around the next area collecting everything as well. Run down and to the left and now you have to make a long jump forward. Jump at the last second and you'll make it. Jump right from here. No you'll reach a section with a ghost and a steel box with a box above it. Avoid the ghost and jump onto the steel crate. If the ghost looks like he's about to shoot, jump! To open the crate above you wait til it's lowered and jump forward a little and flip kick. There's a melon in it. The next section has another floating box but this one's much easier to open. Go either way and jump across if you want the 1-Up. Now run and jump to the next area with 2 boxes and the galaxian! Win the galaxian, collect the boxes, and hit the third checkpoint.

TOTALS: 10 cherries, 4 strawberries, 5 oranges, 5 apples, 7 melons, 117 pac dots, 6 tokens

Now for the last and probably the toughest section. The biggest problem here is the pac dots. It's not easy to always hit them all when you jump between the gaps. Luckily, all three gaps with pac dots occur at the first section. If you're running low on lives do the following: If you miss a pac dot, instead of suiciding right away keep going and head up the left ramp at the end. There is a 1-Up there. Every time you mess up, get this 1-Up and try again. Now, when you don't mess up, make the leap over to the left side but instead of going up to where the one up is, on the last of the bigger platforms, jump to the right as far as you can. You'll land on the right path and be able to take the pac chain. After this, the next few sections are all opening boxes quickly and moving on as fast as you can. Keep moving as fast as you can and you'll come to the end at last.

FINAL TOTALS: 13 cherries, 4 strawberries, 6 oranges, 8 apples, 9 melons, 153 pac dots, 8 tokens.

THE FOLLOWING INFORMATION IS GIVEN TO ME BY AENIGMA:

Here's all of the fruit in Haunted Boardwalk, in the order that they appear:

- Orange
- Apple
- Cherry
- Orange (on top of steel crates)
- Cherry (in floating crate)
- Melon
- Strawberry (over green gas)
- Cherry (in crate [after the green gas above])

```

-Cherry (on left [need to jump])
-Melon (to the right of the cherry above)
-----
-Apple
-Apple
-Strawberry
-Cherry
-Orange
-Melon
-Cherry
-Cherry (in crate)
-Orange
-Strawberry
-Apple
-Apple (going up the 'stairs', on the left)
-Melon (going up the 'stairs', on the right)
-Strawberry (going up the 'stairs', on the left) {{{ALL COLECTED}}}
-Orange (going up the 'stairs', on the right, at the top. This one is hard to spot)
-Cherry
-Apple
-----
-Cherry (in crate [left])
-Melon (in crate [right])
-Melon (in floating crate)
-Cherry (in floating crate)
-Melon (in crate [left])
-Orange (in crate [right]) {{{ALL COLECTED}}}
-Galaxian (between the 2 crates above)
-----
-Cherry
-Melon (in crate)
-Cherry (in floating crate)
-Cherry (in crate) {{{ALL COLECTED}}}
-Apple (in crate)
-Melon (in crate) {{{ALL COLECTED}}}
-Apple {{{ALL COLECTED}}}

```

TIME TRIAL: This is a very straightforward level, just speed through it and survive. You will have to be very good at everything here to live to the end, but if you spent the time it takes to get 100% on the normal level, you should have enough practice. The time trial is actually easier in some ways because you CAN miss some things and still make it in time. Just try not to miss too much. It's probably a good idea to avoid opening boxes, too, because I don't think they save much time and it's treacherous.

STAGE 23: NIGHT CRAWLING

Grab the fruit in the box, run forward, butt-bounce the skeleton, grab the token, and flip kick the bat if you want to kill him. Up the hill is a box with a Power Pellet inside. If you don't care about score, just eat the ghost, kill the next spider, open the chest for a switch, eat the next two ghosts, and just go around and collect everything til you reach the stone wall. If you want a high score you can eat all four ghosts in one Power Pellet by ignoring the first pellet, grabbing one of the ones after you hit the green switch, and then eating them all before it runs out. Note that in the dark brown muddy areas, Pac-Man sinks a little hindering his jump. Once you've gotten everything here, don't go along the floating platforms yet. There is a token and a health wedge up on the stone wall. Now make your way down the platforms. Collect the token on the wall below, butt-bounce the spider, and collect all the dots. Eat the ghost on the

bridges with the Power Pellet. Now you reach a checkpoint.

TOTALS: 1 orange, 1 apple, 1 melon, 63 pac dots, 3 tokens

Defeat all the enemies here and move on. Jump up the hill for the 1-Up. The next area is a little annoying because of the bad camera angle. Go SLOW and watch for spiders! Make sure to kill them all because some one of them holds a fruit. Run around both sides and do not keep going until you are sure you have everything. Up the hill is the exit and you'll come to a skeleton that you should defeat to reveal a cherry. Kill another skeleton, grab the token, and bounce on the chest to make a B-Doing appear. Bounce on it, kill both spiders on the cliff, and then hit the chest and green switch to make more platforms appear behind you. Once you bounce to the next cliff there are two skeletons. Take them out and then you reach a checkpoint. I would total up again but there is a checkpoint on the next cliff after the B-Doings with pac dots over them. Hit the checkpoint there.

TOTALS: 1 cherry, 1 orange, 2 apples, 1 melon, 255 pac dots, 5 tokens

You will reveal a B-Doing, but before taking it bounce down to the area below. Kill the spider for a cherry and you'll also reveal another B-Doing in a chest. Ignore this one as well and bounce down to the angled B-Doing. You'll notice a cliff below you with a melon on it. Jump to it. Now bounce all the way up to the high stone wall and carefully run along it. Look down and fall down step by step and you'll come across a token. Now you can drop to the bottom where the health wedge is. Ok, now this is where people get stuck a lot. Bounce back onto the wall and look out ahead. There is an area way across the huge gap. Get to the highest point of the wall, and do a full powered rev roll across! It doesn't look like you can make it, but you can! Kill the spiders and move across the bridge. In the next area wait for the ghost to come to you and grab a Power Pellet. Eat these two and then run back for the one on the bridge for more points. Each corner of the square arena has an item in it so get them all. Kill the two skeletons and hit the checkpoint.

TOTALS: 2 cherries, 1 orange, 3 apples, 2 melons, 255 pac dots, 7 tokens

The next bat you see flying over the platforms has an apple in it! Wait on the platform and kill him with a well timed flip kick. Luckily you have the checkpoint so you can keep trying. You can ignore the second bat if you don't want the 100 points. Keep going. There is a token on the ledge in plain view, and you'll soon come to a large gap with a fast moving platform running back and forth. Jump to it when it stops in front of you. Keep going past the ghost. One of the next skeletons has a strawberry in him. It's the last piece of fruit. Run down the bridge and kill the skeletons for points if you want.

FINAL TOTALS: 2 cherries, 1 strawberry, 1 orange, 4 apples, 2 melons,
255 pac dots, 8 tokens

TIME TRIAL: Start by opening the box. Hit the clock and run back for the "2" clock that the fruit in the box turned into. Run up the hill and open the box for a Power Pellet and eat the ghost. Open the next box and hit the switch. Quickly eat one of the ghosts to keep the clock stopped and then grab the next Power Pellet and eat the second ghost. Run along and eat the ghost on the bridge. Now rev roll across the mud and quickly down the cliff. If you can, fall right onto the Power Pellet so you can eat the next ghost. If you end up too far away from it when you land, forget about it and keep moving. Keep going like normal and when you see the "4" clock on the hill rev roll across the mud to. You'll come to the maze area. You should be at about 30 seconds when you get here. Rev roll up the hill at the end. Keep going through the stage like normal. When you reach the scetion with lots of red B-Doings, skip every other one until you start to climb up. When you reach the area where the third checkpoint would

be, hit the box and bounce straight up. Rev roll from the top of the wall to the next area. Rev roll across the mud and bridge. The last part of this stage just involves jumping across platforms and not getting hit by anything. When you get to the section right before the end, rev roll if you can and fly into the goal. The best time on this stage is not hard to get if you didn't hesitate anywhere.

STAGE 24: GHOST BAYOU

This is the last stage in the game before the last boss! Move along a little ways and you'll be treated to a cutscene with the evil Wormwood. As you keep going now you'll see many things on either side of you. You cannot get to these areas yet. Just keep walking til you reach a green switch. Hit it and the pac chain will take you down to an area with pac dots and falling boardwalk sections. Grab all the dots as fast as you can! At the end it looks like there's nowhere to jump. You have to jump off to the right. It's very difficult to grab all the pac dots and still have time to jump across. You get a 1-Up every time though, so keep trying and you'll eventually succeed if you're patient. Now there's another cut scene. Walk around the muddy paths collecting the pac dots and killing the skeletons. Be careful here and take your time. No reason to fall in the water because of carelessness. You'll come to a green switch at the end. Hit it to reveal a pac chain over the fence and some pac dots. Make your way back, grab the token, and take the pac chain for a checkpoint.

TOTALS: 1 cherry, 1 apple, 142 pac dots, 1 token

Jump off the side of this platform and swing back so that you grab the side. Shimmy around to collect all the dots. Run across the net and do the same on the next platform. Kill the next skeleton and look to your right. There is a token on a stump. To get to it, rev roll from the top of one of the nearby sloped posts. To get back, rev roll again back to where you were. Move along and go right at the next fork. Go right again for a dead end with some fruit. Now jump back and across to the boardwalk with two skeletons on it. Go right and hop along the posts for lots of fruit. At the end is a boardwalk with six fruit. To your left is a post with a token. A regular jump will get to it. Go back now and run along the muddy path. Ignore the left fork, there's nothing on it. Jump across to the pac dots. Keep going and you'll come to a checkpoint.

TOTALS: 4 cherries, 5 strawberries, 3 apples, 3 melons, 189 pac dots, 3 tokens

There is a cut scene now where the tree tells you that you have to kill all his minions in the time limit. Just keep butt-bouncing along killing the skeletons. You don't actually have to kill them all, just however many it says in the top right corner. You have to move fast and don't miss with your butt-bounces. Take the left path when you get to the fork. If you moved fast enough you should soon have killed enough and the timer goes away. Collect all the dots and turn around back to where the fork was. Collect the dots here and jump onto the boardwalk. There should be a ghost in front of you. Keep moving. On your right now there will be a stump with the galaxian on it! A simple jump will make it over. This counts as a checkpoint, thankfully. Keep going along now to the right where you find some skeletons. You'll come to a long line of fruit on your left. Take it all the way around and you'll loop around. Now go back to where the fruit chain started and go the other way at the fork (on your left now). There are some more skeletons and a long line of pac dots. You'll come to a dead end. There is no way to jump across to the other side from here. You have to turn around and go all the way back. When you get back, the tree makes you complete the skeleton challenge again! It's slightly easier this time; just defeat all the skeletons in front of you and go right at the fork and defeat them here too. That should be enough. You'll come to a checkpoint. If you want to get everything in this section, you have to go right first though. When you get on

the boardwalk, go right again and then left after you reach the post. (There is nothing to the right here). Run along to either side of the muddy path and will loop around for some fruit and a token. Now go all the way back and hit the checkpoint.

TOTALS: 10 cherries, 15 strawberries, 8 apples, 9 melons, 270 pac dots, 4 tokens

Now straight and you'll reach what appears to be the exit. It is not. It is a warp to another area. Take it. Along the left side of the boardwalk you appear on is line of pac dots. Kump down and grab the edges so you can shimmy along and collect the dots. There are a lot of places with dots like this here. Do the same for all of them. Now keep going along the muddy path. On the next section of boardwalk there is a token underneath it at the part that's broken. Shimmy the ledge to get it. Now move along and you'll get some more dots. After you have them all hit the switch. Some pac dots appear and the switch by the warp pops up. Go back to the warp and hit the switch. Go take the pac chain to a checkpoint. Run forward and collect all the fruit. Turn around and go back and then left and take another fruit chain. Now continue back and go around til you reach a boardwalk and a green switch. Hit it to unveil a pac chain and some dots. Now jump the chain. When you reach the end a lot more dots will appear. Follow the all around and reach another chain. Take it and jump to a blue switch. Jump back to the green switch, run around the muddy paths to collect the new dots that are there, and jump to the next blue switch. A warp appears. Run back past the green switch again and to the warp. Another checkpoint.

TOTALS: 12 cherries, 19 strawberries, 10 apples, 11 melons, 447 pac dots, 5 tokens

Jump down and grab the edge to collect a token floating near the water. There are two tokens on other sides by the wayer and a 1-Up. Now hit the green switch for a pac chain. Take it and run along the path collecting fruit. After the next pac chain, the stage is over. (Thanks to Kelli for the last 2 tokens)

FINAL TOTALS: 12 cherries, 21 strawberries, 13 apples, 13 melons, 535 pac dots, 8 tokens

TIME TRIAL: You need to cut out all the unnecessary stuff and take the quickest path, of course. The biggest challenge you face here is survival, because the record time here can be absolutely smashed if you go a fast route. At the place where you need to defeat the skeletons, take the left branch. Get to the area where the nets are after that and take the warp. Hit the switches and keep hitting all the switches in this area until you get to the exit. Sorry if this seems like a barebones strategy but honestly, if you got 100% of the stuff on this level you should be very well acquainted with it and with which parts aren't necessary. The biggest task, like I said, is staying alive and then wasting no time in getting to the area where you hit lots of switches. Good luck!

STAGE 25: SPOOKY

Last boss! Keep moving and chase him. Watch out for the thorny plants. Eventually he'll stop moving to perform the meteor shower move and you can jump and flip kick him. Hit him foure times like this and his you'll reach his second form. Not that the Neander-Pacs, spider, and skeletons that appear can be defeated for health wedges. His second form is just like his first. Keep moving and avoiding the shots. Watch where he's shooting and after you dodge a few of his shots chase him around and flip kick him. Four more hits and on to his third and final form. As you'd expect, this is a harder version of his last two forms. You'll have to dodge his shots and hit him when he comes low. Kill skeletons quickly to regain life. Four hits and he's done.

For anyone having problems here, it seems like he always swoops low right after he shoots a silver ball at you, usually on the third shot. Start chasing him after he does this. Also be aware that he anticipates where you're running to most of the time so if you just keep running straight he'll still be able to hit you. Good luck. After the fourth hit sit back and enjoy the ending sequence.

VIII. ARCADE GAMES

The following is a quick description of the arcade games and how they work.

PAC-MAN: 10 tokens to unlock. This is the original Pac-Man. The only controls you use are the directional buttons. If you need me to describe how this works, I don't think you should be playing this game in the first place. :)

PAC-ATTACK: This is a puzzle game like Tetris. Push the jump button to rotate your block. If you get a line of the green pipe, it disappears and you get points. When you get a Pac-Man block, drop it on ghosts and it'll eat all the ghosts in its path. Simple enough idea, yet very tough to do well at. Have fun.

PAC-MANIA: In this version of Pac-Man, all the rules are the same except that you can jump with the jump button. You may jump over ghosts to avoid them. The view on this game is pretty zoomed in keeping you on your toes, and the stages are quite large. Also note that some ghosts are faster than others, and as you progress through the game more and more ghosts will be on each level. That jump function doesn't come without a price!

MS PAC-MAN: 180 tokens to unlock. This is the last game you'll unlock and it's also the one most people probably like the most out of the classic Pac-Man games. It's just like the original Pac-Man except the fruit moves around instead of sitting in the middle and the maze is different.