

Kid Chameleon FAQ/Walkthrough

by Michael Penance

Updated to v1.0.1 on Jan 17, 2014

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                          KID CHAMELEON (SMD/GEN)
FAQ/Walkthrough (C) 2014 Mike Penance (mikepenance@yahoo.co.uk)
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 In this update: Corrected some spelling/grammar errors.

=====
 Introduction

01.00
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Kid Chameleon is quite possibly the hardest platform game in existence. That's not an overstatement - it hates you and will employ the nastiest and sneakiest tricks in the book (that it partly wrote) to make you boo hoo your way to the Game Over screen as quickly as possible. Come take a walk on the Wild Side, kid, and hold on to your pants.

=====
 Walkthrough

02.00
 =====

Helmets: Iron Knight
 Enemies: Dragon
 Speed Bonus: 20 seconds

The Dragon just ahead of you poses no great threat, with a single stomp on the head leaving it broken and blue. Occasionally, mind you, they'll stop to breath fire, but you're already in the air, crushing their skull, right? The middle block here will reveal a Clock, which when collected, will increase your timer by three minutes. When you reach the slope, the prize block you find there will contain an Iron Knight helmet. However, if you want the extra life later, you'd be best off not grabbing this helmet.

```
o-INFO-----o
| Standing next to a wall and tapping the special button will make the Iron |
| Knight climb it. Because he is so -- I don't want to say fat -- heavy, |
| he can break rock blocks and ice blocks, as well as opening prize blocks, |
| by jumping on them. Unlike other helmets, Iron Knight has 5 hit-point, |
| giving him unrivalled defence. His Diamond Powers are (20) Diamond Ring |
| (an orbital shield that depletes every time you hit an enemy or after |
| enough time has passed) and (50) Extra Hit-Point (adds one hit-point to |
| all helmets until death). |
o-----o
```

Over the bridge, at the top of the next slope, you'll find a Dragon and another Iron Knight helmet-containing prize block. After which, have some fun with the rubber blocks lining the pit to your right. Once you've bounced your way across and out the other side, head down the slope and gaze upon the stack of blocks in front of you.

The middle prize block at the very top contains a Clock. If you were dressed as the he-ain't-heavy-he's-my-brother Iron Knight, you'd not be able to make it up there. Speaking of special abilities, you might want to try out Kid's one and only special ability, the block grab. While jumping towards a block, tap jump again in the air to grab the block and pull yourself up. Not overly useful, but a little bit handy all the same. If you're wondering, Kid's Diamond Powers are (20) Diamond Ring and (50) Diamond Snake.

Over the next hill (guarded by a Dragon), you'll find an impassible wall of iron blocks and an Iron Knight helmet in the prize block closest to it. Well, I say, 'Impassible,' I mean, 'Really easy to bypass.' If you want the extra life, use the rubber blocks to get over the wall, then continue up the slope, at the top of which, you should jump over to the rock blocks on the left. Over to the left again, you'll find an Ankh in the middle prize block. With that much-needed extra life, head back to the right and slay yon Dragon. The flag is just to the right.

Helmets: Red Stealth
 Enemies: Drip, Rock Tank/Assault Rock Tank

Speed Bonus: 22 seconds

Both of the prize blocks in front of you contain a Red Stealth Helmet, which means it's once again time to break out the obligatory info box.

```
o-INFO-----o
| Red Stealth can attack enemies with his sword while either on land or in |
| the air. His sword is as powerful as a regular jump, so don't expect to |
| slice and dice things. While attacking from the air, he can break rock |
| blocks and ice blocks, as well as open prize blocks. The same ability as |
| the Iron Knight, really, but optional. |
| |
| Red Stealth has quite a big head, so that probably explains why he can't |
| make his way down slopes at a slow speed - he just runs, presumably being |
| dragged by that huge head. Another physical attribute that he possesses |
| is a good set of legs, which allow him to jump much higher than normal. |
| Red Stealth's Diamond Powers are (20) Samurai Haze (slows enemy movement) |
| and (50) Diamond Snake (large enemy-tracking projectile). |
o-----o
```

Just to your right, you'll find your first Rock Tank - it's both a rock and a tank. It also doesn't do anything beyond trundle backwards and forwards, waiting for you to bounce on it or smack it with your sword. Your first hit will disable its movement, leaving it stuck on the spot, while your second hit will disable its capacity to not be dead.

Throw yourself down the well and continue right for fun and profit. The drips coming from the ceiling are aptly named 'Drips.' Once they splat on the ground, they're no harm to you, but on occasion, they'll spring to life and have a little wander. A single smack of your sword will see them gone.

Further to your right, you'll find three Rock Tanks that need spanking. Once you've done that, take note of the blocks above you. Starting from the fourth prize block, you'll find a Red Stealth helmet, an Ankh, a Clock, and another Red Stealth helmet.

The next Rock Tank is just as lame as the others, but the one after that isn't, because it carries the distinction of being an Assault Rock Tank. This means it's still quite lame, but it spits rocks at you, necessitating the need to jump over it and attack from behind. As a reward for defeating it, all the prize blocks here contain nothing but Diamonds (boo).

Smash your way through the rock blocks to the right and jump up and sock the Rock Tank. If you're just plain old Kid, you'll need to grab the top block to get up. Down and to your right, you'll find one final Assault Rock Tank and a teleporter that brings you out on the surface, just behind the wall at the start. Once you've taken out or avoided the Rock Tank here, head down the slope and jump onto the rock blocks. Above the middle two are hidden prize blocks containing a Clock and a Red Stealth helmet.

Down the next slope (mind that Rock Tank) and above the next such rock block platform, all you'll find is a Diamond, but don't be discouraged, as it gets better. At the bottom of the next slope, above the second rock block, you'll find a hidden Ankh, and over to the right, above the second rock block on the other platform (be careful of those drills popping out from the iron blocks, as well as the Assault Rock Tank down below), you'll find a Coin (which rewards you with an extra continue). If you're low on health, the second prize block here has a Red Stealth helmet.

With the exception of a Rock Tank, an Assault Rock Tank, and some slopes, the

end of the level is just a gentle walk to the right. Of course, if you want to skip an extra life, you can cut a large part of the level out by breaking down part of the rock block wall at the start of the level. Above the first prize block, jumping will reveal a cannon block, a block that when struck will fire a projectile in the direction the arrow on it is facing. After several more jumps and several more cannon blocks, a sizeable chunk will be removed from said wall, allowing you to jump through (and making the speed bonus possible).

A little something else, sir? At the end of the level, you'll notice a row of prize blocks above you. If you jump across those blocks until you'll reach the last one, then hold down/right and the jump and special buttons, you'll be taken to the final level, Plethora.

Highwater Pass I

02.04

Helmets: Berserker, Iron Knight

Enemies: Assault Rock Tank, Tar Monster

Speed Bonus: 60 seconds

From the prize blocks above you, you can grab a Clock and a Berzerker helmet, and you know full well what that means.

o-INFO-----o
| By holding in either direction, the Berserker will break into a sprint. |
| While sprinting, and with rare exception, any enemy you hit will get all |
| dead in one hit. This can also destroy rock blocks, ice blocks, and even |
| prize blocks (yes, destroy). On top of that, hitting an iron block will |
| send it flying forward for some face-on-metal action, killing any enemy |
| that gets in the way. Berzerker's Diamond Powers are (20) Invincibility |
| (9 seconds of it) and (50) Diamond Wall (a tall projectile that will fly |
| across the screen). |
o-----o

Smash your way through the rock blocks to your right and watch as the cannon blocks behind take care of the ice blocks just up from them. Between here and the rubber blocks that you need to bounce on to get further up the cave, there isn't anything. At the top, you'll find an Assault Rock Tank - while the Berzerker can take down a good many enemies by tackling them, Rock Tanks are a little too hard, resulting in him just bouncing off.

Before you continue left, there are some hidden prize blocks above you, five in fact. The items of interest are a Coin, an Iron Knight helmet, and a Clock. There's another Clock to be had in the prize block at the bottom of the slope, and an Iron Knight helmet in the one next to the wall further left.

Berzerker out, Iron Knight (if you already haven't) in. Climb to almost the very top of the wall (mind the spikes) and drop off to the right. As turnabout is fair play, Iron Knight out, Berzerker in - so grab the helmet from the only obvious source and smash down the wall. You can grab another Clock from the middle block after the second set of spikes.

After you've used the rubber blocks at the end to get higher still, tap the cannon blocks to break the wall ahead. After another four sets of spikes, you'll be given the chance to transform back into the Iron Knight, which you should obviously do, as you've a wall to climb. At the top, again change back into the Berzerker when given the chance, and continue over the spikes to face your first Tar Monster.

Tar Monsters are gelatinous puddles that occasionally pop up and spit at you. Either jump over them or bounce on them a couple of times to end the tyranny of goo. Rather than take the rubber blocks up to the next section, head right and smash down the wall. You can pass through the wall at the other side of the spikes, so make big leap across the pit and do just that. In this little room, you'll find nothing but Diamonds... or will you?

There are Diamonds in the prize blocks you can see, but around the outside of those blocks are six hidden prize blocks, notably containing two Berzerker helmets, a Clock, and okay, still not actually that great. Prizes pilfered, head back to the left and use the rubber blocks you previously so rudely ignored (but watch out for the Tar Monster as you land).

In the top-right corner, those flashing blocks, those ghost blocks, are blocking the way to a few Diamonds and another Clock. Seeing as you already have well over nine minutes on the timer, it's hardly worth taking the running jump from over on the slope (you also risk death if the blocks phase back in while you're occupying their space). At the top of the slope, make your way right, over the walls of shifting blocks. Beyond two Tar Monsters and an Assault Rock Tank lies the exit flag.

Highwater Pass II

02.05

Helmets: Maniaxe, Red Stealth

Enemies: Crystal, Hand Tar Monster

Speed Bonus: 27 seconds

If you're still rocking the Berzerker helmet from the previous level, then that's pretty neat, as you can just bulldoze your way through most of the enemies. At the bottom of the slope, you'll encounter your first (and second) Hand. If a Hand touches you, it'll grab hold of you (damaging you in the process) and decrease your speed and jump height. To get them off, you'll have to tap left and right quickly. A Hand goes down in a single hit, so don't let them grab you again. When tackling a Hand with the Berzerker, you'll have to duck at the last second or it'll hurt you (not worth risking).

Those two odd-looking blocks are known as mushroom blocks. Striking one from below will see it expand, mushroom out, giving you a large surface to stand on, with each subsequent block doing the same. The two lowest prize blocks here contain Red Stealth helmets, which are also quite nice for this level, if you should feel like it.

This is a level of firsts, so at the top of the next slope, you'll encounter a Crystal. Crystals simply slide backwards and forwards slowly, waiting to brake you or be broken by a couple of hits. You can't jump on them, so Red Stealth or the Berzerker are the only means of destroying them at this time. There is also another one at the bottom of the slope. Should you need it, there's a hidden prize block next to the cliff behind said Crystal.

At the end of this corridor, a Tar Monster lies in wait. It's quite placid, so it'll take its time in shooting you in the face, giving you time to stab it or something. To avoid the Crystal below you, drop off the edge and push to the left. At the bottom of this slope, you'll encounter a Tar Monster/Hand combo.

As you can see, there are drill blocks lining the ceiling, so be careful with those fancy jumps of yours. Beyond the ghost block wall and at the bottom of

the next slope, lives another Tar Monster/Hand tag-team. Continue left and jump as far as you can, so as to avoid the Crystal below you, then keep on in that direction.

At the top of the slope, you'll find four prize blocks, and to the left of them, three hidden ones. In the ones you can see, you will find a Maniaxe helmet.

```
o-INFO-----o
| Pressing the special button makes Maniaxe throw kittens. Of course not, |
| it sees him throw axes. Axes do one hit-point of damage, can't be thrown |
| while crouching, and come in infinite supply. Like Red Stealth, Maniaxe, |
| with his head so large, has trouble with slopes. His Diamond Powers are |
| (20) Diamond Ring and (50) Extra Life (does what it says on the tin). |
o-----o
```

From the blocks you can't see, you can grab a Clock. Heading further left will see you fall down into a secret room. The Crystal there is an ideal target to practice your aim on. Here, you'll find another Maniaxe helmet, a Clock, and a Red Stealth helmet. The teleporter all the way to the right will see you brought out below a Hand and another teleporter (essentially where you'd be if you went right and not left).

Shake the Hand with an axe, then make your mind up. That teleporter will take you to Elsewhere 1, a space between space. It's a nice little diversion, though this particular one doesn't serve as a shortcut. Oh, and if you're wondering what those grated blocks do, they're shifting blocks, and hitting them from below will see them slide up one space. Any enemies above the block when that happens will die instantly. If you want to finish this level the old fashioned way, head down the slope to the right and hit the cannon block to break the nearby wall. At the bottom of the next slope, after another two Crystals, you'll find the exit flag.

Under Skull Mountain I

02.06

Helmets: Maniaxe

Enemies: Dragon, Drips, Falling Skull

Speed Bonus: 19 seconds

Two of the four prize blocks above you contain Maniaxe helmets. If you're still in the guise of Cyclone, don't even think about changing, as you won't find another such helmet for a good while. Now, before we begin, let's talk about Falling Skulls. Falling Skulls are big, angry stone heads that materialise above you and drop down. They're slow and only take a single hit to vanquish, but they're an ever-present threat. If you hear someone suggesting you should die, that'll be a Falling Skull (or an ex-girlfriend)

If you're Cyclone, you can fly over to the right of the level and easily reach a small collection of prize blocks, one of which containing a Clock, however, that's pretty dull and certainly not worth fighting a Dragon for. In the alcove below that and to the left, you can find four hidden prize blocks. The first one closest to the wall holds a Maniaxe helmet, which you don't want, but the second one on the left holds 10 Diamonds. You can actually make your way up to both areas without Cyclone (albeit with a little more effort and some timely jumps).

Whether you chose to do it or not, you need to head down and right. Along the

way, you'll find another collection of prize blocks, the third of which holds a Coin. Though it may look like a dead end to the right, you can quite happily pass through the wall and drop down. At the bottom, you need to be careful as you make your way left, as if you don't have Maniaxe, avoiding the Dragons in this confined space may prove awkward.

As you make your way along, you'll need to smash the ice blocks above you to give yourself some space to jump on the Dragons. Above the ice blocks, if you feel like it and still posses Cyclone, you can find several hidden prize blocks close to the ceiling, but you'll only find Diamonds and a couple of Maniaxe helmets.

If you're awesome, once you made it all the way to the left, you'll have dropped down. At the bottom of that slope, you'll find a bunch of spikes, so if you're on foot, you'll need to keep your eye out so you can jump at the last minute. After you've cleared the spikes, don't drop down (obviously doesn't matter if you're Cyclone, because of the whole flying thing), instead jump over to the other side of the gap. Here, you'll find three hidden prize blocks, one of which contains another Coin.

At the bottom of the next slope, you'll find more spikes that need jumping over. The lone prize block that's sitting above those ghost blocks holds an Ankh for your troubles. At the bottom of the next slope, you're presented with some choices. If you're still Cyclone, you can fly up to the top-right corner and find a secret room with four prize blocks, each containing 10,000 Points.

From there, you can drop back down and head through the wall to the right. Down there, guarded by a Dragon, are several more prize blocks, one of which containing 10 Diamonds. The teleporter there will drop you off on a (mushroom block) platform near to where you'd have dropped down if you headed left. Make your way across the other such platforms to find a prize block containing an Ankh (note the drill blocks below you).

Make your way back to the left and head across the vanishing blocks (they're the inoffensive version of cannon blocks - nothing gets shot, but they still disappear when touched) to reach the flag. If you jump over said flag, you can drop down into one final secret room, where you'll find three visible prize blocks and four hidden ones above them. They all contain Diamonds, so don't get your hopes up, greedy. The teleporter there will take you directly to the next level.

If you were good enough to make it here with 60,000 or more points from the previous levels (i.e. grabbing speed bonuses and no-hit bonuses aplenty), the four prize blocks with 10,000 Points in will award you with 100,000 instead. Upon collecting those 100,000 points, everything will get a little funky for a few seconds and you'll find yourself skipping straight to Woods of Despair I (cutting out half of the game in the process).

Under Skull Mountain II

02.07

Helmets: Juggernaut, Micromax
Enemies: Crystal, Mini-Stoneface
Speed Bonus: 26 seconds

If you want to bypass this level, you can head down the steps in front of you and take the teleporter to Elsewhere 2 (mind the Crystal). If you don't feel like doing that, smash the prize blocks above you to reveal a Juggernaut

helmet (of which there are two) and a Clock. Actually, if you break a few blocks before grabbing the helmet, you can take him with you to Elsewhere 2.

```
o-INFO-----o
| The first thing you will notice is that Juggernaut is three blocks wide, |
| making it impossible to fall down a gap less than that. When presented |
| with one-block high spaces (even when jumping) or projectiles at head |
| height, he'll duck automatically. Pressing the special button will see |
| him fire a skull that bounces along the ground. A vast number of these |
| can be active at any one time. As is the theme here, Juggernaut isn't |
| great on slopes. His Diamond Power is (5) 5-way Shot (as simple as it |
| sounds, a spread pattern of five shots). |
o-----o
```

Helmet on head, bottom in tank, head left. After the first gap, a Mini-Stoneface will run interference on you. They're small skulls that drop from the top of the screen and hop around. Even with all your skulls, they can prove quite hard to hit, so feel free to use Juggernaut's low-cost Diamond Power here and there.

Unlike the first gap, the second one is rather easy to fall into. As you're making your way up the blocks, a Mini-Stoneface will fall down between them. It won't do anything other than drop somewhere painful, but it can still hit you if you're getting ahead of yourself. At the other side, you'll be greeted by another one, so watch that.

The bridge here, as you can no doubt tell, will vanish from under you as you trundle your way across. It also ends in a drill block followed by a Mini-Stoneface, so make sure that you don't drive straight into one or the other in your haste. Once you've reached the ghost blocks, instead of dropping down, continue left and head through the wall (the spikes are safe). In here, you'll find three hidden prize blocks, one of which containing a Clock. If you came here without the Juggernaut helmet, you'll soon find a gap in the floor. Here, you'll find a Micromax helmet, your very first.

```
o-INFO-----o
| Micromax is only one block high, allowing him to enter small spaces and |
| hit prize blocks that are too low to the ground for most other helmets to |
| open. When you jump into a wall, he'll cling to it and immediately begin |
| to slide down it. While clinging to a wall, you can jump to gain extra |
| height, and this can be done indefinitely, allowing him to climb to just |
| about anywhere. His Diamond Powers are (20) Mini-Snake (smaller version |
| of the Diamond Snake) and Swift Mini-Snake (a faster version thereof). |
o-----o
```

If you look to your right, you'll see an iron block and a rock block. If you squeeze yourself between the gap, you'll find a secret passage. While this is an ideal size for Micromax, Juggernaut can also fit, it's just that he'll find the drill blocks ahead to be a pain to navigate. However, Juggernaut only gets one chance at making the gap before the vanishing blocks, well, vanish from beneath his feet, whereas Micromax can cling to walls.

If you should fall, let's say you do, you'll have to continue right, being wary of many Crystals and pools of lava that erupt in plumes, before you can reach the flag. Don't fall, eh? The first set of prize blocks in the secret area contain only Diamonds, with a couple more to be found in hidden prize blocks a little to their right.

The second set of prize blocks are slightly trickier, as below the first two is a gap. Dropping down there will land you right on top of the exit flag, which

is nice, but you'll miss out on the Ankh from one of the far prize blocks. Micromax has a chance to save himself from falling, while Juggernaut, if you can make it past the drill blocks, is too wide to fit.

Under Skull Mountain III

02.08

Helmets: Berzerker, Maniaxe

Enemies: Dragon/Flying Dragon, Fire Demon

Speed Bonus: 91 seconds

Above you lies your first Flying Dragon. Generally, they'll fly well above your reach, but they will periodically swoop down and spit fire at you, and that's obviously a grand time to give them a smack. After the first hit, a Flying Dragon will revert to a regular one, requiring a second hit to finish off.

The second prize block down the slope holds a Maniaxe helmet. If you've managed to keep hold of the Cyclone helmet from earlier, don't even consider changing it now, as you can just fly over most of the level with it. If you're still in Juggernaut's tank, then you'll have no choice but to change, as only a little way ahead, you'll find yourself at a dead end.

There's also a Berzerker helmet to be found in the second set of blocks, but axes will serve us better. At the very bottom of the slope, you'll find a Dragon and three sets of ghost blocks. As you can see, the idea is to use those ghost blocks to scale the wall - it's not overly hard, just wait until you see the blocks above you vanish, then jump. At the top, you may see some shifting blocks leading over to the left - these only lead to another Maniaxe helmet, so don't waste your time.

Before you drop down to the right (see, Juggernaut would have been unable to pass), you might want some Diamonds from the hidden prize blocks above your head. Well, drop down and keep an eye out for a Flying Dragon. If you stay where you land, you can nail it in the head with a jumping axe. Also here, you'll find a Fire Demon - they're slow, ugly, and because they're on fire, it's recommended you don't jump at them. As they walk, they leave a trail of fire behind them - this lingers for a few seconds, even after you've hit them in the face with three axes and killed them.

If you have the Cyclone helmet, you can fly straight up when you see the drill blocks to find a hidden prize block with an Ankh (at the start of the stone ceiling). There are several likewise blocks along the ceiling, but they only contain Diamonds. Also, watch out for a second Flying Dragon here.

Assuming that you can't fly, you're going to have to continue right and make your way across the moving platforms. If you have Cyclone and you're careful, you can grab a Clock by flying straight up just before the vanishing blocks over the lava. After you strike the first prize block, you'll have to get away from the Maniaxe helmet that comes out of it. After that, you'll find a few more prize blocks above it, the final one containing the Clock.

This set of moving platforms is pretty easy. The next few, not so much. At the end, you'll have to trigger a cannon block to blow away the ice blocks that are in your way (always be careful when hitting them, as if you eat the projectiles by hitting them from a funny angle, the ice blocks won't get broken).

At the bottom of the tower, you'll find another Fire Demon and another platform section. At the end of it, there's another set of cannon blocks to hit in order to uncover the way forward. If you hit the wall while jumping over to the tower, you'll find a teleporter just above the lava to save you. However, in order to be saved from a fiery death, you have to put up with being sent back to the start of the first platform section.

Each corner of this tower holds a hidden prize block, but only Diamonds are your reward. At the bottom of this tower, as if you couldn't tell, is another Fire Demon and the penultimate platform section. The platforms here are smaller, and the first one doesn't come down quite as far, so it's quite easy to hurl yourself to your death thinking you got the timing right. Give the platform a couple of cycles before you commit yourself to a jump.

Again, to progress, you have to hit the cannon blocks to break a wall. Keeping with the trend of being able to save yourself from a fiery death at the cost of time wasted, there's a teleporter at the bottom, also. Inside of the tower, you'll again find prize blocks with Diamonds hidden in each corner.

At the bottom of the tower, for a change, you'll find a Dragon. The first moving platform here is quite large, but the other two get smaller. Again, hit the cannon blocks to break down the wall. If you should fall here, expect another teleporter that takes you all the way back to the start. If you fall now, you may as well aim for the lava, as you'll never make it back in time.

Through the top-right wall of this final tower lies a secret area. In here, along with a Flying Dragon and a Fire Demon, you'll find several prize blocks, the first two of which contain Berzerker helmets. Use Maniaxe to vanquish the enemies, then switch to the Berzerker (Berzerker can kill Fire Demons by ramming them, but not without taking damage). Running headlong into those iron blocks will see the end one go flying. Ram them all so they make a platform above the cannon blocks, and you'll be able to grab the Coin from the first prize block quite safely.

Once you're set, trigger the cannon blocks below you and drop down. If you hold right while falling, you'll avoid the Fire Demon and land on the flag. If you chose not to enter this awesome secret area, you'd have one more Dragon and a final (small) lava pit to get across. The wall there may look solid, but it isn't.

Isle of the Lion Lords

02.09

Helmets: Iron Knight, Maniaxe, Red Stealth

Enemies: Lion

Speed Bonus: 17 seconds

Depending on your mood, you might want to avoid the Lion to your right. They themselves don't really do a great deal, other than be a bit of a damage sponge, but they're fond of sending green balls of energy bouncing around the place (they tend to home-in on you, but nothing that can't be avoided if you keep moving). Those projectiles, oddly enough, can be bounced on quite safely.

I know you're probably still attired as the Berzerker, and I know that you're thinking of sticking one on that Lion, but don't bother - it'll only end badly. For you. In the prize blocks near the Lion, you'll find a Clock, a Red Stealth helmet, and an Iron Knight helmet. If you're really serious about not fighting the thing, you can find a Red Stealth helmet over to the left - as you're

grabbing it, you'll probably see the Lion attempt to follow you, it dropping down the gap, trapping itself at the bottom of the level.

With the exception of a couple of Iron Knight helmets, the bottom of the level holds no interest to you (plus, there's a Lion down there now), so forgo the exploring and make your way all the way right, following the path of blocks down and back up again. The first two prize blocks up here hold a Red Stealth helmet (left) and an Iron Knight helmet (right). You can find another Red Stealth helmet in the next prize block along, too. Over on the iron block bridge further left, you'll find a Clock in the lone prize block, along with another Lion. At the end of the bridge, the flag is within reach.

Now, if you jump over the flag, there's nothing. Nothing because the something is hidden. About seven blocks above you and four blocks to the left, there is a hidden teleporter that takes you to Elsewhere 8. If by the grace of bog, you somehow managed to get to this level with the Cyclone helmet, you can fly up and reveal it. However, I expect you might not have, in which case, you can either ignore the teleporter, or you can try very hard to reveal it using Red Stealth (which is a really hard, time-consuming, but not impossible thing to attempt).

Hills of the Warrior I

02.10

Helmets: Maniaxe, Red Stealth, Skycutter

Enemies: Dragon, Stoneface

Speed Bonus: 54 seconds

The Murder Wall is, as the name implies, an unpleasant ending for those who come near it. As you make your way through this level, the Murder Wall will trundle along behind you, falling behind no further than it is allowed. Should you make contact with the wall, you will die instantly, unless a Diamond Power that grants invincibility is active - in which case, you'll pass through the wall, delaying your death for a few seconds longer.

If you don't already have a Red Stealth helmet, and you've got nothing better, grab one from the prize block on the right. The one on the left has a Clock, which only serves to mock you. The Murder Wall does not tarry, so be on your way up the hill and onto the rock block bridge. Below the bridge lies a carpet of thorns, your only way of unintentionally reaching them would be to fall through the small gaps in the bridge, which is far harder than it looks. The second prize block along the way holds a Maniaxe helmet, so be wary of hitting it during a jump and ending up slow, stupid, and invariably dead.

After said bridge, you're given the choice of taking your time in making it across several mushroom blocks to nab yourself a Coin from the last prize block, or taking the low path, facing a Dragon, and probably living to fight another day. The iron block bridge shortly thereafter is all, like, stoic and unchanging, making for an almost pleasant crossing.

After that, you'll meet a new enemy, the Stoneface. Stoneface hop around using their arms, attempting to drive the spike that's in place of their legs through your forehead. Spikes being spikes, don't differentiate between who or what they stab, resulting in the Stoneface getting momentarily stuck should you hit it (any hit will do, not just a jump).

The last prize block at the top of the hill holds a Red Stealth helmet, should you need it. The bridge here is much more dangerous than the previous ones.

If you should inadvertently hit one of the cannon blocks along the way (easier done than said, as you'll probably hit the top of the screen when jumping), the entire bridge will be blown from under your feet. Should that happen, the cannon blocks below will probably take a bite out of your health.

The pit that comes right after the bridge is probably the biggest time-killer you'll find here. If you fall in, you'll have to wait for the ghost blocks to reappear before you can get out (and if the Dragon there finishes off the rest of Red Stealth's health, you're done for). With the bridge intact, you stand a better chance of clearing it.

The next bridge is a straight sprint across vanishing blocks, with a fair few iron blocks below to catch you if you fall. You can't avoid the cannon block at the end, nor will you have much chance to avoid the wall of spikes that it sends flying at your face (you need to be a quarter way down the hill to find the space between them). Grin and bear it, because it gets much easier shortly.

Once you reach the cave (complete with its own Stoneface), you'll find a Skycutter helmet hidden in a prize block right next to the highest rock block, and right next to it, you'll find another one containing an Ankh.

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o-INFO-----o
| Firstly, Skycutter is slightly wider than other forms, with the exception |
| of Juggernaut, coming in at two blocks wide. Secondly, he can't ever    |
| stop moving. Oh, and he doesn't do slopes. Tapping the special button   |
| will invert gravity around him, causing him to fall up rather than down. |
| This ability stays in effect until you press the button again or you hit  |
| the top of the screen. Alternating between falling up and down produces |
| a wibbly-wobbly form of flight.                                         |
|                                                                           |
| While upside-down, blocks can be broken by hitting them with his head and |
| enemies can be defeated that way also. It should be noted, however, that |
| hidden blocks can't be struck while upside down (in the same way that Red |
| Stealth can't reveal them with his sword attack in the air). His Diamond |
| Powers are (20) Invincibility and (50) Diamond Snake.                   |
o-----o
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The rest of the level is easy. Keep to the high ground (always - there's no reason not to), and if an obstacle should get in your way, reverse gravity. With the exception of three Clocks between here and the end of the level, you're not missing anything.

Hills of the Warrior II

02.11

Helmets: Berzerker, Juggernaut, Maniaxe
Enemies: Dragon/Flying Dragon, Rock Tank
Speed Bonus: 37 seconds

If you want all that this level offers, you're in for a little hard work. In the prize blocks in front of you, you'll find both a Maniaxe helmet and a Berzerker helmet, the latter of which being very important in this level. At the very top of the level and to the left is a Juggernaut helmet. It's far less practical than the Berzerker, but it has some use. However, you don't need it quite yet, just remember it's there. Throughout the level, there are areas that only the Berzerker can get you into, but a lot of them reward nothing more than a few Diamonds here and there.

Make your way over the hill (mind that Dragon), skipping the first such section, and continue right and up. Behind the Dragon lies another Berzerker-exclusive area - its only real treasure is a Clock, but you don't really need it, so continue further up. After the second Dragon here, you'll espy a Rock Tank. Right above its rocky little head is a line of hidden rock blocks, placed solely to mess up any attempts to jump on it. This being said, make sure you jump over said Rock Tank to avoid any awkwardness.

Just to the right of this bit, you'll need to pay due care and attention to the cannon blocks pointing in your direction. To avoid getting stung, you need to land on them from the top. To make things a little less fun, both types of Dragon can be found here. If you're low on health, the next set of cannon blocks will open an area with another Berzerker helmet. Either way, continue over the hill and squish the Rock Tank.

At the bottom, guarded by a Dragon, you'll find a small, seemingly empty area to smash your way into. The top rock block of the second wall hides a terrible secret - it's actually a prize block with an Ankh inside. If you want another Ankh along with a Coin, you need to continue right (smashing the Dragons that get in your way, of course) and climb the hill. Make your way left, over the rock blocks until you reach the Juggernaut helmet at the beginning of the level.

Along the way, you'll find a much-needed Clock and a couple of slightly less-needed Maniaxe helmets (though he's an easier way to take out the lonesome Flying Dragon that you'll encounter). As the Juggernaut, head back to where you found the Ankh. In that area, you'll find two hidden prize blocks that only Juggernaut can hit - and that's where you'll find your Ankh and Coin.

So, climb the hill from before but continue right. At the top, make sure you hit the cannon blocks, as they'll trigger another few ahead, opening up the next area. Down on the ground, you'll find a teleporter that will take you to Elsewhere 3 - it's a nice little excursion, but offers no form of shortcut other than ending this level quicker.

To get up to the area you just opened, ride one of the lift blocks up and squeeze through the gap. In here, grab the Berzerker helmet from its obvious container and smash your way through the wall. Dispatch the Flying Dragon and drop down. The prize block here holds another Berzerker helmet, and whether you need it or not, that prize block needs destroying.

Below the prize block, you'll find a hidden iron block, which needs for you to uncover it. Smash your way into the rock block wall to the right and destroy as much of the first layer as you can, then return to the iron block and ram it over to the right. Jump over to it and smash the rock block above you to reveal a prize block with a Coin in.

Continue to smash the blocks above you, then jump up through the gap (it may require a tiny run up from the edge of the iron block). In the right corner, you'll find four hidden prize blocks, two of which holding an Ankh. All that's left to do now is continue smashing through the rock block wall and make a dash for the flag (the Flying Dragon shouldn't bother you).

Enemies: Assault Rock Tanks, Drips, Fire Demon
Speed Bonus: 23 seconds

As of this moment, an Assault Rock Tank is rolling your way, which wouldn't be so much of a pain if you weren't blocked in. Knock the shifting blocks out of the way to escapes its fire. As a bonus, you'll probably kill the one above you.

The shifting blocks can be used to make a nice staircase up to the iron block platform. If you continue up the rest of the stairs here, you'll find a Maniaxe helmet and a Clock. Both are very nice, and those axes will come in handy. If you're wondering where to go now, head back down to the iron blocks and jump through the wall to the right. The inside of the building has a slope, so you'll need to make with the continuous jumping to reach the top.

The multitude of prize blocks here contain nothing more than Diamonds, but they're lovely all the same. Once you reach the building with the sign telling you to run, you should first appreciate the Shinobi reference, and then you should take a run off the building. Ideally, you'll land over on the other building. If you somehow don't, head back through the building to the left.

Those rubber blocks will take you up to a ledge with four hidden prize blocks, two of which conceal a Clock and another Maniaxe helmet. If you bounce left from the rubber blocks, you'll land inside of the building. All the way to the left, you'll find three hidden prize blocks, one of which with a Clock (first one) and one of which with a Red Stealth helmet (that you don't want). Dropping back down and continuing left will see you back at the start of the level. While this is a nice little bonus for falling, it's hardly worth a visit by heading this way from the start.

From the building you hopefully landed on, continue all the way right and drop into the sewer. As you fall into the sewer, you'll land on several hidden cannon blocks. They won't hurt you directly, but they'll trigger some aiming in your direction, so when you get to the pyramid of iron blocks, you'd best wait a bit. This initial part of the sewer is the only part with Drips on the ceiling.

The first prize block above the pyramid contains a Clock, while the second contains a Red Stealth helmet (you still don't want it). The ground thereafter is lined with rubber blocks and is patrolled by a pair of Fire Demons. Either bounce over them or slowly make your way along, embedding axes in their faces. At the end, trigger the cannon blocks to destroy the wall, but don't even think about dropping into the seemingly safe pit afterwards, as the drill blocks lining it will have a field day.

Across the other side of said pit, one more Fire Demon stands between you and the exit flag. The ice blocks that line most of the floor here are a pain. About halfway along, there's a drill block wall, so if you're not paying attention, you'll slide right into it. There's a similar, much larger wall behind the flag, but it doesn't matter so much because touching the flag will stop your movement dead.

Sinister Sewers

02.13

Helmets: Micromax, Red Stealth
Enemies: Bouncing Flame, Tar Monster, Tornado
Speed Bonus: 28 seconds

In front of you is a Tar Monster and directly above you is a hidden prize block with a Micromax helmet inside. Seeing as you're still dressed as Maniaxe (or you should be), taking out the Tar Monster shouldn't come easier. There is a Bouncing Flame around here as well, but quickly changing into Micromax and heading up and right should see you fine.

After the vanishing block bridge, you'll see two platforms down to the right. When stepped on, the first of these will send you plummeting, while the second will send you hurtling towards the ceiling, crushing you to death. Across the other side, you'll find another Tar Monster and a Bouncing Flame. Unlike your previous encounters with them, you're far more likely to notice that whenever a Bouncing Flame touches down, it sets the ground alight, similar to but less reaching than what the Fire Demon does.

The next platform up is safe, but the following four aren't. From the fourth one, if you're quick, you can reach the next platform along. It isn't vital you reach it, but if you do, you can follow the platforms along for a Coin (hidden above the prize block on the last platform). You're almost at the exit now, so if you feel like, you can grab the Red Stealth from the first prize block before you make your way to the Coin.

As you've no doubt noticed, there are a couple of Tornadoes floating around. Before now, they didn't really get in your way, but once you drop down to the left of the last platform, they just might. To your right, you'll see a stack of prize blocks, the last one there holds an Ankh. Dropping down to the left again will see you land next to the flag. There's a Tar Monster down there, so again, eyes open. If, by chance, you didn't make it up to the platform and switch helmets, continuing right will see you end up where you found the Ankh, possibly putting you in the path of those erratic Tornadoes.

Crystal Crag I

02.14

Helmets: Berzerker, Micromax, Red Stealth

Enemies: Bouncing Flame, Hand

Speed Bonus: 35 seconds

At the top of the peak, unless you kept the Micromax helmet, do not even think about attempting to get that prize block. Although it contains an Ankh, you've probably not failed to notice the highly-suspicious shaft directly below it - without the ability to cling to walls, that shaft is your death.

From the top (watch out for random Bouncing Flames), jumping up to the right and grabbing the Berzerker helmet from the fourth prize block is the way to go. Charge right and swipe the bottom four iron blocks, then follow along after them. By now, the sky has darkened and hail is falling. If it hits you, it'll do damage, so keep moving.

Smash the ice blocks at the end, then return to where you got the Berzerker helmet and grab a Red Stealth one from the second prize block. Of course, you need to return to the ice blocks and break your way through using the jumping sword attack (while you don't have enough room to actually jump, pressing jump and tapping attack will still break the blocks). While this bit isn't vital to getting anywhere, it cuts out quite a bit of the level below you, reducing lots of climbing and Bouncing Flame-dodging to a straight walk (there's only a Clock and a hidden Berzerker helmet down there, anyway).

If you had a Berzerker helmet, you could head up and right, but that would have required you not to take the shortcut, and it only leads to some Diamonds and a counterproductive teleporter. Head down and right, dispatching the Hand that you come to, and ride the lift block up to the cave entrance.

From the entrance, you can either take the blocks to the left and jump up to the rubber block, putting yourself in a position to smash your way through the rock blocks and head into the area that you required the Berzerker for earlier, or you can continue into the cave. The teleporter is still counterproductive to getting the flag, so ignore that path still.

Between you and the flag lies a Bouncing Flame - providing you're still Red Stealth, that won't be a problem. If you're not - run. When the corridor requires you to jump up for the second time, you'll find a hidden prize block with a Berzerker helmet just before the corridor narrows. This will allow you to break down the walls barring your way to the flag.

If you want to head to Elsewhere 4 (like most of the others before you, it's a distraction and not a shortcut of any kind), break the ice blocks in the floor with Red Stealth's jumping attack, then grab the Berzerker helmet. Down that hole and to the right is a rock block wall for the smashing. The rubber block will send you up to the teleporter that will end this level.

If, at the beginning, you didn't head across the top. Below the first rock block of the second inverted L, you'll find a hidden prize block with a Berzerker helmet in. At the very bottom, in the cave, is a Hand and three prize blocks, one of which containing a Micromax helmet. You can now go back to get the Ankh from near the start (this cave is also where the teleporter that I told you about earlier will drop you off at).

Climb the wall above the prize blocks and smash your way out through the ceiling. The first prize block you come to holds a Clock, not like you'll need it, but hey. Being Micromax, you can quite happily climb your way up the mountain without aid of the lift block here. Enter the cave and wend your way to the bottom. Trigger the cannon blocks to break down the wall, then continue right. Despite there being several more cannon blocks in this corridor, there's no real need for them.

Make your way over the iron blocks to find yourself in the cave that leads to Elsewhere 4. Micromax can't break down the wall required to reach the teleporter (and bringing the Berzerker here would see that tunnel filled up with iron block), and because of his jumping ability, he wouldn't have been able to exit the cave). The only way from here is up, up through the ice blocks. At this point, you'd grab the hidden Berzerker helmet and once again make your choice on how you'd exit the level.

Crystal Craggs II

02.15

Helmets: Red Stealth
Enemies: Crystal, Dragon
Speed Bonus: 26 seconds

Way above you are four prize blocks. The middle two hold a Clock and a Red Stealth helmet. It's pretty self-explanatory how to get up there (you might meet a Dragon on the way up), but what you can't see before you get up there, is the ghost blocks. ghost blocks are the general theme of this level, with this set at worst causing only a minor delay.

Along the bottom, dispatch the Crystal, then take a little look at the ground further to the right. Breaking those two ice blocks aren't conducive to finishing the level, but if you persevere, you can earn three Ankhs and a Coin. Of course, the cost of a mistake is death.

So, presuming you dropped down, head right. There are two ways across this expanse, with the easiest being to simply time your movement across the ghost blocks and leap over the drill blocks. At the other side of them, you'll find comfort in some iron blocks. Those rubber blocks can be used to bounce over to the left, over to the second route.

From your iron block perch, you'll have to venture further right, over a mishmash bridge of iron blocks, ghost blocks, and vanishing blocks. Once you are inside the cave, you'll see three prize blocks and another set of ghost blocks. The first prize block holds a Red Stealth helmet, while the other two hold the first Ankh and the Coin.

Once again, timing is critical, as the hole below those ghost blocks doesn't lead anywhere nice. In the room to the right, below the ice blocks, you'll find three prize blocks and a Dragon. The middle block holds a Clock, while the other two aren't important, really. If you look under the iron block, you'll find a hidden prize block with your second Ankh in. At the opposite side of the room, there's another such block with another such Ankh.

To get on track, use the rubber blocks below the cave entrance to bounce up to the iron blocks far above you. Only two of them are safe, as the rest of them are drill blocks. Once you've made your way over to the ice blocks, you can nab yourself a Clock. If you don't really care about the Diamonds and additional Clock that can be gotten by heading all the way round, you can break the second and first from last blocks to drop down onto some iron blocks far below.

From there, you can jump (carefully, due to those cannon blocks) over to the left to land back near the start. Once you're back over and out of the cave altogether, you can get back to finishing the level. With the exception of some very easily-avoided drill blocks and a couple of Dragons, it's a nice little saunter. When you reach the rock block wall, you'll find the nearby prize block holds a Red Stealth helmet.

Jump up onto the wall and head all the way to the end, smashing through the last line of blocks with his jumping attack. Dragon, Crystal, Dragon, Dragon, Dragon - that's how the story ends. Once you reach the mushroom blocks, take a look above you. The prize blocks, with the exception of the Clock in the middle one, all contain Diamonds. It's your choice if you want to spend the effort creating a platform to reach them. The flag, lightly guarded by the final two Dragons, is not much further to the right.

Dragonspike

02.16

Helmets: Berzerker

Enemies: Assault Rock Tank, Dragon/Flying Dragon

Speed Bonus: 30 seconds

Before we go anywhere, a word of advice concerning enemy colours. The enemies here are a different colour, thusly making them harder to kill. Whenever you see them change colour again, they'll be tougher still. Oh, and

if you don't move soon, an Assault Rock Tank will fall upon your little head. Right, then - ignore or whack the Dragon and make your way up the cliff to the right by using the rubber blocks. Ignore what's to your left, as it's neither safe nor rewarding - fighting two Flying Dragons and an Assault Rock Tank for three Diamonds isn't worth it, even for the most committed sadists.

As you make your way down the mountain, you'll encounter two Dragons, the prize block above the second of which contains a Berzerker helmet, which is both very nice and very certainly needed to progress. At the top of the slope, trigger the cannon blocks to remove the wall, revealing to you two possible ways to progress (and allowing you to access another Berzerker helmet).

Heading into the cave is quite rewarding, but sees you trapped there, your only means of escape being the teleporter that will take you to a secret level, The Pinnacle. Avoiding that cave and heading along the top will see you reach the flag as normal. Just make sure to trigger the cannon blocks before crossing the ghost block bridge. If you should fall through the ghost blocks, you can hold left to land on top of said teleporter.

So, saying you want to end the level normally, hop right up and bash the Rock Tanks on the way up the slope. At the top, if you somehow lost the Berzerker, you can grab another helmet from the prize block. Smash the rock block wall to pieces and trigger the cannon blocks to remove your last major obstruction. Providing you don't hurl yourself down the hole, you're only one Assault Rock Tank, a wall, and two Dragons away from the flag.

Down in the cave, if you took it, have a look to the right. Through that wall is the exit teleporter. We don't want that yet. In the dip after the first slope up, you'll find three prize blocks above you, the last of which being an Ankh. All the way to the left (through the wall), there are several more prize blocks. The majority contain Diamonds, but there's a Berzerker helmet and a Clock to be had amongst them.

Return to the wall and smash it down. The prize block here has a Coin inside, but don't exit as soon as you grab it. With a running jump, you can clear the broken bridge (you'll land on an invisible platform) and find yourself another Ankh.

The Pinnacle

02.17

Helmets: Red Stealth
Enemies: Dragon, Driller
Speed Bonus: 28 seconds

Smack the shifting block above you up a couple of spaces and go grab the contents of that prize block, a Red Stealth helmet. Next to that prize block, you'll find three hidden cannon blocks, each firing upwards. Other than get in your way, these will trigger a few at the top of the level, sending some spikes your way.

Above those, however, is a hidden teleporter. Taking the teleporter will see you set close to the top of this section. If you take it, you'll miss out on three Clocks (the second one being hidden near the iron blocks to the left of the first one) and a good many more Red Stealth helmets (four, actually), so it's not a great loss. Of course, if you wanted to teleport and then drop down for those Clocks, you could quite easily do that.

You do miss out on something else, though, a super secret shortcut! In a twist of irony, the shortcut is so hard to get into, you could probably complete this level twice in the time it would take you. From the first rubber block, you can bounce through a hole in the cliff that will take you to the last section of the level, but the timing and spacing is very tight. If you need a little guide, the bottom of the iron blocks are at the same height as the entrance.

From where the teleporter dropped you off at, bounce up and take the iron block steps to their conclusion. From there, you need to carefully make your way up singular drill blocks (the drills protrude from either side of the blocks). At the top, you can't really jump, as you'll be jumping right into the cannon blocks, so run off the last iron block so you'll land below the prize block to the right. From this little ledge, you can get a run up enough to get to the top.

The mushroom blocks to your right aren't to be feared, as there's almost no penalty for falling. Well, not quite, because falling will see you introduced to a new enemy - the Driller. Drillers are glum little stone heads with drill-bits at either side. They move slowly, and the only way to defeat them is to stomp on that little head.

With that bit cleared, either avoid the pair of Flying Dragons and their grounded friend, or splatter them. Either way, hurl yourself off the cliff to the right - thankfully, you'll land on a teleporter (and you thought I was making it up as I went along). Taking it (like you have a choice) will see you warped inside the mountain.

The first prize block in here will award a Clock, which you might need if you didn't stock up at the start of the level. Make your way down and around, slaying any Dragons that get in your way. At the bottom of the shaft after the drill block, you'll encounter a Driller. The ceiling is low here, so your only way to defeat it will be to wait until it makes its way out of the cramped cave and over to your position.

The first prize block in this tunnel gives you a Red Stealth helmet, while the other two present you with the gift of more Clocks. By time you've made it halfway down the tunnel, mind you, a second Driller will probably be upon you, and you know how to take care of that.

With the exception of another holey bridge, it's another straightforward down-and-around section with a side-order of Dragon-slaying (some of it on ice, too), with the inclusion of a Driller on the bridge. Seeing as how there's another Red Stealth helmet only a second after you've crossed said bridge, you may as well just take the hit from it.

Smash your way through the rock blocks and dispatch yet another Dragon at the bottom. There's a Clock in the second prize block here, and another in the third. All the way to the left, there's another rock block floor to smash through, but this one comes with a multiple choice round. If you smash your way through the floor at the very end (last three blocks), you'll be able to reach the flag quicker.

If you smash your way through just past the middle (five blocks from the left), you'll earn the chance to fight a lot and possibly earn an Ankh. You see, in the room that path leads to, there's a Flying Dragon (and three of his friends down on the ground) - if you time your jump right, you can bounce off Mr. Flying Dragon and land up on a ledge with the Ankh. However, that's another time-consuming endeavour that's likely not to pay off.

If you smash your way through the floor at the very beginning, you'll find a

secret area with a few Diamonds. This little area also carries the chance of you being crushed to death by ghost blocks. As a bonus, I suppose, you can get to both secret areas simply by dropping down as soon as possible.

All in all, that quicker way to the flag doesn't seem so bad. Down at the very bottom, you have two Flying Dragons and two regular Dragons to contend with. The first Flying Dragon can be ignored quite happily as you make your way over the bridge, while the two on foot will fall through the gaps, putting themselves out of reach. Whack the final Flying Dragon then jump up onto the ice blocks and smash your way through. If you've lost Red Stealth, then there's no way to finish this level without restarting and trying again.

Hidden Canyon

02.18

Helmets: Iron Knight, Juggernaut, Red Stealth,
Enemies: Dragon, Drips, Sphere
Speed Bonus: None

This level is as easy or as hard as you want to make it. On the third ledge down is a hidden prize block with an Ankh. Congratulations, you've just found the best thing here. Venturing any lower and smashing through the floor only rewards you with Diamonds to pocket and Dragons to fight.

On the next ledge up, there's another hidden prize block, this one containing an Iron Knight helmet. You can see that it isn't really suited to this section, due to all the blocks he could quite easily crush under foot, but he thought I should tell you he's there. There's also another hidden block above this, that can only be reached by standing on the top of it and jumping.

From the Ankh, head over the shifting blocks to right. The following three prize blocks each hold a Clock. In the four prize blocks down the right-hand side of the area, you'll find three Red Stealth helmets and an Iron Knight helmet. You should already have a Red Stealth helmet, but if you oddly don't, grab one.

The blocks here are arranged in such a way as to make it easy to scale this side. If you find yourself having trouble, there are plenty of shifting blocks and rubber blocks to help you. As you approach the top, you'll probably catch sight of a new enemy - the Sphere. Think of Spheres as Bouncing Flames sans flames.

At the top, it's making your mind up time. Either crawl into that statue to fall down into a secret area or head right and grab the Juggernaut helmet. With that helmet, you can glide effortlessly over the one-block wide pits ahead. Once you reach the thorns, open fire until you see the two Spheres perish, then make a running jump over to the right to land on the exit teleporter.

If you took the secret path, then be ready for a let down. As you fall, hold right, and you should land in a little tunnel. If you don't, you'll need to dispatch the Sphere at the bottom of the shaft and grab one of the Iron Knight helmets, using it to climb back up to the tunnel (if you came here with Berzerker, you could swipe the wall out of the way and reach the exit quicker). This area is split into three parts. For a start, let's rule the third area out completely, as it only holds two helmets, both of which you've already seen countless times in this level.

The first area leads to the exit teleporter, while the second area leads to one Diamond and a 10 Diamond bonus (first prize block on the left). The other two blocks hold an Iron Knight helmet and a Red Stealth helmet. Enemies are pretty sparing, with there only being two Spheres and a Dragon in the areas you want to be in. I say nip into the second area and grab the 10 Diamonds, then pop back into the first area and smash your way down to the teleporter.

Stormwalk Mountain

02.19

Helmets: Berzerker, Micromax, Red Stealth

Enemies: Dragon, Driller

Speed Bonus: 28 seconds

It doesn't really matter if you grew attached to your previous helmet, as you're immediately forced to change into the Berzerker. Swipe the iron blocks away and slide your way down the slope. The cannon blocks on the slope won't harm you directly, but they'll trigger some more ahead that will. That prize block along the way holds a Red Stealth helmet, but you don't really need it. At the bottom, watch out for the drill block and whatever spikes you've already set in motion.

There's a storm brewing, and just like your previous stormy level, it has no particular time when it'll show up. On the bridge, another one of those extra tough Dragons await. Both the prize blocks above and below it hold a Berzerker helmet. The following slope is lined with drill blocks, but navigating them shouldn't be a problem, unless you decided to switch to the slope-allergic Red Stealth.

At the top, close your eyes and throw yourself down face-first. You will probably land on a bunch of drill blocks, but there's a prize block with a Berzerker helmet to repair your wounded derri re. The flag isn't far away now, unless, of course, you take a large detour by heading left. Actually, don't, as you can cut in a little later and get what you want. Head up the slope to the right and trigger the cannon blocks in the corner to clear your way.

Drop down and follow the path around. While it may look like there's just a Dragon here, you can fall through the far left corner of the bridge - and you should. Ignore the Dragon and head through the wall to the left. By time you reach the bottom of the slope, the Dragon you find there won't know what hit it (hint: you).

Continue left and drop down the shaft. The bottom prize block holds a Micromax helmet, which is nice, because you need it. Keep on keeping on, and once you are at the bottom of the slope after the bridge, wait until the Driller clears a path through the rock blocks. You shouldn't need the extra Micromax helmet in that prize block, but it's there if you do.

Standing between you and death is a vanishing block bridge. If you're careful, you can make your way up the left wall to reach the prize block with the Ankh in it (the one on the left). Once you have that, head back towards the flag. If required, you can get another Berzerker helmet from the prize block in the bridge. Anyway, either weave your way to the flag with Micromax or smash the wall to reach it. If you want to change helmets again before exiting, there's a Red Stealth in the middle prize block to the left. Not like it matters, as you won't be needing either.

If you took the left path, head back to where you got the first Micromax helmet and climb up and head through the wall. The two prize blocks here hold a Clock and a Berzerker helmet. With the Berzerker, you can smash your way through the walls at the top of the slope to reach the flag. If that sounds like too much trouble, simply ignore the hidden path and jump down the hole in the bridge. Keep heading down to reach the exit area.

If you took the long detour, you'd have found a grand total of five Diamonds. You could have still gotten a Micromax helmet early on, though, from the prize block in the second bridge (you'd have needed to reveal a hidden iron block below it in order to be able to reach it).

Shiskaboss

02.20

Helmets: Iron Knight, Maniaxe, Red Stealth
Speed Bonus: 75 seconds

There's nothing you'll value quite so much in this level as time, so drop down and grab the Clock from the prize block. If you finished the last level as Micromax, you'll be able to find a hidden prize block with an Iron Knight helmet to the left, but you wouldn't want it even if you could hit it. In the opposite corner of the level, you'll find a Red Stealth helmet and two hidden prize blocks with Diamonds in.

Where you want to be, mind you, is in the top-right corner. As Shiskaboss floats around, each of its heads will spit a green ball of energy at you. After they've travelled a certain distance, they'll explode, creating a sort of pulsar. Each ball burns in place for a couple of seconds before disappearing and can be jumped on both before and after it explodes.

In the top-right corner of the level (reachable by the many rubber blocks), you'll find three prize blocks. You'll find a Red Stealth helmet, Iron Knight helmet, and a Maniaxe helmet in that order. To the left of those blocks, you'll find two hidden prize blocks, both with 10 Diamonds in them, so don't be afraid to throw out some powers when you need them.

Maniaxe is your primary guise of choice, as he allows you to hide behind the crate (the ghost block wall won't stop energy balls, though it will stop axes) and pelt axes at the boss as it goes past. There's also another Clock to be had from a hidden prize block behind that very crate. If that's all too slow for you, you can alternate between here and the pair of iron blocks outside. When the boss starts to come back, return to your hiding place. Oh, and as a bonus, your axes will destroy any unexploded energy balls they hit.

There are, obviously, three heads to contend with. Each one will suffer no more than 20 hits before its eyes fall out. If Maniaxe gets taken down, your best bet will be to switch to Red Stealth and bounce on each head in turn. The boss moves slowly, so you can actually bounce around on its head as it moves. Just be careful you don't get crushed against something when it moves up the screen. Once the boss falls, the flag will appear in the middle of the level.

Dragon Fate

02.21

Helmets: Maniaxe, Red Stealth
Enemies: Armadillo, Mini-Stoneface, Rock Tank
Speed Bonus: 42 seconds

Above you, you'll find a Red Stealth helmet and a Maniaxe helmet for your choosing. Just over the iron block wall to the right, you'll encounter a new enemy - the Armadillo. They casually walk backwards and forwards, but upon seeing you, they'll dash at you at considerable speed. Either get them from a distance or bounce on them before they see you. After your second encounter with an Armadillo, you'll come to a well. To progress, you obviously need to jump down it, but don't just yet.

Behind the well, in the corner, you'll find two hidden prize blocks. They are not special and they only hold Diamonds, but there's another one above them that holds an Ankh. Extra life in hand, throw yourself down the well. At the bottom, you'll probably break your fall by breaking a Rock Tank's head.

If you want to benefit from what this next bit holds, don't trigger the cannon block in the air, otherwise you'll remove a barrier preventing the prize blocks from being destroyed when you do this next bit. Drop into the pit and trigger the cannon blocks. From the prize blocks you just saved, you can get a Coin, an Ankh, and a Red Stealth helmet. Proceed left, down and around, paying due care and attention when it comes to drill blocks and Rock Tanks (these ones don't spit at you, which is nice).

Once you reach the end, behold the shaft lined with rubber blocks. You're not coming back this way, so they're a bit useless. The room at the bottom is rather big, and it's not helped by the four Mini-Stoneface hopping around here. The floor is lined with rubber blocks, and the exit can be found in the bottom-left corner. In the top-right corner, there's a teleporter that'll take you to Elsewhere 5 (again, a nice little detour, but by no means a shortcut).

All the prize blocks, with the exception of one, hold Diamonds. The one that doesn't can be found at the very top, sixteen blocks from the right, and it holds a Coin. Once you're up there, you may as well help yourself to the contents of the fifty-eight or so remaining blocks.

Helmets: Berzerker, Iron Knight
Enemies: Armadillo, Dragon, Drips
Speed Bonus: 84 seconds

There are two ways to do this level, the long way and the short way. The short way is my favourite. Having just come from Elsewhere 5, where you bagged yourself a Berzerker helmet, swipe away the iron blocks to your right to reach the exit flag.

Of course, if you were tempted to avoid Elsewhere 5, you're in for the long way round. The iron block to your left has a friend to the right of it. It's shy, so coax it out of hiding, then use it and its kind to make it to the top of the cliff (the ghost block stairs really shouldn't give you any trouble). At the top, you can find an Iron Knight helmet in the fourth prize block, but first,

you'll have to eliminate the Armadillo prowling the area.

The next bit isn't too bad, just a nice little saunter along to the left. The first prize block above the slope covered in ice blocks holds another Iron Knight helmet (in case the hint is lost on you, put it on). At the bottom, deal with -- or ignore entirely -- the Dragon and Armadillo, and trigger the cannon blocks, opening up the way forward.

Down here, there are three Armadillos and a Dragon. Why is it important to mention them all now? Well, they have a habit of not being where they should be, so by time you get here, they're probably in a group, talking loudly and mocking you. They're not too hard to avoid, as once they drop down a level, they can't get back up, so you can just jump over them and continue.

Anyway, the prize blocks ahead of you hide two Iron Knight helmets, and that's because you need to use him to scale the wall to the right. Actually, I tell a lie, you'll find one helmet in the third prize block, but you'll find the other one in the prize blocks disguised as rock blocks (the rest hold Diamonds). At the top, in case you somehow lost those previous two helmets battling timorous wee beasties, you'll find two more Iron Knight helmets in a similar arrangement.

You like climbing? No? Too bad, there's another wall to climb. At the top are very many rock blocks that you need to bash through, so do just that and follow the tunnel around, climbing and falling and doing all the exciting things as required until you reach the section of tunnel with the sliding walls. While safe to touch, they'll crush your little brains out, so be sure to take your time and just tank the hits from the Drips along the way.

After the fourth such section, you're done here. There are four hidden prize blocks running along the ceiling just before the tunnel narrows. From one of these, you'll acquire a Berzerker helmet, which is the only way to dislodge the iron blocks covering the tunnel exit. There was probably an Armadillo waiting for you in ambush, but those flying blocks more than likely made it goo.

Now only a Dragon and an Armadillo stand between you and the exit. The last prize block on the slope has an Iron Knight helmet, and yes, you need it. If, by time you reach the cliff, you haven't encountered that Armadillo, it's probably dropped down and is prowling the small area below. The first prize block here holds another Iron Knight helmet, in case you somehow lost the last one.

Hurl yourself off the cliff and climb the iron blocks to your left. Once you reach the top, it's just a case of dropping down to reach the flag. If you fell off the cliff without the Iron Knight helmet, there's a hidden teleporter to the right, that will take you back up.

Devil's Marsh I

02.24

Helmet: Red Stealth

Enemies: Bouncing Flame, Dragon, Tar monster

Speed Bonus: 171 seconds

The prize block to the left holds a Red Stealth helmet, which is nice, because you'll need it to smash your way through those rock blocks. At the bottom, carefully take out the pair of Bouncing Flames and smash your way down to the prize block - it contains a Clock, and this is quite a big level, so be

thankful. As is usually the case, once you've reached the very bottom, it's time to head back up again, the two hidden iron blocks here will help you with that. The first is found next to the wall to the right, while the second one is two blocks to the left of it.

From here, it gets harder. If you don't time your jumps between those ghost block platforms, you'll fall right back to the bottom. At the top, the prize blocks will dispense a Red Stealth helmet and a Clock. All the way to the right (ignore the rock block floor, as those prize blocks only give Diamonds), you'll find a Tar Monster and your first choice of the day.

If you drop down, you'll find a teleporter (and a Dragon) that'll take you to Elsewhere 6, a nifty little shortcut to Devil's Marsh II. If you jump over to the ice blocks and smash your way down, you'll be inflicting the rest of this level upon yourself. If you fall down the hole by mistake, there's a hidden prize block (containing a Clock) that you can use to get back out.

After said wall, you'll need to smash your way through some more rock blocks, but you'll need it to be the third row. Any other row will see you land on cannon blocks. At the bottom, whack the Tar Monster and use the rock block to clear the pit. At the bottom of said pit is a Dragon, and if you need a new Red Stealth helmet, you can find one in a hidden prize block on the left side of the pit.

Further left, smash your way down through the mishmash of blocks (the prize blocks here only have Diamonds, so you're not missing much of anything). At the bottom, you'll be assaulted by three Tar Monsters and two Bouncing Flames. It'll probably be quite hectic right now, so you could make good use of Samurai Haze to slow them down.

At the far side of the area, make your way back up and wave at your second choice of the day. Heading right will see the level resolve as normal, but heading up those ghost block platforms will result in you being taken to The Caged Beasts, the long way round (heading across the blocks at the top would land you right on the teleporter).

Presuming you'd still like to finish things normally, head right. In the bottom-right corner, you'll find the teleporter that'll take you to the last section (there's a Dragon here, too, but we don't care). In the last area, you're charged with little else than heading down. You don't even have to smash any blocks - result. The prize block above you holds a Red Stealth helmet.

Drop down and trigger the cannon blocks, taking out the Bouncing Flames below and opening the way. Directly below that hole, you'll find a Tar Monster, but it shouldn't really matter, as you'll land square on its head. Only a single Bouncing Flame and a single Dragon stand in the way of the flag, so don't let them.

The Caged Beasts

02.25

Helmets: Iron Knight, Red Stealth

Enemies: Lion

Speed Bonus: 15 seconds

The Lions that dwell here are slightly tougher than the ones you've previously encountered, each taking eight hits to put down. The geography here

doesn't really lend itself to fighting the carnivorous hoards before you, so don't.

The lone prize block above you holds a Red Stealth helmet - his increased jumping ability might do you some good. Above the second iron block, you'll find a hidden prize block with a Diamond in. Why? Because by jumping from the first block, you can land on this one, allowing you to clear the cannon block cage that holds a Lion (jumping it normally sees you met with hidden cannon blocks)

You get the idea now, right? All the beasts are caged (with the exception of the one near the flag), the only thing capable of securing their release is your clumsiness. After that daring leap, you'll probably drop straight down that big hole, which is a good thing. With the exception of some Diamonds, there's nothing worth risking your life for. Sure, there's 10 Diamonds and an Iron Knight helmet in the second cage, but that's all there is that you haven't got. Plus, even if you kill the Lion, it'll respawn and drop on your head as soon as you drop down a hole.

So, at the bottom of the level, it's choice time once more. Heading left and releasing the Lion will see you find a teleporter to Elsewhere 6. There's a Red Stealth helmet in the cage, should you need it, and you always have Samurai Haze to slow the Lion down. There's also the bonus of the cannon blocks facing in its direction, giving you a sneaky hit, just make sure you trigger only the bottom ones, or you'll destroy the Red Stealth prize block and trigger some cannon blocks facing in your direction.

Heading right will see you thrown into confrontation with one final Lion, the flag coming just after. Either jump over it and make a break for the flag, or beat it into the ground in a manly fashion. The second prize block of the first trio holds a Clock, which you don't really need. The second prize block of the second trio holds a Red Stealth helmet. Shortly thereafter, it's Lion time.

Devil's Marsh II

02.26

Helmets: Cyclone, EyeClops

Enemies: Archer, Dancing Twins, Drips

Speed Bonus: 125 seconds

Check your head. Where's it at? If it's in Red Stealth land, you can skip a massive portion of this level by breaking through the blocks you're standing on (aim more for the middle, so as to avoid falling spikes on the way down). You won't quite make it to the bottom just by breaking blocks, no, towards the bottom, you'll land on a moving platform that will require you to get off and run under it. If you're not quick (you don't have to be overly quick), the platform will come down abruptly and crush you.

At the bottom of the shaft, hop over the Dancing Twins and keep an eye out for the moving platform above you (both because you might like to ride it and because it'll crush you). Riding it will seemingly take you nowhere, but above you is a whole row of hidden prize blocks. Most notably, you'll be able to acquire an EyeClops helmet and a Clock here.

Head back down and trigger the cannon blocks over to the right, then drop down and smash through the floor (if you didn't choose EyeClops), where the flag can be found to the right. There are two more sets of Dancing Twins before you do

that, though, but the second set won't bother you. Along the very bottom part of the level runs several fast-moving platforms. Anyone not being careful when making their way across could end up crushed. It's not a terrible section, you just need to take it a little slow, that's all.

Of course, if you do the level the long way round, it's more rewarding, and for all I know, you have a different head on your shoulders and have no choice in the matter. Speaking of heads on shoulders, one block before the ice block steps down, you'll find a hidden prize block with a Cyclone helmet in (mind the Drips shortly before). I know, right? High above the bottom block of the same set of steps, you'll find an EyeClops helmet.

One is awesome, while the other will help you find a lot of nice things. Frankly, I'm awesome and can help you find those same nice things - take the Cyclone helmet. Not too far from the end of those steps, you'll find a new enemy - the Archer. Archers are immobile statues that fire arrows either straight ahead or upwards at angle. They're very slow switching their aim, so once you see them aim forward, run over to them and bounce on their head the one time required to crumble them.

Above the first block of the next set of stairs down, you'll find a hidden prize block with a Clock in. At the bottom, you're expected to crawl through the small tunnel to the left while avoiding one of those moving walls you've seen previously. The ice prevents you doing this at any great speed, so give yourself a run up before attempting it. The exit to the tunnel sees another of those walls, but it's far easier to get out than it is to get in.

There's another tunnel to follow, but the space you have for a run up is slightly shorter. Out the other side, drop down but don't go anywhere yet. Above the fourth ice block step here, you'll find a hidden prize block with an Ankh in. Wander the only way it's possible to wander, dispatching another Archer along the way, and make your way over the iron block construction. Up the ice blocks to the right, you'll find a Coin hidden in a prize block below the fourth ice block of the ceiling (from the left).

Return to the funny construction you just passed and drop down. You'll land on some moving platforms above another such construction. Below said platforms and above said construction, you'll find two hidden prize blocks, each holding an Ankh. However, hold thine horses, as up and to your left, below the third block of the bridge (from the left), you'll find another hidden Ankh. Now you can drop down for the others.

Head right and look up. Below the first ice block, you'll find a hidden Clock, while below the second ice block, also hidden, you'll find an EyeClops helmet, so be careful to avoid grabbing it by mistake. Return to the construction and head down. To your right, you'll see two moving walls. These ones are unable to crush you, and are there just to shove you around annoyingly. Beyond those walls and up, you'll find an Ankh hidden below the middle of the steps.

Drop down the left side of this shaft and you'll land with the view of a prize block to your right. Below you and to the right, you'll find another platform, and below that, you'll find a row of drill blocks. In that prize block is a Coin, just try not to slide into the drills.

Fly up and head left now. There's another moving wall here, much larger than the previous two. The only way past it is to follow along behind it and drop onto the ice blocks, ducking as it comes back (to avoid getting your head crushed like a can). Remember the moving platform above the area with the Dancing Twins? That's where you are now. Above that platform, you'll find four hidden prize blocks (running below the bridge at the same angle), two of

which containing Clocks.

The end of the level plays out exactly as before, except you won't be able to break the blocks, leading to a quicker exit. Instead, you'll have to continue round and cross the platforms. Well, you can actually fly over them, which is quite nice.

Crab Cove

02.27

Helmets: Maniaxe
Enemies: Armadillo, Crab
Speed Bonus: None

The prize blocks as you climb the hill only offer Diamonds. Not saying that's a bad thing, just don't expect something cool. Down the other side, you'll discover a new enemy - the Crab. Crabs don't really do much, they don't even attempt to attack you. They will, however, retreat into their shells upon seeing you, rendering them immune to just about everything. Along with it is an Armadillo, and you know they're not friendly.

Use the rubber blocks to reach the prize blocks above, earning yourself a Clock and a Continue. Don't head into the cave yet, climb the hill and you'll find a hidden prize block above the tree. Inside, you'll find a Maniaxe helmet, a means of taking care of the Crabs. Head back down and into the cave.

Inside, you'll find a Crab to test that aim of yours on. Crabs can only be damaged by hitting them in the face, and will die in two hits. The last prize block here holds a Clock. If you head out of the cave and hop up to the ledge, you can pass through the wall by jumping, taking you back into the cave. Above you, you'll find two hidden prize blocks, one of which will give you another Clock.

So, back outside and continuing right, then. After the crate, you'll find two Armadillos, but you're more than armed and ready for them. Every prize block here, with the exception of the first one of the second set (which holds a Coin), contains Diamonds. Now, here follows a nasty little section.

Between each of those pillars is a shaft that leads straight to, you know. There are thirteen jumps in total and you've got plenty of time on the clock. The prize block at the end holds a second Maniaxe helmet, which is neither use nor ornament, as you should still have full health. Make your way slowly down the ice blocks at the other side, making sure not to slide into the spikes at the bottom.

After you've crossed the spikes, there's nothing left to do other than keep heading right, delivering axes and justice to the Crabs (and a lone Armadillo) until you reach the exit teleporter. The teleporter, if you're wondering, will take you to Elsewhere 7.

Knight's Isle

02.28

Helmets: Iron Knight, Micromax
Enemies: Crab, Dragon
Speed Bonus: 48 seconds

The first prize block you come to holds an Iron Knight helmet, which is somewhat appropriate considering the location. You'll also find another one in the prize block after the crates. After that one, mind you, there's a Maniaxe helmet to be found. While it might be helpful for taking out any wayward crabs, you really don't need it.

So, you've squished the two Dragons that got in your way and have now reached the first totem pole, right? If you drop down between it and the spikes, there are a couple of choices that present themselves. Firstly, above your head is a hidden prize block with a Micromax helmet, and to your right, below the spikes, is a tunnel that leads to a secret area.

Sure, you can crawl through the tunnel, ignoring the helmet, but you'll be too big to get to the good stuff. Instead, you'll have to use the teleporter to go back to the start of the level. So, down below, you'll find two Dragons eager to meet you, and several totem poles that only Micromax can get past.

At the other side, you'll find six prize blocks (disguised as rock blocks). One, three, and six are the ones you want, as they offer a Clock, an Ankh, and a Coin. While you're pocketing the good stuff, you'll have to avoid a Crab, as barring Diamond Powers, you're out of offensive options. The teleporter here sends you quite a bit further into the level.

Other than a couple of Iron Knight helmets, you miss nothing this way. If you didn't take that nice little shortcut, you'd have found yourself clambering over many totem poles and avoiding some spikes. It wouldn't have been a hard task, and it would have been one that offered its own secret room.

At the bottom of the other side of the hill are several pits full of rock blocks. Every pit except the first one leads nowhere (be sure to take care of the Dragon here, lest it fall on thine head). At the bottom of that first one, you can walk through the wall to the left. The prize for its discovery is nothing more than a Diamond, but the teleporter, like the other one, drops you off near the exit. Closer, actually, though the shortcut covers less distance.

To reach the flag, take a trip on the teleporter (guarded by a Crab) to your right. If you're wearing the Iron Knight helmet still, you have one last chance to annoy yourself by crashing through the floor before you can grab the flag. Nothing serious, just another ride on the teleporter.

Whale Grotto

02.29

Helmets: Berzerker, Maniaxe
Enemies: Orca, Sphere, Tar Monster
Speed Bonus: 60 seconds

If, by chance, you're still wearing the Cyclone helmet from ages ago, you could just fly through the hole in the ceiling to reach the flag. Of course, chances are that you aren't. In that prize block, you'll find a Maniaxe helmet, and Hell's bells, do you need it. Whale by name, whale by population. Orca wander around slowly until they see you, and when they do, they run and lunge at your face. Think of them as bigger, meaner Armadillos.

In fact, there's one at the bottom of the steps in front of you. If you stand on the top step, the Orca will be able to see you, but it won't be able to reach you. Every time it lunges, hit it with an axe. Four hits will see it

dead.

Between the first two totem poles, you'll find a hidden prize block with a Diamond. That's it, really. Oh, and you'll find the same between the second, third, and fifth sets of totem poles. Speaking of that fifth set, there's an Orca living there, but defeating it is more of the same - stand on the totem pole and have axe meet face whenever it lunges. There's probably a Sphere bouncing around here somewhere, so keep an eye out for it.

There's a couple of Tar Monsters and another Orca to face before you can get out of the cave. Oh, and some gentle jumping to top it off. The drill blocks at the end aren't hard to jump over, there's plenty of space, and they keep the final Orca trapped, so that's nice. The teleporter at the end of the cave brings you out on the surface.

The prize block above the ice block wall holds a Berzerker helmet. Orca, while runny and bite-y, are also quite soft and squishy, meaning the Berzerker can give them a good beating. Of course, swiping those iron blocks away to the right will save you some time and effort - you don't miss anything either (unless you like Orca, Tar Monsters, and spikes).

In the place where you drop down, there's an Orca. If you land on its head, that's nice. If not, be quick about getting out of there. Between here and the exit, you'll see several holes in the ground. Falling down one of those holes will either drop you back into the cave, requiring more walking, or drop you back into the cave and down one of the holes there, requiring you to be dead (that actually only applies to the first hole, the one you just skipped past). Other than a Sphere, the aforementioned holes, and an Orca near the flag, that's it for this level.

Hoverboard Beach

02.30

Helmets: Skycutter

Enemies: Archer, Scorpion

Speed Bonus: 64 seconds

Like the previous level, if have the Cyclone helmet, you can just fly up to the exit. That's always nice, but what about the rest? Exactly. If you came from Elsewhere 7, you'll already have a Skycutter helmet, but if not, there's one in the second prize block.

There are two ways out of this level, one of which being a pretty big shortcut, but if you're not a fan of Murder Walls, don't even think about taking it. Anyway, if you're going for the flag, invert gravity and make your way across the top of the maze. The prize blocks you find next to it can only be broken while gravity is inverted (upside-down head-plant for the win). Inside the one closest to the maze, you'll find a Clock.

Once the chance to enter the maze presents itself, remember it but don't take it yet - continue all the way across and drop down. Now, the bottom of the maze isn't without its joys. The first two prize blocks you encounter when dropping down each hold a Skycutter helmet. Make your way left, avoiding the Archer. When you reach the four prize blocks under the iron block platform (after the first hill - the prize block above it holds a Skycutter helmet). The first block under the platform holds a Skycutter helmet, while the third holds a Coin, and the fourth holds a Clock.

Return to the opening from before and enter the maze. The maze is full of Scorpions. Well, there are only seven and they're quite prone to wandering out of the maze via the exit to the right. It also means I can't tell you exactly where each Scorpion is. Scorpions are big and angry, and will attempt to sting you whenever they get close. Jumping on their heads work sometimes, but you're putting yourself within reach of their tail (it doesn't take a genius to work that one out). If you see one coming, invert gravity and get out of its way.

Make your way left and follow the maze down and around. If you need it, there's a Skycutter helmet in the first prize block. Stick along the bottom until you reach the ghost block wall. Inside that little room, you'll find a Coin in the first prize block in the floor. To reach the flag, head back out and fly through the last hole in the floor you passed. Continue left (mind the Archer) and you'll soon reach the flag.

So, this shortcut I advise you against taking? If you head along the bottom of the maze from the start, you'll find a hidden teleporter at the opposite side of the crates (mind out for the Archer and the pair of Hands on the way). This teleporter will drop you off at Frosty Doom, a good twenty levels away from this one. While it's certainly quicker to take the shortcut, it also puts you on a collision course with Bloody Swamp, unarguably the hardest level in the game.

Pyramids of Peril

02.31

Helmets: Iron Knight, Maniaxe, Micromax

Enemies: Cloud, Goat

Speed Bonus: 103 seconds

Clouds and Goats. They're new and they hate you. Think of Clouds as floating, quicker Archers. If you're below them or at a diagonal, they can shoot you. Goats? Goats are like every other enemy that charges you when they spot you (they take three hits and are slower than Orca).

Don't bother dropping down, as you'll only have Goats getting your goat, plus you'll miss out on an Ankh. Head over the mushroom blocks and behold nothing. There are actually six hidden prize blocks here, but only the last one (over the second trio of rock blocks) holds the Ankh. The lowest prize block on the slope holds a Maniaxe helmet, the next one up holds a Clock, and the highest one holds a Micromax helmet. Maniaxe isn't great at slopes, but he can still make it up them, and those axes will come in handy. Personally, I find Micromax always has more uses.

The prize blocks at the top of the slope can't really be saved because of the way the cannon blocks are arranged, but don't worry, they only contain Diamonds. Activating them, mind you, will give the Goat here a bit of a headache. If you head left after dropping down, you'll find a teleporter that'll take you back to Elsewhere 8. There are two Goats down here, as well as a Cloud hovering high above, so try not to die.

The teleporter, if you feel like it, can be used to create a loop, so you can collect an infinite amount of Diamonds. What do you do with an infinite supply of Diamonds? You use Maniaxe's Diamond Power to give yourself as many extra lives as you feel like. To hammer the point home, the fifth prize block here holds a Maniaxe helmet. The last prize block along the line gives you a Coin.

On top of the hill to the right, you'll find a hidden prize block with a Clock

in (fifth block along). This first platform section, with the exception of the spikes waiting to meet you down below, poses no real problem. The one that comes after, mind you, has been known to catch people off guard. Ride the small platform down, then transfer over to the long one. That particular platform allows you to reach the tunnel in the hill up ahead, but it'll also crush you against the ceiling if you aren't ducking. So, yeah, do that.

Heading either left or right once you exit the tunnel will ultimately get you to the same place, but what you'll get out of it will be quite different. You can't help but activate the cannon blocks when dropping down, but that doesn't matter, as they allow a form other than Micromax to take the left path. Truth be told, there isn't anything really special that way. Both prize blocks contain a Diamond, and each prize block has a second one hidden to its left, also containing a Diamond.

If you follow the path around, you can find a second Micromax helmet, a Clock, and that's it, really. There are two Goats down here, both of which can be avoided, but that's no different than if you headed right. Below the ice blocks, there's a small tunnel you can crawl through to get to the last area, bypassing the slope. Up above, you could get an Ankh in the second prize block and a Clock in the penultimate one.

To get to the flag, all you have to do is use the two ghost blocks to aid your climb up the pillars. Trying to stop you are two Clouds and two Goats. The first Goat is easy to avoid, but the second one might catch you unawares, as it's on the second platform as you make your way up. At the very top, you'll need to change into the Iron Knight in order to break through the floor to reach the flag. Each of those prize blocks holds a Diamond, so that's 32 of them if you feel like taking your time.

Madmaze Mountain

02.32

Helmets: Cyclone, Micromax, Red Stealth

Enemies: Bouncing Flame, Dragon

Speed Bonus: 92 seconds

The rock blocks at the other side of the hole hide a massive shortcut, the Red Stealth helmet in the prize block above you is the means to that end. Simply break the blocks and walk through the wall to skip half the level (jump when you can walk no further). What if you don't want to skip half the level?

Firstly, make use of Samurai Haze to get rid of those annoying Bouncing Flames. Once across the gap, make your way up the iron blocks. If you head right when you see the ghost blocks, you'll come out on a ledge with a Micromax helmet. With this level being a bit horrid in terms of geography, you'll benefit greatly by taking it. The path the helmet is on also serves as a shortcut, much like the other path.

Up is a good direction, so use the prize block to help you get a little higher. Jump over to the ice blocks and enter the cave here. The first prize block has an Ankh in it, while the second one will give you a Clock. If you keep heading left, you'll fall down into another cave, this one containing a teleporter that leads to The Forbidden Tombs.

Back out on the iron blocks, activate the lift block above you and take it for a ride (mind the Flying Dragons that live around here). At the top, you'll see a teleporter inside the rock. You can reach it simply by jumping up to the ice

block ledge (below the second block is a hidden prize block with a Red Stealth helmet) and stepping inside. That particular teleporter will take you to Stairway to Oblivion. There's a hidden prize block above the iron block in the corner, but you'll only find a Diamond.

Continuing further up, use the rubber blocks to get to the next ledge. The Bouncing Flames here will prove to be nothing but trouble, so you might want to take time out to destroy them before attempting to ride the lift block. Speaking of blocks, on the ledge opposite the one with the lift block (over the drill block to the left), you'll find a hidden Red Stealth helmet and an equally hidden Clock.

If you didn't want to ride the lift block, you could head through the wall to the right. While this would put you into battle with a Dragon and a Bouncing Flame, it would grant a small shortcut (jump when you reach the wall). Of course, you'll miss out on an Ankh and a Coin. So, lift block it is. At the top, step off to the left and make your way over the top of the mountain. There is a considerable number of Flying Dragons here, so don't dilly dally by trying to get the Diamonds from the prize blocks above the iron blocks (shouldn't have told you about them, really).

Instead of dropping down at the end, make your way over the rock blocks. The second one has the Ankh hidden above it, while the third one has the Coin. After you have the Coin, don't drop down to the left, otherwise you'll land on a drill block. Drop down to the left of the second block instead. Down here, it seems that without a Red Stealth helmet, you're stuck. Happily enough, hidden to the left is a Red Stealth helmet, which you can use to smash through the rock blocks (when falling, hold right).

The prize blocks here aren't important, so skip straight to throwing yourself down the tunnel with the drill blocks. As long as you're holding left, you'll be fine. You'll find yourself just above where the shortcuts would have brought you out at. Drop down and dispatch the trio of Dragons before you continue right. If you hit the first cannon block from the bottom, you should trigger the rest without hurting yourself greatly. In fact, if you stay crouching, you'll only get hit once.

There is a pair of Flying Dragons further to the right, but those cannon blocks probably did for them, so worry not. The prize block ahead holds a Micromax helmet, and yes, it's vital that you get all Jeff Goldblum here. At the top (whether you climbed or rode the lift block), trigger all the cannon blocks to take out most of the Flying Dragons and Flames.

If you're running low on time, you can grab a Clock from the prize block in the top-right corner. Progress is made via climbing the top-left corner. When you reach the iron block, you may think you're stuck, but you can actually make it past it with a bit of careful jumping. Above said block, you can grab another Micromax helmet, which you'll probably need.

There are five Dragons here, which is kind of a drag(on), but fortunately, they'll congregate on the bottom step quite quickly. The third prize block will give you a new Micromax helmet, while the fourth one will give you a Cyclone helmet (I don't need to tell you to take it, so I won't).

Trigger the cannon block here and fly up through the cliff. At the top, you'll probably have to take a hit from a Dragon, but you won't stand a chance of losing the helmet, like you would if you had to battle the Bouncing Flames to the right (really, it doesn't matter, as you'll have to change next level, anyway).

Helmets: Berzerker, Red Stealth
Enemies: Dancing Twins, Driller, Hand
Speed Bonus: None

The middle prize block above you holds a Berzerker helmet - you'll likely need that. There are various ways into the tomb, but they're not all worth it. Entering from the ground will see you have to carefully make your way over the columns, trying not to fall into the spikes. Above each column, you'll find two hidden prize blocks with Diamonds.

Above each set of spikes, there are two hidden ice blocks, there purely to make getting out of the pit harder. At the other side, you can glimpse the flag, but can't reach it. Well, if you came into this level as Red Stealth (which you likely didn't), you can smash straight down to the flag and be done in seconds. If you didn't, then there's a little more exploring to do.

The second entrance to the tomb is guarded by Dancing Twins. While they're swinging away, the Berzerker can't one-shot them. Once they've been broken apart, they're easy game like most other enemies. Break your way into the tomb and follow behind the flying iron blocks. They'll hit another pair of Dancing Twins, breaking them apart and allowing you to follow up and finish them off.

If you want to exit now, head all the way right and swipe another pair of iron blocks out of the way, then return to the stairs and grab the hidden Red Stealth in the corner. There's another pair of Dancing Twins in the way, but they'll probably reappear once you go to get changed, so don't expend any effort on them. With Red Stealth, you can smash your way down to the flag.

Of course, there are still good things to be had here. Outside, on the next level up, you'll find three hidden prize blocks, and inside of which, you'll find an Ankh, a Coin, and another Berzerker helmet. As you make your way further up the tomb, watch out for the Hand - it has a habit of catching people off guard (okay, catching me off guard). The third entrance isn't blocked by any means, and that's because it holds nothing of value.

You'll find a Red Stealth helmet hidden in the dip, so if you feel like battling two pairs of Dancing Twins, you'll be able to exit from this floor. The prize block at the entrance holds a Berzerker helmet, if you need one. Rather than heading in, continue up the tomb. At the top, you can find a hidden prize block with a Berzerker helmet on the third step (not like you should need it). From here, you can barge your way through the iron blocks to the right, grabbing a Red Stealth helmet from below. Of course, now you can smash your way down to the flag.

Helmets: Berzerker, Micromax, Red Stealth
Enemies: Falling Skull, Goat, Sphere
Speed Bonus: None

You'll find a Berzerker helmet hidden to your left (along with some Diamonds next to it), and you'll also find one in the top-right corner. As you

make your way down, you'll encounter a Sphere along with a never-ending supply of Falling Skulls.

Feel free to ignore the prize blocks above the ice, as they only holds Diamonds (there's even one hidden above those that holds another Diamond). When you reach the iron blocks, you'll be given another chance at a Berzerker helmet, followed by a chance to die. There are three rows of ghost blocks, and below those, a set of spikes. You have three chances to smash through the wall to the right before you land on the spikes.

Once you've removed the rock blocks, you should be fine, as you'll have somewhere to stand while the bridge vanishes. Once through the wall, you'll find a Micromax helmet and a Clock in the first set of prize blocks. The teleporter here will take you back to the start of the level, which you obviously don't want.

When climbing the walls, you'll have to alternate, because it's impossible to climb on rubber blocks. Just remember that Falling Skulls can't damage you until they've phased in fully, so you have a couple of seconds to climb through them. At the bottom of the next room, there's very little. I mean, you can find a Clock and a pair of Micromax helmets (hidden above the Clock), but unless you're really low on health or time, it's not worth the climb back up (the lift blocks only take you so far). The teleporter down there is another non-starter, it teleporting you back to the start of the second area, I mean.

Hit the cannon blocks from below and enter the happy fun area of happy fun. There's nothing down the bottom other than another Micromax helmet and a Clock. Don't fall. If you fall, those moving walls will quite happily crush you - painfully, to death. Jump over to the rock blocks after the wall has moved away, then drop down to the wall below - it'll linger long enough to allow you reach the other side of the shaft.

There are three teleporters here. The one at the very bottom isn't at all awesome, and should be ignored (you know why). The one across from you can be reached by making your way down and heading through the gap. It whizzes you to Coral Blade Grotto, which is a nice little skip, dropping you off just before the boss of Stage 2 in fact.

If you chose to continue down after heading through the gap, you'll reach the second teleporter. Elsewhere 9 doesn't do that whole 'progressive' thing, which is why it'll return you to this level. Just below that teleporter, you'll find a Clock and another Micromax helmet. If either of those routes aren't your thing, you can continue into the next area and do battle with two Spheres and a Goat.

In the first and last prize blocks here, you'll find Red Stealth helmets. The second block has a Clock that you shouldn't really need. All the way at the bottom, through the many layers of rock blocks, you'll find a teleporter that'll take you to The Deadly Skyscrapers. Just be careful of the moving walls on the way down. The further you get, the more you'll encounter iron blocks, so eyes open.

If you came here from Madmaze Mountain, you should already have the Cyclone helmet. If not, head up the iron block platforms in front of you and follow the path around to the top. Said path is made of mushroom blocks, so in the interest of saving time, try not to hit any. At the top, you'll find two prize blocks with Diamonds in. I know, big deal, but to their left, you'll find a hidden Cyclone helmet.

Head back out and fly to the top of the screen. Travelling this way will see you take a couple of hits, but you'll make it to the final area safely. If you want to be a little risky, once you see the cannon blocks below you, head down once you reach the middle set. Below which, you'll surely find an Ankh.

The final area is swarming with Spheres, so if you have 20 Diamonds, you should activate Diamond Rain to take them out as you make your way down (if you see a ladder, that's where you can drop down). On the first level down, you can nab a Micromax helmet and a Clock. Take the helmet if you want, as you'll have another chance at a Cyclone helmet at the end.

So, next level down. To your left, hidden inside of the building, is a rather disappointing Diamond. Hidden above the ladder is an Iron Knight helmet, which will be quite handy if you've been tanking your way down. Hidden above the ladder on the next level down is a Maniaxe helmet. Here, you can either head down the ladder or through the building to your left (it serves no purpose and takes you to the same place).

Another level, another hidden helmet above a ladder, this one being that of Red Stealth. The next level is the last level, and will be your last level should you fail to spot the ladder hole that'll drop you off the bottom of the screen. Behind the flag, you'll find a hidden prize block with the Cyclone helmet I promised.

If you didn't grab the helmet at the start, you'd have been in for a terrible time. From the iron blocks, you'd have to head across a ghost block walkway, then continue onto to some cannon block platforms, the kind that wouldn't give you a second chance. If you survived that (and the many Tornadoes and Clouds that hang around that level), you'd have to make it up several platforms that drop when stepped on. Finally, you'd need to run across the cannon blocks I stated earlier. The benefits of this route? You could find 12 Diamonds in the bottom-right corner, providing you wanted to make your way up and down some ice block steps.

Sky Dragon Castle I

02.36

Helmets: Cyclone

Enemies: Cloud, Tornado

Speed Bonus: 28 seconds

There are Clouds and Tornadoes here aplenty, so watch yourself. If you don't already have a Cyclone helmet, one resides in the prize block above you (watch out for the Sphere here). Reaching the end of the level isn't too hard. Fly along the bottom of the screen, and when you reach the cliff (the prize blocks here hold Diamonds), follow it up and enter the giant mouth.

The prize block you can see above you holds only a Diamond, and it can be reached simply by jumping through the ceiling, if you still want it. The flag is in the bottom-left corner and can be reached with minimal effort (there's a

Tornado here, but that's your last obstacle).

There are quite a few Diamonds in this level, but the risk in getting them hardly makes it worth it, as if you lose your helmet, you're as good as dead (providing you don't immediately fall to your death upon losing it). In the top left-corner of the level, you'll find a good amount in amongst the rock blocks, and a further few above them.

In the top-right corner (above the mouth), you'll find a paltry amount, but on top of that, you'll find several more hidden inside the building to the left (enter through the dragon statue on the side). Like I said, there are many enemies to avoid, and it's hardly worth it.

Sky Dragon Castle II

02.37

Helmets: Cyclone

Enemies: Cloud, Tar monster, Tornado

Speed Bonus: 32 seconds

You can grab yourself a new Cyclone helmet from the prize block to the left (providing that ghost block step doesn't betray you). To the right, you'll see two more prize blocks. In those, you'll find an Ankh and 10 Diamonds. In the bottom-right corner, you'll find yourself another 4 Diamonds. Why the concern with Diamonds? Diamond Rain is a great power to make use of here, as enemies come in large numbers and in close groups.

To the left of you, you'll see a teleporter. That teleporter is your price for losing your Cyclone helmet. It'll take you to Elsewhere 10, which leads to the same place as the flag. Activate Diamond Rain if you have it (and you should, because all you needed to have prior to this level was 6 Diamonds) and fly up, between the iron block platforms.

This area is no less packed than the previous one, and there are very many hidden iron blocks waiting to get in your way. If you stick to the right side of the screen, you'll encounter few enemies and only one such block. Once you reach the top, follow the ceiling along to the left and fly into the cave. The prize block over to the right holds a Cyclone helmet.

Directly above that block, you'll find a hidden path through the ceiling. In the bottom-left corner of the room, you'll find another 10 Diamonds, and above the hole you came in by, a further 2 Diamonds. If you have the Diamonds to spare, another Diamond Rain would do wonders here. In the final area, if you lose your helmet before you've flown to the top of the building, you'll have to head all the way back down and enter the teleporter.

There are quite a few Tar Monsters in this area, but if you're flying, they're no trouble. If you make it to the top, drop down and head round to the flag. The flag is guarded by two Tar Monsters, so you may well lose your helmet here, but even without it, you're okay. Below the flag runs a row of teleporters. If you're not flying (i.e. because you no longer have Cyclone powers), you'll only have a few seconds to run over to the flag room and pull yourself up before you're warped back to the start of level. Your only choice now is to head over to the teleporter and travel to Elsewhere 10.

Coral Blade Grotto

02.38

Helmets: Micromax, Red Stealth

Enemies: Orca, Stoneface

Speed Bonus: 43 seconds

In the middle prize block above the statue, you'll find a Red Stealth helmet. You don't need the helmet, so if you're still dressed as Cyclone, feel free to stay that way. While there may be a bunch of rock blocks to your right, breaking through them will get you nowhere. The Orca here, like Orca everywhere (excluding Sea World), will fall for the same tactic. There is another Red Stealth helmet in the prize block up the side of the mountain, and to the right of that, a secret entrance into the mountain itself.

Right below the ledge, you'll find a rubber block. It can be used to reach a second such block. All well and good, but what do you get? You can get a Clock. Of course, if you bounce over to the ghost block you can see to your left, you'll find a Coin hidden above it. Down inside the mountain proper, it's decision time. Well, it will be after you take out the Stoneface. So, if you head right, you'll make progress. If you head left, you might earn an extra life and then promptly lose it. Most of the floor to the left is covered in spikes, the only safe place being the three ice blocks and the empty space before them.

To get the Ankh, the idea is to jump on the ice blocks and hit the prize block between the drill blocks without sliding into the spikes or drilling a hole in your head. With a bit of time, you should be able to come to a halt in the right place. Alternatively, just take a couple of hits, as you can find a Red Stealth helmet hidden above the drill blocks (above the second iron block).

Back to the right now. Above each of the totem poles, you'll find a hidden Diamond, and I'm sure you'll find some use for them. There's another Stoneface across the gap from you, so see if you can deal with it before using the rubber blocks to smash your way out to the surface. And, as you can see with that, there are a couple of cannon blocks inside the ceiling of rock blocks. Providing you stay around the latter end of the rubber blocks, you'll be fine.

To the left, you can find a Clock up the side of the mountain. However, think twice about going to get it. If you fall through the ghost blocks, without Cyclone, you'll be trapped and forced to restart. Climb the mountain to the right, then take a little look back to the left. Those three prize blocks don't hold anything of worth, but hidden above the middle one is an Ankh.

Back to the top of the mountain again. There are three bridges comprised of vanishing blocks. If you fall down from the first or third bridge, make your way right (being careful of the spikes) and take the teleporter. The prize block before the teleporter holds a Micromax helmet. To the left of the prize block above the teleporter, you'll find a hidden Clock, and in the alcove to the right, two hidden Diamonds.

The teleporter, you'll be pleased to know, will take you back to the start of the level. If you fell down from the second bridge, you'll be able to grab two extra Diamonds before you have to drop down to the teleporter (drop down to the right and keep the direction held to avoid the spikes). Needless to say but said anyway, don't fall.

Wandering around near the first and second bridge, you'll find an Orca. You don't have the time to fight it, so take the hit and keep running. As for the prize blocks, they only hold Diamonds, so ignore them. Beyond the bridge, deal with the Orca and the Stoneface before dropping through the ghost blocks

as early as possible.

Stay on the stone steps and dispatch the Orca here before you do anything else. You'll find an Ankh hidden behind the cannon block wall. There is also a couple of Diamonds hidden before the wall. Once you've triggered the first cannon block, you'll have a couple of seconds to duck to avoid the fallout from the others.

Drop down into the last area, but keep to the left in order to avoid the drill blocks. Down here are two Stoneface, but the space is quite large, and ignoring them is a good option. The flag is just to the left. Above the flag, reachable via rubber block, if you feel the need, you'll find a Clock in the prize block.

Boomerang Bosses

02.39

Helmets: Maniaxe, Red Stealth

Speed Bonus: 108 seconds

The worst place you can go at the start of the level is the tunnel that runs below you, as that's where the bosses spawn. With the exception of the 10 Diamonds at the far right side of the tunnel, hidden behind the rubber blocks, you have no reason to be down there (unless the 4 Diamonds in the middle of the tunnel hold that much sway over you).

Above the iron block platform to the left, you'll find a Clock and a Red Stealth helmet. While you'll want the Clock, save Red Stealth as a last resort. Above an identical arrangement to the right, you'll find an Ankh and a Maniaxe helmet. With that firmly on your shoulders, head to the right and place yourself on the iron block platform to the right of the well.

Up here, very few projectiles from the bosses will be able to hit you, and the ones that can won't be a major chore to jump over. Speaking of projectiles - each boss will spit, funnily enough, boomerangs at you. They move slowly, can be jumped, and they come back (unless jumped on, shot, and if they don't leave the screen) like boomerangs should.

Each boss takes thirty hits to kill, and from your lofty perch, you can take out the first two without any realeffort on your part. Time will be tight, though, so once the first boss is gone, you might want to move to the next platform over to speed things up. Once the third boss bites the dust, the flag will appear in the middle of the level.

Black Peril

02.40

Woods of Despair I

02.41

Helmets: EyeClops, Maniaxe, Red Stealth

Enemies: Bouncing Flame, Hand, Rock Tank

Speed Bonus: 60 seconds

The prize blocks above you holds an EyeClops helmet (first) and a Red

Stealth helmet (second), and as it turns out, you need old goggle face for this level. If you activate your eye-beam at the top of the slope, you will reveal some rock blocks in the space the Rock Tank is currently occupying, killing it. You won't find many opportunities to do stuff like that, but there are a few, so keep that eye-beam blazing.

At the far side of the level, beyond one more Rock Tank and a Hand, you'll find a well. At the bottom of the well, a Bouncing Flame dwells, and the walls are lined with cannon blocks (and a lone prize block with another EyeClops helmet). Walking through the gap will trigger the cannon blocks, but you'll be fine. Once you reach the iron block wall, step back a bit and use your eye-beam. Doing so will reveal an ice block that you can use to crawl through the gap to reach the teleporter.

The teleporter will take you to Elsewhere 11, a shortcut to Woods of Despair II. You don't have to take it, but personally, I would. So, you didn't take it? Fine, then. Continue beyond the well (the Hand that follows can be trapped or killed using your regular eye-beam) and behold the rubber blocks.

Before you take them, you'll find 10 Diamonds hidden to their right. As you should know, EyeClops' Diamond Power is very cheap, so it'll come in handy. Up on the walkway, there's no need to head left, so blast the Hand and make your way up the ghost block stairs. At the top of which, you'll find another Hand and a step up to the next section of walkway in the shape of another ghost block.

In the little gazebo-like area at the top, you'll find four prize blocks. However, with your current helmet, you can only open two (as two are in the floor, requiring Red Stealth to break them open). The two you can open reward you with a much-needed Clock and a single Diamond. There's no other way to go here but up. Above the second ghost block platform, you'll find a hidden prize block with an EyeClops helmet in. You probably won't be able to reach it from there, so you may need to take a running jump from the next section of walkway.

Speaking of that, there's a Hand waiting to annoy you up there. With the threat eliminated, return to the gazebo and jump over to the rubber blocks. From there, you can reach the next set up, and from there, you can reach the final stretch before the flag. The floor is comprised entirely of rubber blocks and is guarded by a pair of Rock Tanks, while the ceiling is lined with drill blocks.

In between those drill blocks, you'll have obviously noticed several prize blocks. With the exception of the first block, which only holds a Red Stealth helmet, the rest of the prizes are worth it. Putting in the time and effort will reward you with two 10 Diamond bonuses, two Coins, and an Ankh.

The exit flag is guarded by one final Rock Tank. Above said flag, you'll find a Red Stealth helmet and a Diamond. You should also be careful here, as it's quite easy to overshoot the flag in an attempt to avoid the nearby drill block, or even the Rock Tank, and go plummeting back to the ground.

If you had taken the first walkway at the start, things would be a wee bit different. The first Rock Tank can be destroyed by revealing the blocks inside of it. Above the second Rock Tank, you'll find a hidden EyeClops helmet. After the third such Tank, make your way up. From the next section of walkway, you should be able to hit the prize block from below, earning yourself 10 Diamonds.

If you make your way round and jump up to the left, you'll find a hidden Diamond above the Rock Tank, and four more hidden prize blocks on top of the

gazebo, one of which holds 10 Diamonds. Inside the gazebo, the first block holds a Red Stealth helmet (that you don't want). Heading right will take you to a pair of gazebos, again guarded by a Rock Tank.

The second prize block of the first gazebo gives you a Maniaxe helmet, while the second one of the second one gives you a Red Stealth helmet. In between the gazebos, you'll find two hidden prize blocks, hiding a Coin and a Clock. Above the second gazebo and to the right (in line with the tree), you will find two more hidden prize blocks - these ones give you another EyeClops helmet and 10 Diamonds.

Off the right side of the walkway, you'll see three prize blocks just out of reach. Below them is a hidden iron block which can be used to hit all three. However, the risk of falling isn't worth two 10 Diamonds and an EyeClops helmet. Make your way over the gazebos and up onto the next walkway. Just above the first block of the walkway, you'll find a hidden Coin.

The prize blocks in the gazebo notably hold two Maniaxe helmets (middle two blocks), but you still don't need to change helmets, and those drill blocks aren't inviting. At the top of the steps (mind that Rock Tank), you'll find a fresh EyeClops helmet and a Clock in the prize blocks. The rubber blocks here seemingly take you nowhere, but if you fire off the old eye-beam, you'll reveal a row of iron blocks.

There are three such platforms to reveal, with the third one offering you the chance to grab another EyeClops helmet. From that very last platform, jump over towards the ice block/vanishing block platform. The prize block below you contains a Red Stealth helmet, but requires a Red Stealth helmet to open, so that's a no-go.

The prize block between this and the next such platform holds 10 Diamonds, while the next prize block along holds a Clock. Needless to say, but you can't open either of these without Red Stealth. From here, you can reach a pair of rubber blocks to the right and down a bit. This puts you at almost the end of the level. Below the rubber blocks used to reach the final stretch, you can find two hidden prize blocks (reached by another set of rubber blocks below them), your reward being another EyeClops helmet and 10 Diamonds. From here, you can reach the final stretch as you did before.

Woods of Despair II

02.42

Helmets: Berzerker, Juggernaut, Maniaxe, Skycutter

Enemies: Robot, UFO

Speed Bonus: 71 seconds

You're offered a couple of choices on how you tackle the level. Seeing as there's no awesome reward for picking the Skycutter helmet, you may as well take the Juggernaut, because its fire-power is going to come in handy. Come in handy for what? UFOs and Robots, of course.

Robots run backwards and forwards, discharging a high-speed laser beam into your face. Because of their speed, they can be quite tricky to jump on, hence the choice of the tank we're in. When a Robot's laser comes Juggernaut's way, he'll automatically duck it, making him immune to Robots, really, providing you keep your distance. Here, the Robots will take two hits to die.

You encounter your first Robot inside of the iron block structure to your

right. Inside, you won't find much, but you will find a Clock inside the first prize block. With the exception of the Berzerker helmet (that you don't need) in the third prize block along the bottom, the rest contain Diamonds.

Exit out of the right side of the structure and make your way across the ice blocks. Once you've reached the square with the prize block in the centre (it holds 10 Diamonds and requires the Skycutter helmet to get to - one can be found below the block), you'll probably see your first UFO. UFOs, as a general rule, fly far above your head, firing laser beams downward.

Often best avoided, but should they come down, they'll take three hits in total. One to crack the cockpit (reducing its flying ability), one to wreck the ship entirely, and one to finish off the funny little Alien that ejects. From your position, you can bombard it with skulls until it perishes. Drop down and continue right. In the dip, there's a little hidden hole that you have to fall through to continue. In the iron block square above you, you'll find a Berzerker helmet to the left, but you still don't need him (and Juggernaut is too long for you to hit the block even if you wanted to).

So, down the hole. To your left, you'll find a Skycutter helmet and to your right, you'll find a Skycutter helmet. If you're the Juggernaut, you won't be able to reach either. Oh, and there's a Robot down here, too. Down on the next level, you'll find another Robot and a UFO. The UFO is best avoided here, and it doesn't matter if you take a couple of hits along the way.

Use the iron blocks (mind the drill blocks) to reach the structure. In here, you're perfectly safe from it. The first prize block to the left holds a Juggernaut helmet and the one next to it holds a Berzerker helmet (mind the Robots here). Grab the Berzerker helmet and swipe away the iron blocks to the left, then return to grab the Juggernaut helmet (make sure you grab the 10 Diamonds from between the drill blocks above you before you change).

Do battle with the Robot and the UFO at the end, then drop down through the vanishing blocks. As you're falling, ponder this; do you fall all the way down and take a hit from some cannon blocks, taking the easy path, or do you hold right and land on the longer-but-still-easy path?

Well, if you took the easy path, you'd have to fight a Robot immediately upon landing, but as a reward, the four prize blocks above you each contain a helmet, including Maniaxe (top-left), a helmet that appears nowhere else in this level. If you need to polish your tank a little, the Juggernaut helmet is in the bottom-left corner (with Berzerker being top-right and Skycutter being bottom-right). I would personally stick with Juggernaut.

To your right, there are four pits, each pit with its own Robot. Being extra wide means that you can't fall to your death in the first two pits (because of cunningly-placed prize blocks, each containing a Diamond, and each only breakable by Skycutter), but it also means you can't fall to your death in the third, and that's a bad thing. The third pit is far too steep to allow you your escape, so you'll need to sit there and wait for the timer to expire or simply restart. The fourth pit is also safe, and you can get out of it if you fall.

You can jump up to the longer-but-still-easy path after the second pit, but why would you feel the need to do that? After the fourth pit, only one more Robot and UFO stand between you and the flag. The tunnel below the flag will drop you on top of a teleporter, and that teleporter will take you to the Valley of Life.

So, that longer-but-still-easy path, then? If you take the third path (one

down from the top, but only after you grab the Berzerker helmet from the prize block below you), you'll avoid any conflict. The fourth prize block along holds a Clock, while the fifth and sixth contain a Juggernaut helmet and 10 Diamonds respectively.

Build up some nice speed and ram your way through the ice blocks all the way to the right. Once they're gone, feel free to change helmets before heading to the exit of your choosing (Juggernaut can't reach the teleporter, due to the hole being too small).

Forced Entry

02.43

Helmets: EyeClops, Juggernaut

Enemies: Cloud, Ninja

Speed Bonus: 27 seconds

If you think it's been murder so far, then you'll just die when you hear that this is the second Murder Wall level. Whether or not you decide to don the Juggernaut helmet found in the prize block next to you will dictate what path you can take. Taking it will make you too fat to drop onto the lower path, which frankly, is the preferred route here. If you arrived here with the Skycutter helmet, it won't be a hard task to reach the end.

Drop onto the lower path through the manhole behind the wall in front of you. The sixth prize block gives you a Juggernaut helmet. Shortly thereafter, you'll encounter your first Ninja. Ninja are quick and annoying, blocking most projectiles shot at them, and being immune to being jumped on. Of course, Ninja versus skeleton in a tank is still painfully lopsided in your favour.

Keep moving, never stop firing. If you want some fuel for your Diamond Powers, you'll find a hidden prize block with 10 Diamonds at the opposite side of the window where you got the Juggernaut helmet. Once you reach the ice blocks, you'll have to contend with ghost block walls - these will slow you down no end. In the middle of that section, you'll find a lone Cloud, but you should be able to blast it quite comfortably.

The moving platforms below the drill blocks mark the end of this route. You have no time to weigh up your options - don't go over them, go under them as they rise. At the top of the slope, it's time to decide what it's going to be. Using the ghost blocks to your left to reach the top path will see you find a teleporter to Elsewhere 12. Not a shortcut, just a distraction that takes you to the same place as the flag. In the third prize block (along the top) before the teleporter, you'll find an Ankh.

The bottom path, now you must be quick. You're far too fat to drop down to the flag, so quickly take the EyeClops helmet from the prize block and drop down. If you were quick, you'll be able to reach the flag marginally before the Murder Wall reaches you. If you're not, the man-made mechanical machination for your mutilation will prevail. If you're worried about that, you might want to lose the helmet before you get there (hint hint).

The top path offers nothing over the bottom path, other than a distinct lack of Ninja. You've no intention of changing paths, so grabbing the Juggernaut helmet is just fine. Trigger the cannon blocks and roll through the building. When you come to the rubber block, welcome to Hell. Population: You. It is quite easy to bounce up too far and be sent right back down by the ones lining the top of the screen.

It only takes a couple of seconds, one mistake, to allow the Murder Wall to gain enough ground to grind you into pieces. And while you're flopping about, there's a Cloud buzzing around the area. Providing you make it onto the roof, the ice blocks will further impede you. At the other side, trigger the cannon blocks and keep on keeping on, because the end of the path is in sight (there are more moving platforms in the way, but again, go under them).

The Valley of Life

02.44

Helmets: Berzerker

Enemies: Dancing Twins, Dragon, Scorpion

Speed Bonus: 87 seconds

Your first task is to get the hell off your starting point, as you have only a couple of seconds before you're dropped to your death. Once you're on solid ground again, ignore the ghost block platforms and hurl yourself over the gap to the right (below you are brambles, but if you're quick, you can jump off them and over to the lift block to the left).

At the other side, make your way over the vanishing block bridge, then use the statue to reach the shifting blocks. Make your way to the top, where you'll find 10 Diamond, a Clock, and a Coin. Above the Coin, you'll find two hidden Diamonds. On the next platform down, you'll find three more hidden Diamonds, and on the one after that, a hidden Ankh (along with a couple of Diamonds we don't care about). Follow the shifting blocks down and head across the vanishing block bridge.

It's choice time. Below you and to the left is a tunnel that leads to a teleporter, the teleporter leading to Elsewhere 13. Ultimately, you'll end up back in this level if you take it. The tunnel is guarded by a Scorpion and two Dragons. Once you reach the ice blocks, you'll need a good head of speed to make it through the ghost block wall without being crushed. It alternates between top only, bottom only, and completely gone. Beyond the teleporter, you'll find several prize blocks guarded by Dancing Twins, but the blocks only hold Diamonds, and the space is too small to be picking a fight in.

If you want the flag, head right, avoiding the Scorpions, and use the rubber blocks to bounce your way up to the ghost blocks. From there, you can reach a Berzerker helmet, allowing you to smash your way through those rock blocks, duh. The ghost blocks near the helmet pretty much never fade, so you can get a good run-up on the wall without concern for them vanishing.

Inside, a Scorpion blocks your path, but as long as it's facing you, you can ram it. Running into it from behind is just a bad idea. There's a Dragon here, too, but y'know. At the top of the stairs, you'll need to break through the ceiling and el toro another Scorpion. The Dancing Twins that follow are in a rather tight space, so expect to get hit. If you lose the helmet, then you'll be forced to take the teleporter after all (which is why Elsewhere 13 returns you to this level - second chances and all that).

Make your way over the rock blocks and you'll find yourself at the top of the cliff. Between you and the flag, Dancing Twins and two Dragons stand firm. Above the second set of shifting blocks, above the middle one in fact, you'll find a hidden Diamond.

Helmets: EyeClops, Skycutter
Enemies: Crystal, Fire Demon
Speed Bonus: None

One long level, two different paths. The first two prize blocks each contain the same helmets: EyeClops and Skycutter. The first helmet obtained on each path is the most appropriate helmet for that path. The bottom path is the hardest, but also the most rewarding. On the fourth section, you'll find three prize blocks that only Skycutter can open. Inside, you'll find three 10,000 Points bonuses.

Of course, if you're still dressed as the Berserker, take the bottom path and activate your weakest Diamond Power, Invincibility. With that active, you have time enough to plough through the Fire Demons and jump through the plumes of lava to reach the blocks. You can't open all three, but by swiping the iron blocks, you can reach two of them.

Make your way back to the start and grab the helmet most appropriate for your chosen path. Personally, I'd go with the top path. Above the second section, you'll see a row of cannon blocks, if you trigger either of the ones on the ground, you'll set them into raining on your parade. Above this section and the Crystal that occupies it, is a row of rock blocks. Simply reveal them to grant yourself safe passage.

The third section introduces something new and exciting - undulating blocks. Basically a row of iron blocks that move up and down in the fashion of a wave. You'll find them below spikes or above lava, the idea being that the blocks drop low enough to see you burned and raise high enough to see you crushed. Watch them carefully for a couple of seconds, then make your way across.

The iron block platform that comes right after it will drive you into the ceiling when stepped on, so step quickly or not at all. From the prize blocks on the fourth section (zap in the hidden blocks below them), you'll find a Clock, 10 Diamonds, and a fresh EyeClops helmet. A pit-stop, really. The fifth section is even friendlier. Perfectly solid ground occupied by a lone Fire Demon. Along that solid ground runs a row of hidden iron blocks, revealing them will see the Fire Demon crushed.

Again, the iron block platform that comes after will quite happily crush you against the ceiling when stepped on. Reveal as many hidden blocks as you can before sprinting across the platform (as they'll stop you falling straight onto the cannon blocks. A whole line of vanishing blocks run across this section, so zap them into reality and run across.

The iron block platform that lives between the sixth and seventh sections is as deadly as expected. This is also the first time that a lava plume from the bottom path reaches high enough to damage you on the top path, so watch out for that as you cross. The seventh section is similar to the fifth one, except it's a row of hidden ice blocks that'll crush the Fire Demon roaming there.

Above those blocks, you'll obviously be able to see four prize blocks. The top two will give you a Clock and an Ankh. Jumping over the next gap (mind the lava plume) will see you trigger a cannon block and completely destroy your path across the spikes. Fear ye not, as below the destroyed bridge, you'll find a second, hidden bridge.

After this section (eight, if you were counting), seeing a combo of a lava plume and an iron block platform is no strange occurrence. This time, however, the blocks will drop you down to the lower path. Avoid that at all costs. The ghost blocks spanning section nine are red herrings, the real bridge resides below them. After which, it's one more dropping bridge/lava plume combo.

There are no tricks or whathaveyou about the next section. It's just you and a rather tough Fire Demon. If you don't wish to risk losing your helmet, you should have a nice collection of Diamonds that you can convert to Death Beams. It'll take four hits to drop it, so that's 8 Diamonds. Between here and the exit, it's undulating platforms and lava plumes (the iron block platforms still dropping when stepped on). When you reach the drill blocks, break out your enviable invisible vision to reveal a bridge across to the teleporter.

You've already seen the bottom path up to the fourth section. After which, you're introduced to undulating platforms above lava. The only safe places to stand are at either side. If you jump as that section is going into the lava, you'll meet it coming back up. There are lots of plumes and enough enemies (Fire Demons and Crystals) to annoy the hell out of you here.

With the exception of a row of hidden prize blocks below the drill blocks on the third section, there isn't anything down here for EyeClops to reveal. However, while the game may prefer you to choose Skycutter, it only makes this path ten times harder. EyeClops provides you with a way in which to deal with enemies down here.

Crystals are easily jumped over, but the Fire Demons can prove a problem. If you have 34 Diamonds, you'll have enough ammo to drop them all. The ghost block walls signify you're almost at the end, section eleven, actually. When you reach the prize blocks, take a little look to their right, you'll see a cannon block. It's high, but you'll be able to reach it, and when you do, it'll trigger a bunch more cannon blocks, unblocking the exit teleporter on the next section over.

The Cliffs of Illusion

02.46

Helmets: EyeClops, Micromax

Enemies: Robot, UFO

Speed Bonus: 174 seconds

The third prize block near your starting position holds an EyeClops helmet. And if you didn't get it from the title of the level, EyeClops is incredibly important here. The first example of hidden stuff is on the first bridge, where you'll find three columns of rock blocks. Of course, not exactly a useful example, but even the useless can be made use of. Block the Robot on the bridge long enough for you to kill it with your Death Ray or get lucky and squish it.

After the bridge, you'll find a similar arrangement of prize blocks, the third one once again holding an EyeClops helmet. Down the hole, then. Down here, you'll find two Robots and a UFO. The first Robot and the UFO can be held at bay by revealing a staircase of rock blocks on the start of the bridge. The UFO has no choice but to fly very low here, putting it easily in range of your Death Ray. If you trigger the stairs once you're on the bridge, you can climb them to find a hidden Diamond. The other side of the bridge has a similar set of stairs and another hidden Diamond.

Using your vision after crossing the bridge will reveal a path to the lone prize block in the corner. In that prize block, thou shalt find a Micromax helmet for thine head. Personally, I wouldn't recommend it, as EyeClops still has far more uses. So, ignore the Robot on the ledge and drop down, taking the only tunnel out of the area.

The rock blocks that run above you are all prize blocks in disguise (there's also a hidden one at the start, for some reason), and all of them hold Diamonds. There's no trickery here - to get across, you need to wait for the platform to come to you, then hop a ride. All the rock blocks at the other side are prize blocks in disguise, if you want them, get on your belly and crawl off the platform. That one prize block above them gives you a new EyeClops helmet.

Down on the next level, reveal the hidden path and make your way across it without paying any attention to the UFO here, as all it'll do is smack you about and waste your time. Across the other side, reveal the wall and use it to hide behind as you shoot the Robot. The second and fifth rock blocks above the bridge are spies, and will give you Clocks upon their demise, which is nice, as time is short. There's another Robot on the bridge, but there are also a few more walls, so you can probably get away with crushing it.

At the end of the bridge, you'll have to cross another set of spikes, but this time, it'll probably pay for you to take out the UFO first, as it's not like you're not in a good position to do it. At the other side, you'll find a Robot, but it can be jumped on or over and quickly avoided. On the next level down, you'll find a Robot that needs scrapping. Above and one block to the left of each of those rubber blocks, you'll find a hidden prize block with a Diamond.

Aiming at the spikes with your incredible invisible vision will reveal a staircase made of ice blocks. Follow them up and keep blasting, so as to reveal the ones that will take you down. The two prize blocks at the top aren't worth the time or effort to break open, as they only contain Diamonds. The Robots at the other side can either be taken out in the usual method, or by getting lucky and crushing them.

The prize block above you holds an Ankh, and to get it, you need to take a running jump from the small rock block wall. Dropping down to the final level sees you in a face-off with a Robot. The area is too small for you to jump its fire without getting hit. You can of course duck its beams, but it fires faster than you, so you'll probably take a couple of hits getting a shot off, which makes running through it a much better option.

If you lose the helmet, it doesn't really matter, as there isn't much left to reveal. There's a prize block with a Micromax helmet hidden in line with the tree as you come out of the cave, but without the Micromax helmet from earlier, you'll be too tall to reach it. Above that and to the right, you'll find three hidden cannon blocks. They serve no use, and as long as you're not jumping, you won't get yourself shot. Continue right, sticking to the high ground to avoid the remaining Robots, in order to reach the flag.

Speed Bonus: 96 seconds

Lions are relatively short on the ground here. Don't question why, just grab the Maniaxe helmet from that there prize block and make your way down the hill. On the sixth step down, you can crawl through the hillside to find a secret room. In there, you'll seemingly find nothing but Diamonds, however, behind that alter, you'll find a hidden prize block with an Ankh. The teleporter in here places you at the bottom of the hill.

Tackle or avoid the Lion, then make your way up the iron block platforms. From the second one, you can quite happily walk through the side of the cliff to find a secret room. In here, you'll find a Coin and a Clock in amongst the prize blocks. The teleporter will drop you off at the top of the cliff. To your left, above the left-hand block of the top platform, you'll find a hidden Micromax helmet, if you so wish to get all Jeff Goldblum.

As you're making your way down the hill, watch out for a Lion dropping down from the rock block platform. If you're still Maniaxe, you can fell it with axes before it comes to that. The platforms you see toward the bottom move slightly when jumped on (unless you're Micromax), but it's just a visual effect, they won't drop or anything.

At the top, you have the chance to grab another Maniaxe helmet. Jump over to the vanishing blocks and sprint your way along to the iron block platform. If you fall here, you're likely to land on cannon blocks that just so happen to be pointing upwards. If it comes to that, you'll have to climb up the iron blocks from the bottom.

From the second iron block (as in singular), you can jump through the cliff to reach another secret area. You'll have to tread carefully in here, as the ghost blocks will drop you to your death. Above the prize blocks you can see, there are several more hidden. The fourth prize block holds a Red Stealth helmet, which makes reaching the high blocks easier. There are also four prize blocks hidden above the teleporter, the one hidden over the ghost block holds an Ankh. The teleporter, yes, takes you to the top of the cliff.

The prize block to your left holds a Maniaxe helmet, should you have changed your mind. Try not to trigger the cannon block to your right, as it'll send a barrage of spikes in your direction. If you do, sprint down the hill to avoid them. As you make your way down the hill, you'll no doubt notice the shifting block platforms leading to some place unknown.

They actually lead up to some prize blocks with Diamonds in. It's hardly worth the effort dealing with the Lion, that's likely firing at you, to reach them. Instead, continue right, avoiding a second Lion, and make your way up the iron blocks. At the top, carefully make your way over those ornate mounds. If you fall here, you'll die, so don't do that. Red Stealth's jumping ability comes in handy here. On the third such mound, you'll find the flag.

Wind Castles I

02.48

Helmets: Cyclone, EyeClops, Maniaxe, Red Stealth
Enemies: Archer, Cloud, Crystal
Speed Bonus: 50 seconds

Below you, only sky. Above you, not one remedy for what's below you. So, what do you get? You get a Red Stealth helmet, an EyeClops helmet, and a

Maniaxe helmet. Take the EyeClops helmet and throw some shapes to your right. You'll reveal a staircase composed of vanishing blocks, allowing you to get to the next island over.

From that island, place yourself on the little wall and take a running jump to the left (you'll probably land on the spikes, but it doesn't matter so much). There are two Crystals up here, but that's why you have Death Rays. You have a Cloud high up above shooting at you, so don't tarry, jump around (jump jump). Above you, you'll find four hidden prize blocks to shield you from harm.

Handily enough, the prize block on the right contains a Cyclone helmet. Three islands over to the left (mind the Archers and the expected Clouds), you'll find a singular prize block containing a Diamond below the island proper. That's lame, but next to it, running down to the left, you'll find two prize blocks, one of which containing another Cyclone helmet and the other containing a Coin. If you're interested, there are 2 Diamonds hidden below the rubber blocks to the left.

The prize blocks above the island will give you a Maniaxe helmet, a Red Stealth helmet, and a Clock (in the one on the right). You'd be a bit mad to decide to swap helmets, so pocket the Clock there and grab the one from the island over to the left.

Fly to the left as far as you can and keep heading up. At some point, you'll come to three prize blocks surrounded by a box of ghost blocks. The one in the middle will give you a Coin, while the one on the right will give you another Clock. If you need some more health, a Cyclone helmet can be found down and to the right (the prize block down and right of that holds 10 Diamonds).

To your right, more to note than to your merit, you'll find an island with six prize blocks. The ones in the ground hold nothing important and can only be opened by Red Stealth (and you'll find the helmet in the first block above you). The second and fourth blocks are the ones you want, as you'll nab a Clock and a Cyclone helmet. The prize block over on the small island to the right holds 10 Diamonds, but you can't get it without Red Stealth, and you still don't want him.

If you keep to the top and head right, you'll reach the flag sooner than later. You might also meet a Cloud or two along the way (they're not at all great at staying put, so you might not). The Archer guarding the castle the flag rests atop is great at staying where it's put, so that's where you'll find it. Diamond Rain isn't one of the best powers in the game without reason - use it.

Below the castle the flag sits on, you'll find a small cave. It's well-guarded and all you'll get out of it is a pair of Cyclone helmets (to replace the first one you'll no doubt lose to the Clouds and Archers). A good way to the right of the castle, you'll find three prize blocks with a protective barrier of cannon blocks. If you approach from the bottom-right, you'll be able to trigger them without harming yourself. The bottom prize block holds an Ankh, while the one in the middle offers a fresh Cyclone helmet.

Below that, to the right of the spikes, you'll find two hidden prize blocks, one with a Coin and the other with an Ankh. The teleporter to your left will take you to Elsewhere 14. It's a distraction, and a bit close to the exit to be classed as a shortcut. Just like taking the flag, you'll ultimately end up at Wind Castles II.

Below the island, you'll find a Cyclone helmet hidden to the right of the prize block in the middle. In the blocks you can see, you'll find a Clock (middle) and a Red Stealth. Below the island, you'll find a lone prize block surrounded

by cannon blocks. Don't let it concern you, though, as you can't actually get to the block without destroying it.

If you headed right from the start of the level, you'd find 10 Diamonds below the island you used to reach the Cyclone helmet. If you're Micromax (unlikely but possible), you'll be able to open a hidden prize block in the corner. EyeClops can reveal another staircase, this one made of iron blocks, taking you up to the final island reachable via foot.

Here, you can find an EyeClops helmet, a Clock, and 10 Diamonds. If you're Micromax, you can grab a Cyclone helmet in the bottom-right corner. Above the last rubber block of the first platform, you'll find a Clock. Again, though, only Micromax can reach it.

Wind Castles II

02.49

Helmets: Cyclone, Iron Knight, Maniaxe
Enemies: Dragon, Sphere
Speed Bonus: 72 seconds

Firstly, if you came to the party dressed as Juggernaut, you'll need to let that Flying Dragon to your right smack you about until you revert forms. Why? Because doing the next bit with Juggernaut will leave you stuck until you run out of time or restart the level. Secondly, also to your right, there are very many cannon blocks. Should you hit even one, you'll cause a massive chain reaction, achieving both the extinction of 90% of the Dragon population along with your own.

Drop over the edge of the tower head through the wall to the left. Above you, you'll not fail to observe a prize block; below you, you'll not fail to observe a Dragon-guarded teleporter. Between the two lies a lift block. It travels far enough up to crush you against the prize block if you're too late in attempting to hit it. Inside, you'll find a Cyclone helmet.

Of course, attempting to navigate the minefield outside is a bad thing, which is why that teleporter will drop you off safely behind it. Once you are safely behind it, mind you, you'll have to be quick to get out of the way of the Dragon. Oh, and don't worry about the prize blocks you saw through the wall of the teleporter tower, all they (and the two hidden ones to the right of the statue) hold are Diamonds.

From your new tower, drop down to the left. You'll land on some prize blocks. Further left and down again (you'll probably trigger the aforementioned chain reaction by clipping the cannon block on your way down, but it doesn't matter now, unless you're a Dragon, in which case, it matters greatly), you'll find the entrance to the tower, along with another Dragon. Inside the tower, either call up your Diamond Rain to take out the two Spheres, or deftly avoid them. There are two exits here, each marked by a row of cannon blocks.

The bottom row is where it's at, amigo. Triggering the cannon blocks barring your way will trigger a second set, sending a small wall of projectiles back at you, so place yourself on the iron block and duck to avoid them. If you should lose your helmet here, worry not, as you can take the top path instead (heading over the bridge rather than under it).

The prize block in the top-left corner holds a Clock, while the one in the top-right corner gives you a fresh Cyclone helmet. The chain reaction you started

is still probably going on to some degree, so keep an eye out as you head down and right, following the cliff face along. When presented with the chance to fly up into the island, don't take it just yet.

Continue right until you see the small island with two prize blocks and some spikes. Between those two blocks, you'll find two more hidden out of sight. The one on the left drops an Iron Knight helmet (which you don't want), and the one on the right gives you 10 Diamonds. If after this, you were to continue right, you'd see the flag behind a seemingly solid wall. Of course, the walls around here are seldom solid, and this one is no exception.

If you want a few more goodies, return to the island and fly up inside it. The first two prize blocks you see provide you with a chance to change helmets. Unless you made it to this room by walking across the bridge, pass up the chance for both Maniaxe and the Iron Knight. The prize blocks along the ceiling will boost your Diamond collection nicely.

Trigger the cannon blocks and head out that way, then continue to the right, landing upon the top of the arch. Above you, you'll find several hidden prize blocks, their contents further adding to your collection of Diamonds. If you lost your helmet and have to walk to the flag, you'd simply trigger the cannon blocks as before, but you'd run out of the room, landing on a small island below (above the one with the spikes). From there, jumping over to the island with the flag is no great effort. In that very same room, if you chose to fall down the hole in the centre of the room, you'd land on some rubber blocks, which you could then use to reach the island with the spikes.

Blizzard Mountain

02.50

Helmets: Micromax

Enemies: Bouncing Flame, Mini-Stoneface

Speed Bonus: 60 seconds

Grab the Micromax helmet from that prize block and start climbing the wall. When you reach the rubber blocks, jump over to them and bounce up the hole above you (you don't need that puny lift block). If it hasn't already happened, expect to encounter a Mini-Stoneface (and yes, they're still annoying) Hop off at the top (duh) and break the prize block for a Clock.

There's another Mini-Stoneface around here, but don't worry too much about getting hit, as there's a prize block with another Micromax helmet to the right. Drop down the hole and head under the wall. You need to get up top, and there are two ways to do that. The long, annoying way involves many Bouncing Flames and ghost blocks, while the easier way involves using those rubber blocks.

Bounce up to the wall and climb it to the top. The cave can be a little tricky to get into due to the ledge, but it should only take a couple of attempts. If you had taken the harder way -- by jumping the gap after the rubber blocks -- you'd have been able to grab a Clock and an additional Micromax helmet from prize blocks at the top of the walls. You'd have then had to avoid the previously-mentioned Bouncing Flames, along with the snowstorm that's probably raging right now, to make it up to the cave that way.

In the cave, you'll find the lowest-hanging rock block to be a prize block in disguise, and it rewards you with a Clock. The one above it holds an Ankh, while the top block of the ones to the left holds another Clock. You have two

ways to exit this level, and two ways to achieve that. Firstly, continue right, either fighting off or dodging the multitude of Bouncing Flames and Mini-Stoneface (the Bouncing Flames have usually wandered off by now). If you can conjure the Diamonds and effort to summon a Diamond Snake, that'd be super. If you can't, taking the bottom path will take you the longer, much safer way, but comes at the cost of not being able to exit via the flag.

So, the top path, eh? Once you reach the hole, just throw yourself down it. The flag can be reached by climbing up and triggering the cannon blocks to clear a path to it. If you don't want the flag, there's a teleporter to your right, and it takes you to Frosty Doom. If you remember our little discussion earlier, you'll remember that's a bad place to be, as Bloody Swamp comes right after it. Take the flag and save yourself some pain. If you lose your helmet here, you'll have no choice but to take the teleporter (restarting the level is always an option).

The bottom path is devoid of hazards, with the exception of one lone Bouncing Flames and two rows of cannon blocks (which can be triggered safely via the one next to them). If you climb the first wall you come to and transfer over to the left, you'll find three prize blocks, the middle one containing a Micromax helmet. To reach the teleporter, even with Micromax, you'll have to keep triggering the mushroom blocks until you can get high enough to jump over to it. If you lose your helmet here (due to the snowstorm), you can still make it as Kid, providing you're careful and you make ample use of his ability to pull himself up.

Frosty Doom

02.51

Helmets: Cyclone, Skycutter
Enemies: Drips, Goat, Hand
Speed Bonus: 98 seconds

There are two paths to take here, each with an appropriate helmet. The left path is best suited to Skycutter, the helmet being offered in the first prize block to the left; while the right path is best suited to Cyclone, the helmet being offered in the first prize block to the right. The right path offers the least resistance, while the left path offers you the chance to visit Elsewhere 15 (but that offers no chance to dodge Bloody Swamp). Skycutter is also a good helmet to have for said swamp level.

Whatever you choose to do, make sure you grab the two Ankhs from the prize blocks to the left and the two Clocks from the prize blocks to the right. So, the left path. The hardest part about the left path is dealing with the Hands. Either invert gravity and sail over the top of them or make use of the Invincibility Diamond Power to skip straight past them. Whatever you do, you'd be best off not attempting to jump on them. There's also a fair share of Goats here, but again, just glide over them.

Basically, just follow the path down and around, triggering any cannon blocks you may come to on the way. The first prize block on the third row (can be opened on the second by hitting them while upside-down) offers a Clock, while the third and fourth offer replacement Skycutter helmets. The teleporter to Elsewhere 15 is to be found on the bottom row. If you change your mind, you can invert gravity and sail over to the right. The floor of the tower is made of ghost blocks, but all you have to do is invert gravity to reach the flag.

The only enemies you'll encounter along the right path are Drips, and then,

mainly across the top. To get to the flag this way, you need to follow the maze around (well, it's a winding path that pretends it's a maze), triggering any cannon blocks you see. When making your way round, you need to exercise good control, as it's far too easier to drop off the bottom of the screen.

In the area after the ghost blocks, if you fly up, you'll find an Ankh and a fresh Cyclone helmet. From there, fly down and carefully make your way under the ice wall. To your left, the prize block you see amongst the rock blocks holds an Ankh. The top row of those very blocks also conceal a couple of hidden Diamonds.

If you find yourself in need of another Cyclone helmet, head left and trigger one of the cannon blocks, then head inside the tower and fly up. The third prize block (from the left) holds the helmet. Head out the way you came in, the fly up and continue to follow the rest of the path around - the end isn't too far away.

If you feel like a tiny shortcut, instead of heading left after the second Ankh, simply fly under the iron block platform. At the end, you'll be able to trigger a cannon block and get back in. While this is a lazy plan for lazy people, the chances of just dropping off the screen (no matter how fast you're tapping the button) is very high.

Caves of Ice

02.52

Helmets: Iron Knight, Micromax, Red Stealth

Enemies: Crystal, Hand

Speed Bonus: 82 seconds

The prize block above holds an Iron Knight helmet, while the one over to the right holds a Red Stealth helmet. Their purpose is the same, to break through the ground here. Both Iron Knight and Micromax can scale the wall to the right and get through the top (while Red Stealth can just jump). Your reward is a bunch of rock blocks that conceal prize blocks containing Diamonds. Above the second such block, you'll find a hidden Micromax helmet.

Providing you're heading for the flag, you can quite happily throw yourself off the side. The descent is easy, just keep, well, heading down. Be on guard for a pair of Hands on the way down, and another at the bottom. To the left, you will find a teleporter that'll take you back to the start, should you change your mind (the first prize block you pass has a Clock).

To reach the flag, you need to ride the lift blocks. Micromax can, for the most part (providing you have full health, as you'll pass two rows of cannon blocks - if not, you'll just have to take the lift blocks before them), climb the right wall, only stopping when a lift block directly gets in your way. After that one, you can get back to climbing up the wall. When the rubber blocks get in your way, jump down to the left and take the lift block. Above the rubber blocks, any of the lift blocks will take you to the flag.

What if you didn't want the flag? With either the Iron Knight or Red Stealth, smash through the rock blocks below the start point (any further right and you'll end up on the path to the flag). Keep smashing your way down, keeping to the right whenever you're given the chance. At the bottom, you'll find the teleporter to Elsewhere 32 (which will return you to this level). If you head to Elsewhere 32, you'll have an easier time reaching the flag when you come back (read: Cyclone).

Hidden in the rock blocks in the left column, you'll find a prize block with a Micromax helmet in (if you broke the block from the top, you would have changed without breaking through to the teleporter). With Micromax, you can climb back up the shaft and take the branching path, which leads to three prize blocks. In them, you'll find an Ankh, a Coin, and a Clock (because all this took much longer than you'd think).

Bloody Swamp

02.53

Helmets: None

Enemies: Dancing Twins, Sphere

Speed Bonus: None

Give a very warm welcome to third and final Murder Wall. It enjoys long walks on the beach and murdering you in cold blood. As I've stated countless times, this is the hardest level in the game and you would have been best off to avoid it.

Run off your starting platform and you should miss the rubber blocks below. If you so much as waste a second getting past that small rubber block tunnel ahead, you're dead. Amusingly enough, the fourth rock block from the right is a prize block that hides a Clock. There are similar blocks with Diamonds in along the way, but any attempt to get them will see you killed to death.

In the next area, the ninth rock block from the right hides an Ankh, but again, you have no time for it, and I was just being informative. When you reach the Dancing Twins, do your best to ignore them, as all you're interested in is triggering the cannon blocks behind them. There's a set of ghost blocks between the cannon blocks and their target. Providing you're quick about it, you shouldn't have to worry about the shot being blocked.

Don't bother triggering the cannon block above the first ice block (being above ice, you might end up approaching it wrong and shooting yourself), instead jump on top of rock blocks and crawl to trigger the destruction of the barrier slightly quicker. While the ghost block stairs bridging the next gap are nice, don't be fooled into believing that you need them to get across - like with everything else in this level, running and jumping is your friend.

The hardest part is coming up soon. Destroy the last barrier and make your way down the rubber block steps, being careful not to start bouncing yourself around. At the bottom, a moving wall is heading in your direction, attempting to block your path. Jump over it, then be quick to make it over the next wall as it makes its way away from you (again, blocking your path).

With the vertical platforms that follow, you should be able to quite happily run below them without too much fuss. Two sets of two low moving walls stand between you and the exit - providing you're quick to jump over them when each set meets in the middle, you'll make it to the exit teleporter just fine (even with the final rubber block tunnel).

The Nightmare Peaks I

02.54

Helmets: Micromax

Enemies: Dragon, Sphere
Speed Bonus: 41 seconds

The prize block above the ledge to the right holds a Micromax helmet, something you'll soon discover the necessity of. From here, there are two ways you can go: you can jump over to the wall on the left and climb up or you can pass through the wall to the right, an overall quicker thing to do.

Passing through that wall, then continuing along to the right will see you brought out at the final stretch of the level, but more on that later (because I said so). If you climb all the way to the top of the wall, you'll find a hidden prize block with an Ankh. If the Sphere and the Flying Dragons here start getting friendly, there's a prize block hidden above each of the iron block columns, each with a Micromax helmet.

The cave to the right of this area has several prize blocks of its own, one of which containing an Ankh and one of which containing a Coin. If you want to take a trip to Elsewhere 16, you can jump through the top part of the wall to the right, where you'll drop down and be greeted by the teleporter.

If you want to just keep on keeping on, climb ever-higher. The teleporter should be avoided, as all it does is take you back to the start. The prize block next to it, as is the theme, holds a Micromax helmet. Eventually, you'll come to a large room with very many iron blocks (a couple of which are drill blocks) and a quartet of cannon blocks. The many teleporters you see here will also take you back to the start, and that's lame. There's a prize block hidden in the top-left and top-right corners, as well as one in between them. Respectively, they contain a Clock, an Ankh, and a Coin.

Quickly make your way over the teleporters and climb up the wall. If you're willing to risk the wrath of a Sphere, one of the prize blocks along the top holds 10 Diamonds (third from the right). For a really sneaky shortcut, climb the wall to the right, you'll find you'll be able to pass through it at the very top, bringing you out at the flag.

If an easy exit isn't your thing, read on. As you make your way down the slopes, expect Flying Dragons and expect Spheres. On the ceiling to the right of the first set of drill blocks, you'll find a trio of hidden prize blocks with Diamonds in. There's also a similar set after the second set of drill blocks.

At the very bottom, you'll find two more teleporters, and again, they only serve to return you to the start of the level. Dropping down to the left will bring you out at where the shortcut did, just a stone's throw away from the final section of the level. Above the top-right ice blocks, you'll find a hidden lift block, so activate that and hitch a ride.

At its terminus, you'll find another one above the iron block to the right. And likewise, once you get off that one, you'll find another one hidden above the iron block to the right. It's pretty much the same all the way up, the exception being that the fifth lift block is replaced with a rubber block. The ghost blocks you're supposed to land on aren't going to bother you, as you could quite happily climb up most of the walls here, anyway.

Enemies: Bouncing Flame, Cloud
Speed Bonus: 19 seconds

The really quick way to finish this level is to grab the Cyclone helmet from the first prize block, then jump up and pass through the wall to the left. Keep heading left and fly up between the drill blocks. Simply keep heading up to reach the flag.

I'm contractually obliged to run you through the longer way, so y'know. After you've grabbed the helmet, you might want the Diamond hidden to the right of it (just before the ceiling dips). When you exit the cave, you'll be confronted by a Cloud. Now, above you, there's a bridge with a hole in. Below that bridge is a row of hidden iron blocks, but at either side, there is a rock block you can break through. There are lots of Bouncing Flames up here, but all you need to do is keep flying left to reach the flag (guarded by drill blocks).

Back to the longer way. Drop through the gap in the bridge and prepare to face off against Clouds and Bouncing Flames aplenty. If you have enough Diamonds to call up Diamond Rain, that'd be nice. Speaking of raining, if it already isn't storming, it probably will be soon. To your right, you'll find a teleporter, but all that serves to do is take you back to the start.

Without Diamond Rain, you'd best be quick on your toes - sprint left. The two prize blocks at the end each hold a Clock. If you should lose your helmet along the way, you'll have to use them as steps, so be careful about fully breaking them. This is where the first shortcut will bring you out, if you haven't already noticed. If you want more time, you can grab two more Clocks from the prize blocks on the ceiling.

Across the broken bridge, you'll find another Cyclone helmet. Of course, from here, you can fly straight up to the exit like before, but we don't want that, no. Fly down (don't drop) and keep somewhat to the right. In the middle, in line with the fourth set of cannon blocks, are two hidden cannon blocks that will trigger the rest. If you can avoid those, you'll be fine (just watch out for the rubber blocks).

Head through the ghost block door and brace for a Cloud attack. The prize blocks above you, when searched, will yield two Clocks (you should be clocked up to the eyeballs by now). A lot of the hazards ahead can be avoided simply by walking and jumping - it's the Bouncing Flames that will pose the problem. Either spend some of that extra time you have hunting them down, or summon a Diamond Rain if you can.

Don't stray from your path, ignore all diversions, as they're not profitable. After the spikes, you'll find a teleporter. Like the one previous, it only serves to take you back to the start of the level. Fly up and follow the path around. In the room with the cannon block floor, give up any desire for those prize blocks, as to be able to reach them, you'd have to trigger the floor below them. Frankly, you may just want to trigger them anyway, save yourself some trouble.

At the top, with the exception of the Bouncing Flames, it's a simple enough flight to the left to reach the flag. Below the first bridge here, you can find an Ankh in prize block. The second bridge is where the third shortcut brings you out. While it wasn't really necessary before, it might be worth pointing out that you can pass through left wall at the bottom of the first bridge, taking you back above the first teleporter.

Helmets: Berzerker, EyeClops, Iron Knight, Red Stealth
Speed Bonus: 220 seconds

The projectile of choice for each head (of which there are three) is once again the pulsar-esqe fireball. Like before, it can be jumped on before or after it explodes. For a boss fight, there's a high number of hidden blocks knocking about the place, but we'll get to those.

Firstly, the prize block below you holds a Clock. The battle shouldn't last as long as the ones previous, but it's always nice to have all the time possible. You'll find a hidden Berzerker helmet above the platform down and to the right (in the middle of it). Below the platform you're on now, though, you'll find a hidden Iron Knight helmet. Considering you're still wearing the Cyclone helmet, you may as well put it to use. Fly to the very top of the screen and wait for the first head to fly below you. By trapping yourself between the head and the top of the screen, you can land the 30 hits it takes to kill it incredibly quickly (just make sure you stay in the middle of it).

Ignore the middle head for now and focus on the bottom one. The ideal time to hit it is when it's coming out of the sewer on the left side of the screen. The closest prize block to that manhole hides an EyeClops helmet. Other than providing you with some extra hit-points in an hour of need, you have no use for it.

Unless you're the Berzerker, you'll ideally be staying out of the sewer. While down there, the bottom head will clip through the bottom of the screen, meaning it can't actually shoot you. It can and it will, however, ram into you. Down in said sewer, you'll find an EyeClops helmet. To the left of that is a hidden Berzerker helmet, and all the way to the right is a hidden Red Stealth helmet.

To the right of the right-hand manhole, you'll find two hidden prize blocks, one of which holds a Clock. Above those two, hidden above the platform, you'll find another Red Stealth helmet. Over to the left, you'll find another Clock in the prize block (hidden to the right of that is a Diamond, and hidden above it and one block to the left is another one).

Hang around the centre of the screen, at the top, and wait for the head to travel below you. You'll land maybe five or six hits on it before it moves out of that area, but like the other heads, it's on a loop, so wait for it to come back. Once this head is done in, the flag will appear in the middle of the screen, above the manhole.

Helmets: Skycutter
Enemies: Cloud, Rock Tank/Assault Rock Tank
Speed Bonus: None

There's only one path to take in this level, but it holds many exits - five in fact. Grab the Skycutter helmet from the first prize block and get surfing. The ground is littered with Assault Rock Tanks, but you can spend the whole time on the ceiling without distraction - well, if you like, you can grab 3 Diamonds from the hidden prize blocks after the iron block steps (they're spaced quite far apart). There's also a spare Skycutter helmet to be found between the last two drill blocks.

Up from that, there's a bunch of hidden iron blocks lining the ceiling, but they serve no purpose other than to- actually, they won't even get in your way, rendering them pointless. The cannon blocks can be safely triggered from the ceiling. By now, it's probably starting to hail, so pick up the pace, ace.

Down on the next row, the ceiling is once again the safest place to be. There isn't a single obstacle you can't jump over. Behind the cannon blocks, you'll find a fresh Skycutter helmet in the prize block. After the ghost block wall, trigger the lowest cannon block and wait around on the ceiling for the chain-reaction to go down. With that done, follow the rest of the path around to reach a teleporter (there are only two drill blocks to keep an eye on, and the Rock Tanks can again be avoided by riding the ceiling - though they sometimes tend to disappear).

The teleporter in question takes you nowhere exotic, just another part of the level. The teleporter you appear next to takes you back to the start of the level, in case you like running out of time and dying. On top of this little cave, you'll find the teleporter to Scorpion Isle. Oh, and yes, running rampant around this part of the level, you'll find many Clouds. There are many Assault Rock Tanks, too, but I find they can't fly or shoot angled projectiles. Sadly, clinging to the ceiling is actually not the way to go, as the Clouds are flying at varying heights - stick to the ground.

The second teleporter you find will take you to Elsewhere 19. You might not want that one, as it'll bring you back to this level. The middle two prize blocks on that little plateau hold an Ankh and a Clock. Just after that, you'll encounter your third teleporter, and it'll take you to Towers of Blood, which amounts to a small shortcut.

The fourth teleporter is safest reached from the ceiling, and actually isn't too far away from you. It'll take you to Elsewhere 17. It's a very roundabout way of reaching the next level (taking in a second Elsewhere, Elsewhere 18, along the way). The final teleporter (safest reached via the ceiling and dropping down) will take you as far as you can possibly go, The Hills Have Eyes.

Scorpion Isle

02.59

Helmets: EyeClops, Maniaxe, Skycutter

Enemies: Archer, Goat, Scorpion

Speed Bonus: None

There are three ways to tackle this level: top, middle, bottom. The prize blocks above you hold a Skycutter helmet, 10 Diamonds and an EyeClops helmet. With the EyeClops helmet, you'll be able to reveal the bridge of iron blocks spanning the gap (almost every such gap has a bridge). The prize blocks on the first island present you with a final chance to choose Skycutter or EyeClops before committing.

With the exception of two Archers, the path is clear. The gap with the mushroom blocks doesn't have a hidden bridge, so best make use of them to reach the other side. If you fall, you fall, it's not like there's anything nasty down there - just climb back up. The next gap is spanned by another invisible bridge. Above it, you'll not have failed to notice those prize blocks. Their contents aren't half as interesting as the contents of the hidden prize blocks between them. Starting from the left, you'll find an Ankh, a Skycutter helmet, a Diamond, and a Clock.

The next stretch after the bridge sees the return of Scorpions (well, you knew they were coming sooner or later). The ceiling is a bit low, and they're a bit nasty, so Death Ray away, captain. Don't bother using the mushroom blocks to cross the gap just yet, instead drop down and head through the wall to the left.

The two prize blocks you can see each hold 10 Diamonds. In the top-right corner, you'll find three hidden ones, inside of the right one, you'll find another EyeClops helmet. In the top-left corner, you'll find three more, with the left one holding a Maniaxe helmet. We're not done yet, no, head through the wall to the left and hop around to find two more hidden prize blocks. Inside of said blocks, you'll find an Ankh and a Coin.

Return to the right and use the mushroom blocks to get back on track. On this final stretch, you'll find three Goats. As ever, they can -- and should -- be jumped over. When you reach the crates, you'll find the exit teleporter down to the right, guarded by one final Scorpion. If you want a more rewarding end to the level, drop down and pass through the wall to the left.

Firstly, the ground here is covered in hidden rock blocks, so bring about their existence to crush the Scorpion running around here. Secondly, the prize block above you holds an EyeClops helmet. Again, pass through the wall to the left. All the prize blocks here hold Diamonds, which is nice, while the teleporter, like the one you ignored, will take you to The Hills Have Eyes.

Now, the bottom path. The bottom path is short and connects to the middle path about halfway along. It's also considerably more dangerous. Drop down the first gap and take down the Archers there. The prize blocks hold a Clock and a Maniaxe helmet. The theme for today, class, is passing through the wall to the right, so do that.

Below the middle two mushroom blocks, you'll find four hidden prize blocks, one of which contains an EyeClops helmet. In the next area, either axe the Scorpions or use EyeClops to crush them with by revealing the rock blocks. In the prize blocks (from left-to-right), you'll find an EyeClops helmet, an Ankh, a Coin, and a Skycutter helmet. Following that, either avoid or castigate the Goats, and pass through the wall to the right to find yourself back on the middle path.

The top path is reached by grabbing the Skycutter helmet at the start and inverting gravity. The first three or four of the rock blocks at the the start of each row conceal prize blocks with Diamonds in, with the exception of the first row, where they're all prize blocks. Each row, of course, is guarded by a nasty, be it by a Goat, Scorpion, or an Archer.

After the fourth row, you'll find a new Skycutter helmet in the prize block. Once you reach solid ground proper, you'll be presented with another one. After the Scorpions and above the Archer, you'll find an EyeClops helmet. You don't really need Skycutter any more, so the choice is yours. Deal or no deal with the Scorpions ahead and pass through the wall. In this final area, the only prize block that contains something other than Diamonds is the first

one - that contains a Maniaxe helmet. Between you and the exit teleporter stands a Scorpion and a Goat.

Towers of Blood

02.60

Helmets: Cyclone, EyeClops, Maniaxe, Red Stealth

Enemies: Fire Demon, Mini-Stoneface, Orca

Speed Bonus: None

To your left, you're given a choice of helmets: Red Stealth, EyeClops, and Maniaxe. To your right, for the sake of pointing it out, there's a hidden Diamond to the left of the prize block. There are a couple of paths you can take here, and not all helmets are beneficial. Actually, Maniaxe is borderline useless.

We'll start with EyeClops, as his path is the shortest (also happens to be the most dangerous). Head right until you reach the rubber block, there'll be Fire Demons along the way - if you don't have enough Diamonds to zap them, you'll be best off taking a hit and running through them (taking Maniaxe to kill them and returning for EyeClops will see the Fire Demons respawn).

In the top-right corner here, you can find two hidden prize blocks, both holding Diamonds unfortunately. To your left, you can pass through the wall to find something better - a Maniaxe helmet and a Diamond! No? Okay, to the left of them, you'll find 10 Diamonds. The rubber block serves as the lowest entrance to the centre tower.

It's a rather rewarding excursion, but losing your helmet to the hoard of enemies inside means you can't take the quick path to the exit. Trigger the cannon blocks to the right of the rubber block (they don't actually do anything) and hop over to the platform. While there may seem like nothing but space, you'll find a makeshift staircase of cannon blocks.

Once you reach the fourth set of such blocks, you need to be quick to reveal the iron blocks to the left. From there, keep revealing iron blocks - follow them to reach the final tower. In those prize blocks, you'll find a Coin and a Clock. The Mini-Stoneface here are as big a pain as ever, so Death Ray them out of existence and ride the lift block into the tower proper.

You're probably not going to be able to activate the next lift block and jump to it before the Orca in this very enclosed space attempts to rip you a new one, so it needs taking care of first. On this next floor, you'll find a Maniaxe helmet (left prize block, closest to the wall - you may as well take it at this point) and a teleporter that'll take you to Elsewhere 20. It offers you a couple of choices of exit, including the destination of the other teleporter found in this level. There's another Mini-Stoneface here, so make your mind up - exit here or head ever-higher.

On the next floor, you'll find a Fire Demon and a Red Stealth helmet (right prize block, closest to the wall). On the top floor of the tower, you'll find a Cyclone helmet (top block on the left side), 10 Diamonds (in the top-right corner), and the exit teleporter. This one will take you to Alien Twilight.

Taking the Red Stealth helmet at the start of the level would put you in a better position to make your way up the first tower. To reach it, head up and right from the prize blocks, duh. There are lots of Mini-Stoneface here, so don't be at all surprised if one or several rain upon your head as you climb.

Scaling the tower is as simple as jumping backwards between it and platforms to the right of it.

The first, third, and sixth floors of the tower hold Fire Demons. They don't guard anything special, so don't feel compelled to fight them (the sixth floor has nothing at all). As for the third floor, if you battled the Demon, you'd find one hidden prize block (far left) and three hidden cannon block (said blocks point down, work it out).

The second floor has a similar set up, but it's three-to-one in favour of the prize blocks (the cannon block being found second from left). Speaking of hidden blocks, you'll find a hidden Diamond above the entrance to both the first and third floors. Up and to the right of the first platform, you'll find two hidden prize blocks, one of which has a Clock in.

Floor four carries the theme on for longer than is enjoyable, with the cannon block on the far left this time. You can grab a Maniaxe helmet from the fifth floor, as well as a hidden Diamond from the opposite side of the drill blocks. On the seventh floor, there are two prize blocks hidden in the middle of the room, with two cannon blocks hidden at either side. The prize blocks in question hold a Diamond and a Clock.

The final floor is more fun. There are four hidden prize blocks; the middle two hold Maniaxe and EyeClops helmets, while the outer two hold Cyclone helmets. Don't need me to tell you which awesome, flying helmet you should take. With the Cyclone helmet, you can go get the Diamonds from the prize blocks running down the left side of the tower. There are only two to be seen, but every other floor has them hidden.

With the Cyclone helmet, you can head over the top of the second tower (be sure to trigger the cannon blocks). You may have seen an unusual arrangement of prize blocks and drill blocks on your way up, but ignore them, as they only hold Diamonds, and you can't afford to risk losing your helmet. So, after you've triggered the cannon block (and gotten out of the way) atop the second tower, continue right. In the top-right corner, you can find several Diamonds, including 10 Diamonds. Below you, you'll find the final tower. The top-left wall is hollow and can be flown through, putting you next to the teleporter to Alien Twilight.

Of course, if you came here from Elsewhere 19, you'll have the Micromax helmet, making scaling the side of the tower a simple task. Once you reach the cannon blocks, you'll find the wall behind them to be hollow, dropping you into the tower. From there, you can climb the inside wall until you reach the ghost block barrier, then head outside and continue your climb. From the very top of the tower, you can jump down to the final one. Alternatively, the top floor of the tower holds five hidden prize blocks.

Three blocks either left or right from the centre two prize blocks will reveal a hidden Diamond, and one block left or right (depending which side you're on - left for left, right for right), you'll find a Cyclone helmet. The fifth prize block is all the way to the left (one block away from the ghost blocks), but only holds a Diamond. This floor of the tower, mind you, is heavily guarded, what, with two Mini-Stoneface and two Fire Demons. As Micromax, if you have the Diamonds, you might want to summon up a Mini-Diamond Snake to deal with them.

So, you're at the top, so we'll work our way down in terms of me talking about stuff. The floor below this one can be reached by heading out of the tower and down. The floor is guarded by two Fire Demons and a Mini-Stoneface (the Fire Demons, if you give them a little bit of time, will wander into the ghost

blocks and get crushed). It's also chocked full of drill blocks. Amidst those drill blocks are several prize blocks. The first block on the left holds a Red Stealth helmet, while the two in the middle each hold 10 Diamonds.

If you're keen to get them and not die in the process, make sure you came to this floor from the right side of the tower (as the drill blocks are mainly concentrated on the left side). Between the lower two iron blocks to the right, you'll find the way down to the next floor, so make sure to give that a miss for now. The second block along has a drill block above it, so you'll have to make your jump with a little timing. From there, there's only one drill block between you and the two 10 Diamonds.

Down on the next floor, there are two Fire Demons, so you may wish to activate Diamond Rain or summon a Diamond Snake before you drop down. In the centre of the room are four hidden prize blocks - the one on the far left holds a Coin. The way to the next floor can be found to the left. In that room, you'll find a Cyclone helmet in the middle block and a Clock to the right of it. In the top-right corner of the room, you can grab a Diamond from a hidden prize block. You'll also find a Fire Demon. The exit to the floor is to the right.

In the middle of the room, you'll find two prize blocks surrounded by ghost blocks. In them, you'll find an Ankh and a Clock. Only Cyclone or Red Stealth can reach them, and yes, you run the risk of being crushed. Down the right side of the room, you'll find a hidden prize block above each ledge. From top-to-bottom, you'll find a Maniaxe helmet, a Red Stealth helmet, and a Diamond. The floor below the bottom prize block is hollow and is obviously the way down to the next floor (you can also get down from the left side).

The top-right prize block of that little triangle holds 10 Diamonds and can be reached by both Micromax and Cyclone, although Micromax needs to put a little more effort into it. Down the left side of the room, you'll find a couple of hidden prize blocks. The one in the lower left corner holds a lone Diamond, while the one on the third level up holds a Maniaxe helmet and can only be opened by Micromax. It's not worth facing the pair of Orca here, which is why I told you to drop down on the right, as you'll fall straight through to the bottom floor.

You'll find a Diamond hidden on the top ledge, but only if you're Micromax. To the left of the room, you'll find a Maniaxe helmet in the top prize block. The room is guarded by two Fire Demons and a Mini-Stoneface. This room can be reached via the rubber block from earlier - just bash through the rock blocks above you.

The Hills Have Eyes

02.61

Helmets: Berzerker, Cyclone, EyeClops, Iron Knight, Maniaxe, Skycutter
Enemies: Cloud, Mini-Stoneface
Speed Bonus: None

The prize block a little way up the hill holds a Maniaxe helmet - grab it if you need it, ignore it if you have better. By using the rubber blocks to the left, you can reach the shifting blocks at the top of the level. Up there, you'll find another killer Cloud, along with three prize blocks, the second of which holding 10 Diamonds.

At the top of the hill, you'll be given the choice of three helmets: EyeClops (far left), Berzerker (middle), and Iron Knight (far right). It doesn't really

matter which one you take, as you'll be upgrading in a minute. Brave the Clouds and the Mini-Stoneface and jump over to the iron block platforms. There's only one prize block for the viewing here, and it contains an Ankh, but just over the edge of the longest platform, you'll find a hidden Cyclone helmet. If you don't catch it, it'll fall a rather long way and land on a drill block - not really a problem, just another chance to get killed.

If you fly all the way to the top of the screen and continue right, you'll encounter a lone cannon block. When triggered, it will in turn trigger many of its brothers, obliterating the rock blocks to the right. Those iron blocks will serve nicely as a shield. Without the Cyclone helmet, you'd need to use the mushroom blocks to reach the trigger. Those prize blocks below you only hold Diamonds and can only be opened by the Iron Knight - you know, if you're wondering.

Be careful as you continue right, as there are still plenty of cannon blocks you can trigger. The entrance to the cave system is guarded by a rather low-flying Cloud, so watch yourself. The prize block next to it rather pointlessly offers an EyeClops helmet - you know you don't need it, it knows you don't need it, move on.

Enter the cave running, so as to avoid triggering a barrage of cannon blocks in your face. There are two paths here, each leading to a different outcome. If you wish to head to Alien Twilight, take the bottom path. If you wish to head to Elsewhere 22 (it offers a couple of exits, including Alien Twilight), take the top path. While you can, at the last minute, head from the top path to the bottom path, once you've taken the bottom path, you're trapped on it (due to hidden iron blocks barring your way).

We'll start with the bottom path, what, with it being the easiest. The prize blocks next to the entrance are guarded by two Mini-Stoneface, and contain a Red Stealth helmet and a Skycutter helmet. While Skycutter is perfect for the following bit, Cyclone is just as perfect (and less annoying).

Quite simply, it's a straight path to the exit. Sure, that path is comprised of ice blocks, and there are a few holes along the way, but you can fly. Along the way, you'll find a few prize blocks in the ceiling. The second, fourth, and fifth hold good stuff, namely being 10 Diamonds, an Ankh, and a Coin, in that order.

At the end of the ice blocks, you'll find a whole row of hidden prize blocks running along the ceiling (starting the second the blocks end). From the first prize block, you can grab 10,000 Points. The rest don't live up to that, only holding Diamonds. The exit teleporter is located through the wall to the left.

So, that top path? About a quarter of the way up the slope, you'll find quite a few (well, eight) hidden prize blocks running along the ceiling. They only hold Diamonds, so don't get too excited. At the top of the slope, trigger the cannon blocks and watch as those rock blocks forming a bridge disintegrate. Of course, as it turns out, there are rubber blocks lining the bottom of each of those pits, so even if you couldn't fly, you'd be fine.

To your left, you'll find a much larger pit, along with two Mini-Stoneface. That pit is hard-core, and I encourage you to not fall in it, as there's no way out sans flying. The Mini-Stoneface should chuck themselves in it, if you're lucky. If not, lure them over to the ones behind you. At the top of the slope, where the skulls are, you'll find several hidden prize blocks above you, each containing a Diamond.

From there, you'll no doubt notice the prize blocks along the top. The far

left one holds an Iron Knight helmet, while the far right one holds an EyeClops helmet. Above them are several more prize blocks, albeit hidden from sight. The far right block contains a Coin, while the far right block contains a Clock. The rest simply hold Diamonds.

There are two more Mini-Stoneface to the left, but they're likely to fall into that massive pit. Those without the gift of flight, should they fall into the Drip-infested pit (due to mistiming the jump through the ghost blocks), can get out by revealing the hidden lift blocks at either side. Once you've reached the bottom of the slope, you won't be able to go back the way you came, due to the hidden iron blocks.

The teleporter here, as you well know, will take you to Elsewhere 22. If you've changed your mind, it's possible to jump through the wall directly left of the teleporter. Once you've stopped making progress, switch to crawling. The hidden cannon block here will blast away the ice blocks, allowing you to drop down.

The Crypt

02.62

Helmets: Maniaxe, Micromax
Enemies: Robot, UFO
Speed Bonus: 95 seconds

Above you, you'll find several prize blocks you can see and several more that you can't, all containing Diamonds. If you don't have the helmet to reach them or the inclination to balance on the iron block pillars, move on. At the top of the slope, you should be versed enough in the ghost-block-walls-with-spikes-between-them shenanigans to get past unscathed.

Don't ride the platform that follows just yet. No, you should jump through the wall to the left, where you'll surely find a cache of Diamonds. Now you can ride the platform. At the top, head right and down the slope. There's a pair of UFOs hanging around here, but like all enemies, they have a tendency to respawn, so best not hang around fighting them.

The first of prize block above the ice holds a Micromax helmet, while the next two hold 10 Diamonds each. The prize block below you holds an Ankh. It is positioned to drop its contents onto the spikes, but you can grab it before it does. The wall on the right leads all the way to the top of the level. The two prize blocks you'll encounter on the way each hold a Micromax helmet.

Keep climbing until you're given a chance to head left. Don't take that chance, instead jump through the wall below the path. You'll land in a room with some Diamonds (one in a hidden block on the left side of the room) and a Micromax helmet. You can fall through the floor on the left side of the room, so do just that. You'll land next to a teleporter, but enough about that.

The prize blocks here will reward you with another Micromax helmet, a Clock, and 10 Diamonds. Right, back to the teleporter. Taking it will drop you in Elsewhere 21, a short and rather unpleasant level, the teleporter at the end of which dropping you close to the exit of this one (but that's actually longer than just heading straight to the exit).

If you want a Coin and another Clock, you'll need to head back to the left, to where you took the platform up. This time, head left. The prize blocks high above the spikes all hold Diamonds, if you feel like using those iron block

pillars to reach them. At the top of the slope, you're given the choice of heading up or down. Down is a terrible idea, as there are four Robots waiting to zap you and a drill block waiting to, er, drill you. If you lose your helmet down there, you'll be dead before you can ride the platforms back up. Up, well, up only has a UFO. It also has the prize blocks you seek.

So, head all the way back to the right and climb the wall from earlier. Climb all the way to the top and continue left (watch out for the UFOs) until you fall through the floor. Down here, amongst the prize blocks, you'll find another Micromax helmet and a Coin. Climb out and head left. After you've navigated the spikes, you'll come to a very bad maze. Simply head left and follow the path around and down to reach the flag.

If you didn't climb to the top, and instead took the first path presented to you (or the teleporter from earlier), things would have differed slightly. The first prize block on the slope gives out a Micromax helmet, while the second one gives out an entirely useless Maniaxe helmet. Defeat the Robot at the bottom of the slope (this is where the teleporter brings you out) and carefully make your way through the rock blocks. The ground is comprised of drill blocks, so take your time.

At the top of the slope, where the ceiling gains height, you'll find three hidden Diamonds. And now you're back at the bad maze. If you drop down to the left, you'll find a hidden prize block with a Micromax helmet in (much more likely you'll need it if you took the top path).

Alien Twilight

02.63

Helmets: Maniaxe, Red Stealth
Enemies: Robot, UFO
Speed Bonus: None

Your goal here is to avoid getting killed to death by UFOs and Robots, and to make it into the sewer. Getting into the sewer isn't all too bad, it just depends which end you want to be at. Anyway, on with the show. The prize block you see before you holds a Red Stealth helmet. His added jump height and ability to slow down enemies with Samurai Haze will both come in handy. He's also the only way you can exit the level.

With helmet on head, be prepared to face your first UFO and Robot of the level. This is also where you'll find your first entrance into the sewer. Use the rubber blocks to get atop the platform (there are four hidden prize blocks with Diamonds above it) and make your way over the blocks to the right. The prize blocks inset into the ice each hold Diamonds. Above the third such block of ice, you'll find three prize blocks, offering 10 Diamonds, a Clock, and another Red Stealth helmet.

So, you want to enter the sewer here? Drop on down, then. To your left, you'll find a small room lined with cannon blocks and containing a Robot. Before you get to it, though, you'll have to trigger the cannon blocks that stand in your way - both will send a pair of spikes in your direction. Don't trigger them all at once, otherwise you'll get punctured.

This room, then. Above you, you'll see five prize blocks; holding (from left-to-right) a Clock, a Diamond, a Red Stealth helmet, a Maniaxe helmet, and a Diamond. Below those, however, are hidden cannon blocks - triggering any of those will result in the bottom row of cannon blocks discharging, but

fortunately, all they'll do is destroy the ice block at either side of the floor.

At either side of those hidden cannon blocks, you'll find hidden prize blocks, each on holding a Diamond. Above the hidden prize blocks, on the top level, you'll find another set (with hidden rock blocks in between). With the exception of the one on the far right, which holds a Red Stealth helmet, they all hold Diamonds.

Back on track now. Heading right and over the drill block wall will see you arrive at a pyramid made of iron blocks. Inside the pyramid, as you can see, is an exit teleporter. Defeat the UFO and smash your way through the rock blocks to reach it (the prize block over on the left contains a Clock). This particular teleporter will place you just above the normal starting point of the next level (Secrets in the Rocks). If you don't like this, there's a way back down to the original start point, so this teleporter is just as good as the other one.

If you felt like taking the street to the second sewer entrance (despite being able to reach the second teleporter from the first), the task is quite simple. Ride the lift block to the right of the first sewer entrance in order to reach the roof of the building. On your way across the rooftops, you'll encounter three UFOs (between every building after the first).

If you should fall down between the buildings (which you probably will, as the only way to transfer from one to the other is via ice blocks), use the lift blocks to get back up. Falling down between the second and third building, mind you, can be quite rewarding, the prize blocks there offering up a Red Stealth helmet, a Clock, and 10 Diamonds.

The prize block between the third and fourth buildings holds 10 Diamonds, and can be reached by smashing through the ice block above it. After the fourth building, it's back to street level. If you take a little run off the building, you'll land on a square of prize blocks, each holding a Diamond. To your right, a UFO and a Robot. Below you, the sewer entrance. Above you, only sky.

Unlike the other sewer entrance, this one has a lift block to take you back out should you feel like getting shot. The fourth and sixth blocks on the steps to your left are drill blocks, just so you know. The top two (on the right) prize blocks above you hold a Clock and a Red Stealth helmet.

As you probably expected, there's a UFO here, and as you also expected, you need to take it down before you can bash your way down to the teleporter. Again, the prize block on the left holds a Clock. This particular teleporter will take you to the original start point in the next level.

Between both teleporters, you'll find six prize blocks, a UFO, and a Robot. The first two prize blocks above the bridge (from left-to-right) hold Red Stealth and Maniaxe helmets. The rest of the previously-mentioned blocks hold Diamonds. It's worth mentioning, that for obvious reasons, you should avoid touching the cannon blocks situated above the bridge, as they'll destroy a good portion of it.

Enemies: Bouncing Flame, Dragon

Speed Bonus: 50 seconds

Above you, to the left, you'll find a Berzerker helmet all, like, hidden. Use it to smash through the wall, then continue on and break through to the prize block. Below that prize block is a teleporter that's all primed and ready to send you to Elsewhere 23. Elsewhere 23 isn't by any means a shortcut, in fact, it sets you back a little. If progression is part of this session, stick with the flag (even though the level it takes you to, Ice God's Vengeance, isn't very nice).

In the prize block I so rudely ignored, you'll find a Micromax helmet, which can be used to quickly get to the other starting point for the level. To do just that, wander back over to the first wall the Berzerker broke through and clear the rest of the rock blocks. Above you, the wall is hollow, and will grant passage to the area above you. If you felt like it, you could have also made your way up the drill block staircase (not too hard, as there's a hidden Micromax helmet halfway up). Anyway, we're not doing that for the moment.

The Berzerker has served his use, so swap out for the Micromax helmet. At the top of the slope, keep an eye out for the drill blocks mingling with the ice blocks, then make your mind up. Heading right will ultimately see you reach the flag, while heading up will see you grab some nice stuff. Up? If you punctured yourself sufficient-like to lose your helmet, you can grab another Micromax from the hidden prize block below the centre ice block of that platform.

Dragons and their flying brethren occupy this area, so be careful when climbing walls. To your right, you'll see a little set of steps comprised of rock blocks. They're as interesting as they look, but above the second step, you will find a hidden Ankh. Climbing up the wall will see you reach three prize blocks, their rewards being 10 Diamonds, a Coin, and a Cyclone helmet.

Take the tunnel to the left (there's usually a Bouncing Flame here, but they have a habit of wandering off, as they are often wont to do). Between the two rock blocks, you'll find two hidden prize blocks on the ceiling (both with Diamonds), and a hidden hole in the ground. Following that path will take you back to the start of the level, dropping you off near the bottom of the slope in fact.

Out in the expanse that the tunnel culminates in, you'll find very many Flying Dragons. Far above you and slightly to the right, you'll find a prize block holding a Coin. In the top-left corner of the screen, you will find a hidden prize block that yields 10,000 Points when struck. Heading straight down from there will see you land at the second starting point for the level.

If you were none too bright, you could grab the Micromax helmet from the first prize block of the second set, and be merrily on your way. Of course, if you started the level here, that wouldn't be a bad idea. You'd grab Micromax, head off to get Cyclone, then double back to grab the good stuff.

Pretend that when given the choice of continuing to the flag and heading up, the thought of doing the latter never crossed your mind. The area to the right holds many prize blocks and a couple of Bouncing Flames. Above the rock block to the right of the first prize block, you'll find a hidden Micromax helmet, should you need it. All the prize blocks here hold only Diamonds, so don't be tempted to risk getting hit by Bouncing Flames and drill blocks alike in order to retrieve their contents.

At the right side of this area, you'll find a little maze. Time is probably

running too short for those kinds of shenanigans, so climb the first rock block wall to find a Clock at the top. You don't need me to tell you not to hug the drill blocks that smatter the maze, so I won't. If you climb the back wall and follow the path, you'll come to a room full of prize blocks. You'll get a lot of Diamonds here, along with an Ankh from the middle one.

Head back out and smash your way through the rock blocks above you, then through the ones above that. That prize block holds 10 Diamonds, so you might want those, too. With the exception of a Micromax helmet in the top-left corner of the maze and two Diamonds directly above you, you've missed out on nothing. In fact, if you were so inclined, you could go and get them without any trouble.

To the right, you'll find the flag. There's a Flying Dragon in this area, but it's too far up to cause you trouble on your way to the flag. Before you exit, consider the three prize blocks above where you exit. They each contain a Diamond, and only Cyclone can reach them.

Tunnels Beneath the Woods

02.65

Helmets: Cyclone, Juggernaut, Red Stealth

Enemies: Armadillo, Assault Rock Tank, Cloud

Speed Bonus: None

You're given the choice of Red Stealth (bottom block) or the Juggernaut (top block) at the start, but to be fair, it doesn't really matter which you choose - Juggernaut is more shoot-y, so we'll go with him. So, what do we have here, then? A large shaft running down the middle of the area and two separate sets of tunnels. Before you drop down, you may want to jump over to the other side, doing battle with the Assault Rock Tanks and Clouds there.

The top prize block of each pair contains a helmet. For the first three, it's Juggernaut helmets, but for the last one, it's a Red Stealth helmet. With the exception of the last prize block, which contains an Ankh, all the bottom ones hold Diamonds. If you trigger a cannon block, expect a chain-reaction and expect those blocks to get destroyed.

There are six openings down the left side of the shaft and eight down the right. If we're being honest, they're not all good, with only left 4, right 3, right 7, and right 8 being worth anything of merit. The first tunnel on the left, once you pass the drill block, houses two Assault Rock Tanks and a lone Armadillo. The cannon blocks that shortly follow are pointed up, so any attempt to get lower will see you die. Speaking of which, those two prize blocks hold a Juggernaut helmet and 10 Diamonds, and any attempt short of using the Cyclone helmet found elsewhere in the level will also see you die.

Back out in the shaft, and the second tunnel to the left this time. This a tiny tunnel, with your rewards being a Clock and a Red Stealth helmet. However, those cannon blocks tell you that it just isn't worth it. With the exception of the first cannon block and the three that follow, you're going to have to eat three shots to the face in order to get to the prize blocks. There's an Armadillo here, too, which makes matters worse.

Okay, so same side, next tunnel down. There are two Armadillos here - one behind the drill block where you enter and one behind the ghost block walls further along. The cannon blocks here are pretty alright, as you can easily jump them and trigger them from the other side. Doing that, however, will

trigger a couple over to the right, sending spikes back in your direction. It'll take a little while, but they can be ducked when they arrive.

At the end of the tunnel, if you look up, you'll see the cannon blocks from earlier. Hitting any of them after the fifth row from the left is fine. Before that and you'll destroy the prize blocks above them. For now, just ignore them. Drop down into the tunnel and take care of that Armadillo. There's also an Assault Rock Tank here, but there's a drill block between you, so you don't have to worry about being tag-teamed. Get rid of those cannon blocks and either destroy or ignore the Tank before dropping down.

Only an Armadillo and an Assault Rock Tank stand between you and the flag room. The tunnel with the Assault Rock Tank is rather cramped, so be prepared to take the hit. The prize block at the start holds a Juggernaut helmet, but he's a fat lot of good now. If you look up, you'll see the fourth tunnel. There is only a single Assault Rock Tank up there, accompanied by a lone drill block. If you want to get to the flag as quickly and injury-free as possible, that's the way to go. The cannon blocks up there serve to trigger some more over to the right, but none that put you in danger or destroy anything nice (a single Diamond, in fact).

So, follow the path around and drop into the final room. You'll find a couple of Clouds here, along with a couple of Assault Rock Tanks. The top-left prize block holds 10 Diamonds, while the block straight to your left holds a Red Stealth helmet. To your right, you'll find a Clock you don't need. If you're more concerned about your own existence than you are the existence of loot, the flag can be reached from the platform on the right side of the room. If you trigger the cannon blocks, they will mostly like kill the Clouds, but at the same time, they'll certainly destroy the prize blocks.

The fifth tunnel on the left holds nothing other than an Assault Rock Tank and a drill block, so we'll skip that. The sixth and final tunnel leads to a room that can also be accessed (though in a much harder way) from the flag room. In the top-right corner, you will find a Red Stealth helmet and a Clock. That is about it, really. You'll also find a Clock in the bottom-right corner, but you'd have to eat a cannon block to the face to reach it.

Speaking of eating death, there's a tunnel to the right, but the only way in is through the cannon blocks pointed right at you. Triggering those will set off another two sets and send them in your direction. Triggering the top cannon block will ultimately see the prize blocks at the end destroyed (a Red Stealth helmet, wow). There's also a way up to level eight of the right side. Thus concludes the left side.

The first tunnel on the right side doesn't offer much in the way of anything, other than an Armadillo, an Assault Rock Tank, and a metric ton of cannon blocks. Really, all you can achieve here is destroying two prize blocks in the second tunnel (a Diamond and a Red Stealth helmet).

The second tunnel not only offers you a chance to grab the aforementioned items, but it offers the chance to skip down to the fourth tunnel. You don't want to do that. If you felt compelled to do that, though, I'd be required to inform you that there's a single Assault Rock Tank here, that the cannon blocks can be jumped over easily and triggered without consequence, and that the drill blocks can be crawled under.

In the third tunnel, hop over to the tunnel on the left and trigger the first set of cannon blocks. This, as you well know, will remove two over in the right tunnel. Jump back over to the right and duck behind the drill block (note the Armadillo) and wait until the spikes have passed. At the far end of

the tunnel, if you're careful, you should be able to jump on the lower cannon block without catching yourself on the top one. The prize blocks behind the ghost block wall offer up a Juggernaut helmet and a Coin.

The fourth tunnel only served a purpose if you dropped down from the third one. You can find a Juggernaut helmet there, but you'll also find two Armadillos and an Assault Rock Tank. All the drill blocks are low to the ground and point downwards (with the obvious exception of the very first one), making them a good place to stand to get out of the way of the rampaging Armadillo.

The fifth tunnel offers four cannon block walls, two Armadillos, and a Diamond. The first wall is safe to trigger, but it'll trigger the second wall, which is pointed right at you. The last two walls are also pointed right at you. It is hardly worth the effort, as you can just reach the sixth floor via the shaft.

That sixth floor, however, is a bit lame. Two Diamonds, two Assault Rock Tanks, and two Armadillos. The funny thing is that there are two cannon blocks pointed straight at the Diamonds, making you think those prize blocks contain something. However, if you brave that tunnel, hazards and all, you can get into the eighth tunnel on the right.

The seventh tunnel also offers Assault Rock Tanks and a Armadillo, but it also offers a teleporter to Elsewhere 24. Elsewhere 24 is a quick, relatively pain-free way to get out of this level, and it can drop you off at the same level as the flag does (Hills of Forever). The eighth and final tunnel is by far the best, being guarded by only two Assault Rock Tanks and offering you an Ankh and a Cyclone helmet at the end.

Hills of Forever

02.66

Helmets: Berzerker, Iron Knight, Red Stealth
Enemies: Dragon, Mini-Stoneface
Speed Bonus: 30 seconds

To your left, you'll find a hidden lift block - this will take you up to a small enclosure made of shifting blocks (unless you still have the Cyclone helmet, in which case, you know). Above you, you will find a pair of Mini-Stoneface, all ready to drop on your head. There's also a Flying Dragon to be found up there - he hates you, too.

On the platform where the lift block drops you off, you'll find a row of hidden prize blocks. While they're uninteresting by themselves, they'll allow you to reach the prize blocks above, the middle one containing an Ankh. In the area to the right, you'll find a Mini-Stoneface and several more hidden prize blocks, each containing a Diamond.

The hillside is littered with drill blocks. It wouldn't be so bad if there weren't a few Mini-Stoneface bouncing all over the place with air-based reinforcements in the form of Flying Dragons (there's also a regular one at the foot of the hill). If you're in a position to fly, do so and keep close to the shifting blocks. If you're not - run (if you have a useful Diamond Power, it wouldn't go to waste here).

In the first prize block at the top of the hill, you'll find a Berzerker helmet. He has absolutely no use here, and that makes him sad, but he's there if you want him. To your right, there's another shifting block enclosure to wander about in, if that's your thing. The only prize block that doesn't

contain a Diamond is the last one, and that contains a Red Stealth helmet. Why two Dragons would be guarding it, I don't know.

So, back to the top of the hill. This other side, as you can see, is just as friendly as the one that came before it, albeit marginally shorter and lacking two Dragons. To save myself from mentioning it every five seconds, from this point on, expect Flying Dragons - lots of them. The small slope ahead is set with cannon blocks, but the space between them is quite large, so you shouldn't have trouble not setting them off (if you bounce badly off the Dragon at the top, you might trigger the last one, but that's it).

When you reach the rubber blocks hanging in the air, drop down into the little pit and use the others to reach them, then use those to reach the mushroom block enclosure. The lone prize block there holds an Ankh. If you should hit one of the mushroom blocks on the way up, you probably shouldn't bother trying to get the Ankh, as it's going to be time-consuming to clear the way again.

The other side of the pit, as you may well have spotted, is lined with drill blocks, so be careful when making your way out. If you were to skip over the pit to your right and carry on, you'd soon find the flag (which will take you to Monster Island). The cannon blocks on the slopes can quite easily be dealt with by triggering them on the side closest to you and jumping over the retaliatory spike. Falling down the hole will lead to the same area as the first one.

In the aforementioned pit (fall down the left side, so as to create a straight path back up), you'll find an Iron Knight helmet in the first prize block. Dispatch the Dragons to your right and have a little look around. At the bottom of the slope to the right, you'll find a hidden prize block with 10 Diamonds. The lift blocks at the top will take you back out of here, but they carry the danger of crushing you against the ghost blocks (which is why I suggested entering at the first opportunity).

Of course, this isn't all there is down there. Heading through the wall to the left of the first hole will lead you to a secret area. The first teleporter will take you to Ice God's Vengeance. If you dare to brave the rest of the room, you'll be assaulted by eight or so Mini-Stoneface.

The first half of the room is sectioned off from the second via a diagonal row of iron blocks. Not to say that those pests couldn't get through the same gap as you, it's just nice to know they won't be straight plopping on your head. If you have Diamonds enough for Diamond Rain, it might be a good idea to simply kill them all quickly - I mean, the floor is made of ice, so you won't be running from them at any great pace.

In the fourth prize block up in the first section, you will find another Berzerker helmet. The top two prize blocks are more exciting, awarding you 10 Diamonds and an Ankh. The prize blocks in the second section offer a Clock (second block from the top) and an Iron Knight helmet (third block from the bottom). The teleporter there will take you to Elsewhere 25, a little jaunt that ultimately ends up back here, although you'll start at the top of the hill).

Speed Bonus: None

In the prize blocks above you, you'll find a Juggernaut helmet and 10 Diamonds. Before you grab Juggernaut, you might want to grab the Diamonds from the hidden prize blocks running along the roof of the cave. The area behind the cannon block wall marks the return of Falling Skulls. You can't actually fall into the pits with Juggernaut, but you can catch a spike or two somewhere painful if you linger. When you trigger the wall of cannon blocks, a second one will be triggered at the other side - providing you keep moving, you'll dodge everything.

While trundling through that area, you may have noticed a bunch of prize blocks above you. They all contain Diamonds and you can't reach them without the Cyclone helmet that's gotten further on (or if you still have the one from earlier). The first three prize blocks in the cave offer up an Ankh, 10 Diamonds, and another Juggernaut helmet. The cave, however, is swarming Mini-Stoneface and Ninja, so be sure to tank them very much before grabbing anything.

Out of the cave, you'll come to a cannon block path interspersed with rubber blocks. The cannon blocks trigger a second set below them, thus pain. Providing you're not hopping around like a loon, the rubber blocks won't propel you headlong into the cannon blocks running along the ceiling. On the last section of rubber blocks, you'll find six hidden prize blocks, three of which offer 10 Diamonds.

Shortly thereafter, you'll see two rubber blocks set into the ground, offering you the chance to grab a Maniaxe helmet along with 10 Diamonds. While Maniaxe may seem a downgrade to the skull in a tank, if you want the Cyclone helmet further ahead, you'll need someone slightly less wide. The next set of prize blocks (reached in the same way as this set) hold an Ankh and a Clock.

As you continue, expect the harassment by the Falling Skulls to continue also. When you see the lone rubber block set in the ground, that's where you can get the Cyclone helmet - bounce straight up and grab it from the first prize block to the left. If you have more greed than sense, you can now go back to the start and grab all the Diamonds I told you about earlier.

The prize blocks to your right hold a Juggernaut helmet, a Berzerker helmet, and an EyeClops helmet - you don't want any of them. The fourth prize block, mind you, holds another Clock. This cave, like the last, is swarming with Mini-Stoneface and Ninja (more Ninja than Mini-Stoneface this time, though), but they can be bypassed quite easily by sticking to the roof of the cave.

At the top of the cave, you're offered a Skycutter helmet, and while it makes this final bit quicker, it isn't required, as Cyclone offers much more control. After you've finished crawling over the ice, you need to weave your way through the drill block walls, which Cyclone makes far too easy. As for enemies, all that's left for you to encounter is one Mini-Stoneface and two Ninja. If you stick to the top after exiting the drill block section, you'll bypass them easily. Quite conveniently, staying at the top is the only safe place to be when triggering the cannon block walls at the end.

Behind those very walls, you'll find two teleporters and the last Ninja (not Armakuni). The first teleporter will take you over to Ice God's Vengeance, while the second one will take you to Elsewhere 26, which in turn brings you back here, which in turn is something you should avoid. If you arrive here without a suitable way to deal with the Ninja, by time the teleporter activates, you'll either be without a helmet or you'll simply die.

Helmets: Micromax

Enemies: Assault Rock Tank, Falling Skull, Tar Monster

Speed Bonus: None

Large, slippery, unpleasant, but that's enough about my cousin. The drill blocks behind you should hopefully motivate you into crossing the vanishing block bridge. At the end of which, you're given the choice of taking the rubber blocks up or heading into the little cave to the right. Inside the cave, you'll find two lift blocks, and above those, two prize blocks. If you want the Ankh and 10 Diamonds they contain, you'll need to ride up and hit them as soon as possible, dropping down before you're horribly crushed against them.

If that sounds like fun, be sure to leave the area below the rubber blocks intact to make getting from the cave over to the rubber blocks much easier (not like you can't do it without the vanishing blocks below them, it's just easier). Down the left side of this area, you'll find three Tar Monsters, their job being to spit in your face, and spit in your face they will, so be careful on your ascent. Once you've reached the second set of iron blocks, you'll encounter a fourth Tar Monster to the right.

Once you're as far as you can go, you need to use the ghost blocks to get up onto the cliff, where you'll immediately encounter another Tar Monster. To your left, you'll see some ghost block stairs, at the very top of which, you'll find a cannon block - hitting it will clear out the barrier, allowing access to the area above you. The lift block that you need to reach it is over to the right, guarded by a Tar Monster.

To the right of that, though you won't need it to reach the second path, is a second lift block. If you were to take it and get the timing of the ghost blocks above you wrong, you'd be crushed, so if you really want to take that path, use the rubber blocks. Further to the right, guarded by an Assault Rock Tank this time, is one final lift block. This one will also take you up to the second path, providing you trigger the cannon block above it.

The distinction between the two paths is that the first one is a dead end and the second one is the way of progress. However, at the top of the first path, you'll find a Micromax helmet. The path is a straightforward affair, but you will need to keep an eye out for the Tar Monsters and Assault Rock Tank spitting at you from the sideline. Towards the top, you'll have no choice but to engage the third Tar Monster and the second Assault Rock Tank. Both the prize blocks at the top hold Micromax helmets.

There's no need to head all the way down again, as on the ledge with the rubber blocks and the Assault Rock Tank, you'll find that you can pass through the wall to the right and transfer to the second path (be mindful of another Assault Rock Tank immediately after you drop down). It doesn't drop you off any further than a couple of jumps up from the bottom of it, but you'll avoid a couple of Assault Rock Tanks and a Tar Monster.

From the ice blocks above you, simply keep heading up and right. If the assortment of Assault Rock Tanks and Tar Monsters to your left concern you (and they should), break out a Mini-Diamond Snake to smash their faces in (it'll also take out the ones at the top, which is nice). The teleporter to the left will take you back down to the junction you just came from, and you

obviously don't need that.

Once again, the path splits into two. The path to the left is the way of progress, and offers a gentle jumping section with three Assault Rock Tanks attempting to murder you. Much more serene than it sounds. The path to the right is constructed in a similar fashion, but your assailants hail from the left and are Tar Monsters this time. However, your only reward is a Micromax helmet and a Clock - not exactly worth it.

At the top of the first path, you'll find a teleporter through the wall to the right, but again, it's lame, this time dropping you off near the first one (above the spikes). Anyway, the idea here is to climb up the wall and make your way around the little maze, but if you jump up and head left, you can pass through the wall and reach a small area with several prize blocks. Of course, you could just smash through the mushroom blocks below them, but we know what a pain that'd be. Inside said blocks, you will find a couple of Diamonds, a Micromax helmet, a Coin, and two 10 Diamonds.

Head back out and make your way around the maze as planned. Near the top, you'll find two small caves. The one to the right can't be entered via the actual entrance, as you'll find it blocked off with prize blocks. If you smash your way through the mushroom blocks below the entrance, you'll find a hidden way in. While most of the blocks hold only Diamonds, you'll find a Coin and a Micromax helmet in amongst them (second and third block from the left respectively).

With the exception of a Micromax helmet in the sole prize block and some Tar Monsters, the cave to the left seems pretty empty, but it's not. Along the left wall runs a column of hidden prize blocks, each containing a Diamond. To their right, you'll find another two, one of which has a Clock.

So, finish following the path around and exit the maze via the conveniently-located cannon blocks. Each of those prize blocks holds a Micromax helmet - yes, it's that vital. If you should somehow go through all six helmets (that includes the one you've got on), you're done for and will need to restart. Nearly every iron block column has a teleporter at the top of it, and with the exception of the one teleporter that'll end this level, they all take you back here.

There are two Assault Rock Tanks down here with you. Any failed attempt at scaling the walls will more than likely result in any defeated Tank respawning, so pay them only as much attention as it takes to not get shot. Oh, and the Falling Skulls have returned, making your climb up the correct column all the more troublesome. The correct column? That'd be the third one to the right of where you exited the maze.

Beneath the Twisted Hills

02.69

Helmets: Red Stealth

Enemies: Armadillo, Assault Rock Tank

Speed Bonus: 60 seconds

Down in the valley below, you'll encounter the first and ante-penultimate Armadillo on this level. If you make it past it and the two Assault Rock Tanks that follow, you'll have a small decision to make. You can either skip straight to breaking through that wall with the cannon blocks, or you can face down two more Assault Rock Tanks for something nice.

From the top of the hill, jump over to the shifting blocks. You had no choice but to finish the last level as Micromax, and this bit is only possible with his help. From the second one, you can jump over to the shifting block stairs and climb through the gap. The prize block to your right awards 10,000 Points. To your left, after another sticky jump, you'll find three more prize blocks, each holding a further 10,000 Points.

So, head back down and smash your way through that wall. The path beneath the hills is a simple around-and-down affair, but it's a rough path, lots of uneven ground. It's also swarming with Assault Rock Tanks. Most can be avoided, as they live in one of the many holes in the ground, but quite a few must be fought, which is why the Red Stealth helmet in the first prize block is a pretty big help.

After the fourth Assault Rock Tank, you'll find your second Armadillo, so don't get complaisant. If you don't feel like fighting too much, remember that Red Stealth's 50 Diamond Power is the Diamond Snake. At the top of the slope after the sixth Assault Rock Tank (mind the hidden cannon blocks above each step on the way up), you'll find a set of hidden prize blocks stepping their way down the other side.

The eighth Assault Rock Tank is particularly annoying, as you need to hide out in the little gap and wait for it to come close enough to smack with your sword, but you need to do it before it spits in your face. Above the second skull on the slope behind it, you'll find a hidden Diamond, and just to the right of the second one on the other side, you'll find another.

All the way to the right, you'll find the teleporter to Elsewhere 27 - it's guarded by an Armadillo. While Elsewhere 27 will lead to Alien Isle, just as the flag does, it's a longer way there. To get to the flag, trigger the cannon block and wait a couple of seconds for the chain-reaction it causes to come to a close. Ride the platform up and keep an eye out. At the top, hit the cannon blocks as soon as possible, then duck to avoid getting crushed against the ice blocks before they're destroyed. The flag is obviously just to your right, but not yet.

Drop down into the channel where the cannon blocks were and make your way down. To the right of every tunnel, except the second and fourth ones, you'll find a hidden prize block with 10,000 Points. Yup, that's four of them. Now you can head back up on the platform and take the flag.

The Shimmering Caves

02.70

Helmets: Maniaxe, Red Stealth
Enemies: Armadillo, Stoneface, Tar Monster
Speed Bonus: None

In your little starting room, you'll find a Maniaxe helmet (in the highest block) and two 10 Diamonds. Trigger the cannon blocks and duck out of sight, so as to avoid possible retaliation from the ones over yonder. There's a Stoneface here, so that probably absorbed most of the spikes coming back at you, which is nice. If you came here from Elsewhere 27, you'll actually spawn outside, meaning you've no choice but to take damage from the cannon blocks.

You can avoid most of the Stoneface on this level if you so choose (or obliterate them with Diamond Powers, as Diamonds are abundant around these

parts), but make sure you drop this one like an ugly baby, lest it follow you. In the cave, dispatch the Tar Monster and turn your attention to the empty space below the first pair of iron blocks. You'll find four hidden prize blocks there, two of which offering 10 Diamonds. Once out of the cave, you're given the gift of another Tar Monster and an opportunity to get some nice stuff.

Knock the shifting blocks above you out of the way, then continue up, hitting the bare minimum of shifting blocks as you go, so as not to make things tricky. In the prize blocks at the top, you'll find a Clock and a Coin. So, head back down and continue left. From the prize blocks in that little cave, you'll find another Clock (above the cannon blocks), two 10 Diamonds, and 10,000 Points. If you're not Micromax, you won't be able to grab the 10,000 Points, though.

Trigger the cannon blocks and prepare for Armadillos - two of them, in fact. Also prepare for an equal but opposite reaction from the cannon blocks you just triggered. Above you as you exit your cave, you'll find three prize blocks, their contents being a Red Stealth helmet, a Coin, and 10,000 Points. Again, without Micromax, you won't be able to get the 10,000 Points.

As you make your way down the iron block platforms to the left, you'll encounter three Tar Monsters. Exciting, right? No. Once you reach the third one, you'll be given the choice of heading right or continuing straight down. We're gonna cover both areas, but head right for now. The two rows of prize blocks above you hold nothing but Diamonds, but there's a good many of them. By positioning yourself near the edge of the mushroom blocks, you can open the prize blocks without triggering them. The Stoneface in the middle of the room shouldn't bother you, but the Armadillo will.

Head back to the left now and continue down, facing off against two more Tar Monsters. To reach the prize blocks at the top, you'll need to hit those mushroom blocks. Wave at the Stoneface, then promptly ignore it before hitting the first two mushroom blocks once. From them, you can hit the top two once, also. This should provide you with ample floorspace to hit the prize blocks. Don't worry about hitting them all, as only the fourth block from the left and the fourth block from the right hold nice stuff, that being 10 Diamonds and an Ankh respectively.

In the bottom-right corner of this area is a teleporter - nothing significant, mind you, but it'll bring you out above you and slightly to the right, which is where you'd be if you continued right and didn't double back to come here. In the room to your left, you'll find a Tar Monster. Not an extraordinary one, but one with an advantage, as you have to crawl to get inside the room (unless you're still Micromax).

Inside, should you choose to brave it, you'll find a Maniaxe helmet and a Coin (just above the door). Before you make your mind up, however, you might want to take out the Armadillo located to your right. Before you head into the cave to the right, you'll find two hidden ice blocks, these can be used to get back up to the left. Triggering those mushroom blocks will give you a chance to reach the hidden prize blocks running along the top. They only hold Diamonds, though, of which you already have many.

Inside the cave to the right, you'll find two hidden 10 Diamonds just inside (at the opposite side of the large block of ice). Upon dropping down, you'll be confronted by two Stoneface, but they're still lame. Just to your right, you'll be given a choice of direction: head straight up or continue right. Before you decide to do either, have a look at those vanishing blocks on the ground - they'll drop you to your death.

If you follow the mushroom blocks up, you'll find three 10 Diamonds, as well as a Tar Monster and a lift block that'll take you up to the exit. Just trigger the cannon blocks and drop down. You're presented with two teleporters, one of which will take you to Elsewhere 28 (left) and one of which will take you to Elsewhere 29 (right). Elsewhere 28 will lead you back here, while Elsewhere 29 will take you to Alien Isle.

Of course, if you don't want to head up and would rather wish to continue right, do so at a comfortable sprint. You're likely to meet an Armadillo on the way, but don't let it dissuade you, keep running. Once you reach solid ground again, you'll have to fight another Armadillo (the previous one likely dropping to its death), but this time you get something good (well, kind of).

From the first two prize blocks, you'll get a Maniaxe helmet (left) and 10 Diamonds (right). Most of the prize blocks above you can't be opened without Micromax or Red Stealth, and the ones that Red Stealth can open contain only Diamonds. The two tucked in the corners each hold 10,000 Points, and can only be opened by Micromax.

If you continue right, you won't find anything, but you're here now, so we may as well have a look. Avoid the two Stoneface and make your way up the mushroom blocks. When you reach the third one, give it a whack to allow access to the ones above you. Only one Tar Monster and two Stoneface stand between you and your prize of nothing, so don't let them.

At the top, trigger the cannon blocks and make sure to get out of the way of the inevitable return volley. The floor of this area is comprised of vanishing blocks, and below them lies a row of cannon blocks and a pair of Stoneface. Not very nice, basically. If you should fall and somehow survive, you'll find a hidden lift block in the middle of the room. If you're packing axes, make sure to take out the Tar Monster before attempting to make your way through the room; if not, hope it doesn't hit you.

At the other side, ignore the Stoneface and promptly drop through the vanishing blocks. When you do, make sure you land on the iron blocks, as you can nab 10 Diamonds from the prize block to the right. You'll also have to fight an Armadillo, but it's likely to throw itself over the edge of the platform (as will the one below it when it sees you). Drop down and follow the path around to reach the teleporters.

Alien Isle

02.71

Helmets: Eyeclops, Maniaxe, Micromax
Enemies: Robot, UFO
Speed Bonus: None

Ignore the UFO in front of you and place yourself over the first cannon block. As you fall, hold left, you should land on a lift block. From there, jump over to the left - you'll land on a mushroom block, above it, a hidden Ankh. Below you is a Robot and several more hidden prize blocks. They start from above the idol and end at the crates - you'll find an EyeClops helmet in the fourth one and a Maniaxe helmet in the last one. Speaking of Maniaxe, you'll also find a helmet in that visible prize block.

The hard way to get back up is to take those lift blocks. The easy way to get back up is to head through the wall to the right of the prize block and take the teleporter, which will drop you off behind the UFO, in the cave. In said

cave, you're immediately presented with two choices: keep going right or head down. If you head right, braving the drill blocks and ghost blocks, you'll find an EyeClops helmet. Yeah, that's it.

Down is best as you now well know. Once you reach the second ghost block platform, you'll find a Micromax helmet hidden directly above the last block (thus necessitating the need to time your jump to avoid the ghost blocks). Micromax will make the final part much easier to get through physically, but he won't be able to fight off the UFOs too well (or even at all in most circumstances).

Above the second rubber block on the slope, a hidden prize block with a Clock can be found. Along the roof of the tunnel at the bottom of that slope, run several hidden cannon blocks. They fire in all directions, and if you don't know of their existence, it's quite easy to hurt yourself when you go to jump over the Robot here. The middle of the tunnel is clear of such hazards, so let that be your place to avoid or scrap it.

Follow the path all the way around and smash your way through the rock blocks and open the prize block (down the left side, disguised as a rock block), the contents of which is 10 Diamonds. Right, now head back the way you came, and at the top of the ice block slope, continue right. You'll drop into a secret area with an assortment of prize blocks, a teleporter, and a Robot. The two prize blocks closest to said teleporter offer up a Clock and a Coin. Taking it will drop you off above the rock blocks (which would have made getting the 10 Diamonds impossible if you went here first).

To your left, if you feel like crawling or wandering under those ghost blocks, is a Maniaxe helmet. If you decided to keep the last one, you won't need it; if you decided to change to Micromax, you won't want it. So, the right? That's where the fun begins. In that area, there are three large columns of ice blocks that need to be overcome either by climbing (hello, Micromax) or by use of the many lift blocks and moving platforms.

You'll find one UFO at the top of each area, and one Robot at the bottom of each area (with the exception of the last area). Each area also has its own teleporter, which will drop you off in the previous area, always on the top lift block. With Micromax, this whole area is as easy as activating the Diamond Snake and climbing your way up each wall (making use of the moving platforms when you can, because if you have to climb from the bottom, the UFOs will respawn). The Snake expires rather quickly, so two will be needed.

At the top of the first and second wall, you'll find a wall of cannon blocks to slide past (they're mostly there to stop you jumping as far as you can right, possibly landing on a moving platform) - these, while an added danger, keep the UFOs away from you, allowing the Diamond Snake to finish them off before they get to you.

Without Micromax, it gets a bit harder. You'll probably take quite a bit of damage doing it, so let it be noted that you can find a hidden Maniaxe helmet in the first three areas: at the top of the steps in the first area, to the right of the lift block in the second area, and at the top of the stairs in the third area. Each area is cleared in exactly the same way, ride the first lift block up to the moving platform, then trigger the next lift block from the platform before jumping onto it. The teleporter in the last area is the exit.

Helmets: EyeClops, Juggernaut, Skycutter

Enemies: Hand, Ninja, Scorpion

Speed Bonus: 68 seconds

The prize block above you holds an EyeClops helmet. It has one damn good use much later in the level, but is pretty much redundant until then.

Head left and remove the Ninja in whatever way you see fit. The last prize block before the tunnel will give you an Ankh, which is always welcome. In the room after that tiny tunnel, you'll find a Skycutter helmet in the middle prize block. This entire level is straight, so it makes a pretty good skate park.

Right, head back the way you came and squeeze through that gap. The prize block in front of you holds a Clock. Once you reach that little step up, have a look above you. That's right, there's nothing there - well, except a row of hidden prize blocks running along the roof of the cave. There's also some iron blocks hidden below them, just in case you're here sans Skycutter.

The Scorpion that comes shortly thereafter can easily be avoided by taking a trip to the ceiling. Hop over the cannon blocks ahead to avoid an unnecessary shower of spikes, then jump around. Above you, you'll find a row of hidden prize blocks (and above those, a row of rock blocks we don't care about). The last block in the row gives you another Skycutter helmet.

Speaking of hidden blocks, you'll find one on each edge of the mound in front of you. The prize block you can see holds an EyeClops helmet, if you so desire it. Above that and to the left, you'll find a Clock. The third such block on this side offers up a Skycutter helmet. The third block up the right side gives out a free Maniaxe helmet, while the fifth one provides an Ankh.

So, back to heading right. Don't make your way over the little hill with the Ninja, instead pass straight through it and grab an Ankh from that prize block. If you want a small shortcut, duck and slide into the hill with the teleporter. The teleporter in question will drop you off thirty or so blocks in the right direction.

What did you miss? Well, if you climbed the hill over the teleporter and fought the Ninja, you could have grabbed 10 Diamonds from that prize block. The block, though, is situated above a small patch of brambles, so it could prove awkward. Between there and where the teleporter dropped you off, it would have been a case of dealing with three Hands.

Above the entrance to that cave, you'll find a hidden Juggernaut helmet, which is ideal for ploughing through the mass of Scorpions and Hands. This is also where EyeClops would show you his moves. There's quite a few hidden iron blocks running along the floor of the cave - certainly enough to crush the life out of everything there, anyway. Of course, Skycutter can just oh-what-a-feeling his way across the top of the screen to avoid confrontation altogether.

In the corner to the right, you'll find another Skycutter helmet hidden from view, should you need it. To anyone but Juggernaut and Skycutter, the floor of the next stretch of cave would be a pain, and would present a real chance of getting crushed by the ghost blocks. Both are too wide, so keen jumping isn't required.

Once you reach the rubber blocks, invert gravity and ride across the roof. The cannon block you so easily avoided triggers a barrage of spikes that see the bridge destroyed. Juggernaut, if you're lucky, could use top rubber block to bounce over the trigger, but that's not always a guaranteed thing, and certainly not worth taking the risk for.

Once out of the cave, it's make your mind up time. There are two paths and two exits. The top path leads to the flag and the Final Marathon, while the bottom path leads to a teleporter that takes you to Elsewhere 30 (which drags out your journey a little longer with an extra level). If you fall onto the bottom path, you're stuck there, thanks to a wall of hidden iron blocks spanning said gap.

On the top path, avoid both the Hand and Scorpion, then trigger the first cannon block wall from the bottom (while ducking, of course). This will set off a chain-reaction that destroys the other walls and takes care of the Hands behind them - just make sure you stay ducked to avoid damage. The flag is obviously just in reach. If you took the bottom path, you'd also have to deal with a few Hands (three), but with no means to kill them other than jumping on them. The fourth prize block along offers 10 Diamonds, which is a lame consolation for taking this path.

Sky Fortress

02.73

Helmets: Cyclone, Juggernaut, Red Stealth, Skycutter

Enemies: Drip, UFO

Speed Bonus: None

Drips to the left of you, Drips to the right of you, UFOs up above, and you in between. The prize block to your left holds a Cyclone helmet, which will help you greatly. To the left of it, unseen but still keen, is a hidden Juggernaut helmet. While you can take it to an exit, the exit leads to Elsewhere 31, which ends up back here.

Below the left platform in this room, you can find two more hidden prize blocks, one of which containing a Skycutter helmet and the other of which containing 10 Diamonds. In the top-left corner of the room, you can grab an Ankh, 10 Diamonds, and another Cyclone helmet from the prize blocks. In the ceiling, to the right, is a hole you can pass through, but it offers no shortcut, as you can reach the same area just as easily from the towers.

Speaking of towers, they can be reached from the lower corners of this room. In the top-left corner of the left tower, you can find hidden, a Coin, a Clock, and 10 Diamonds. At the top of the right tower, not at all hidden, you can find a Clock and a Coin. Unlike the left tower, a set of cannon blocks stand in your way - however, they're a bit lame, as you can just head through the vanishing blocks to the left. If you do happen to trigger the cannon blocks, you can wave goodbye to the nice stuff in this tower. Before you head out onto the battlements, ponder, if you will, what lies in the bottom room of the castle. Rubbish, to be honest, but I'm telling you anyway.

The layout is similar to the starting room, sans the good stuff, sans a UFO, sans a reason to be there. You can grab a Juggernaut helmet from the middle of the room, if that makes you feel better. There are four prize blocks hidden below both platforms. The right side only offers up Diamonds, but the left side will provide you with a Cyclone helmet.

Back at the top of the tower, and out on the battlements, again accompanied by Drips and a UFO, you can find a Red Stealth helmet and a Skycutter helmet hidden below the right platform. The top of the level is lined with drill blocks, so you'll need to exercise caution when leaving the castle from the top. Once you're out of the castle, heading left will take you to the exit

teleporter. It's rather well-guarded, what, with it being surrounded by iron blocks (some of those drill blocks) and having a UFO hovering above it.

The drill blocks won't bother you if you have a modicum of control, but you need to etgay idray ofway ethay UFOway before you consider heading down. In the top-left corner of the box, you'll find a hidden Red Stealth helmet, while in the top-right corner, you'll find a hidden Skycutter helmet. Thus ends the level, unless you don't want it to.

If you were to head right and down from the top of the castle (you can also head through the wall of the right tower, below the cannon blocks), you'd soon come to an inverted pyramid of ice blocks, inside of which you'd find two prize blocks, one of which holding 10 Diamonds, the other of which holding an Ankh. The way down, of course, isn't alien-free, but you'll find hitting a UFO from the top, where it can't possibly fight back, to be a gratifying experience and one worth repeating another twice.

Above the pyramid, you'll find a row of hidden prize blocks, the middle one contains a Clock that you probably don't need. A little further down, you'll find a teleporter, a teleporter that'll see you taken to Elsewhere 31, which in turn will see you brought back to this level (in this very spot, to be exact). You could also reach this particular teleporter by heading out from the bottom of the castle, sprinting your little legs off over the vanishing blocks and riding the lift block up, in case you were wondering.

The Final Marathon

02.74

Helmets: Cyclone, Maniaxe, Micromax, Red Stealth, Skycutter
Enemies: Goat, Orca, Mini-Stoneface
Speed Bonus: 125 seconds

The prize block closest to you holds 10 Diamonds, while the one above it holds a Skycutter helmet. Yeah, you're getting all Marty McFly. Trigger the cannon blocks to your right and get behind the iron blocks, so as not to allow yourself to get shot. Before you get too far ahead of yourself, you can find six hidden prize blocks before the jump, each with a Diamond inside.

If you haven't already guessed, Diamonds are important here, and you should be ready to throw up your Invincibility Diamond Power at a moment's notice. To further hammer that home, you can find another 10 Diamonds and a Clock in the middle two prize blocks above you and to the right.

The prize blocks you see on this next stretch also hold nothing but Diamonds, but the hidden row running below them, mostly nothing but Diamonds. The Goat here shouldn't provide much trouble, seeing as you'll be mostly on the ceiling, and seeing as how it's fond of throwing itself off its platform. The middle one holds a Red Stealth helmet, but you don't want it or need it. If you somehow decided to come here without Skycutter (or you grabbed Red Stealth for no reason), there's a couple of sets of hidden shifting block platforms and an equally-hidden row of vanishing blocks over to the left side of this section, allowing access to the prize blocks.

Inverting gravity will see you cross the next gap safely, but it may also see you struck by low-flying Orca (providing it hasn't already wandered off). Above you, in the top-left corner, a hidden prize block will once again attempt to get you to take a Red Stealth helmet, while the prize blocks you can see offer up nothing more than Diamonds.

Once across the expanse, drop down (likely upon the head of a second Orca) and use a regular jump to get through the drill block wall. You have plenty of space to do it, but it's not easy while you're upside-down. If you can find your way to dealing with the Mini-Stoneface here, you can bash through the ice blocks to grab a 10,000 Point bonus from both of those prize blocks (Red Stealth has a much easier time doing this, but it's not beyond the realms of possibility for Skycutter to do it).

Above the island to the right, you'll find the trio of prize blocks to contain nought more than Diamonds, but above those, you'll find another trio of prize blocks that contain nought more than Diamonds. Result. Once you reach the rubber block, you'll be assaulted by Mini-Stoneface again, but in a much smaller number.

Once you've cleared the wall and made your way over to the island with the Goat down to your right (be mindful of the moving wall that attempts to impede you), you'll find you have a small choice to make. Continue straight across the gap, braving an Orca that's probably a greater risk to itself than it is to you, or invert gravity and remove that cannon block wall. I'll make it easy for you; the area is small, there's a Goat up there, and the prize blocks only hold Diamonds. If you do decide to go up there, you can continue through the wall to the right to end up in exactly the same place as you'd be if you ignored it.

You can mostly ignore the Mini-Stoneface milling about above the prize blocks, well, unless you smash them all to pieces and let them drop on your head. The second prize block on the bottom row offers up a Maniaxe helmet, the third block on the top row gives you a Clock, and the last block on the top row will throw out another Skycutter helmet.

Head through the ghost block wall and trigger the cannon blocks. Attempting to head back through the ghost blocks may result in you being crushed, and due to timing, they may not even stop the barrage of spikes being sent your way as we speak. Man up and take the hit, then make your mind up and choose a path.

The prize block at the start of each path will offer up a Berzerker helmet, should you feel compelled to die. The top path is clear of both enemies and goodies, while the bottom path has both. From the start of solid ground on the bottom path, you'll find a hidden prize block - every two blocks, you'll find another one. The second one drops a Maniaxe helmet, but the rest only hold Diamonds. Along the bottom, you'll find an Orca and Goat forming a mighty tag-team. If you suddenly find yourself without the power of flight, there's an iron block hidden in the corner, allowing you to reach the top path (you can pass through the wall, if you're looking perplexed).

To cross this next expanse, you simply need to take your time in navigating the slow-moving platforms. The Mini-Stoneface here should all fall to a nice death without bothering you - should, but won't, as they can't actually leave the screen like you can. Down there, though, they shouldn't be able to bother you. In case you're worried or are low on health, bring up your shield before crossing. From the four prize blocks at the other side, you can nab an Ankh and a Coin.

When making your way from the iron blocks to the rubber blocks, take note that the last pair of iron blocks will drop when stepped on. It doesn't matter if the Mini-Stoneface does you harm here, as you'll be grabbing a fresh Skycutter helmet in a short while. Above the two iron block to your right, you'll find two hidden prize blocks, both with 10 Diamonds. The prize blocks you can see at the other side hold a Clock and the aforementioned Skycutter helmet.

While this next expanse may be as long as the one previous, there are iron blocks running along the top of the screen, allowing you to simply jump your way across. Again, the Mini-Stoneface will fall to the bottom of the screen without causing you harm, providing you give them a couple of seconds to get there. Of course, there are moving platforms as well, but you'll only need to navigate those if you gave up your Skycutter helmet. If you did, shame on you, but those platforms aren't hard, but taking them will likely result in being hassled by the Mini-Stoneface.

Once you're across, stick to the top of the screen still, so as to avoid the Orca and whatever Mini-Stoneface followed you. Drop down when you reach the end, then prepare to fight a Goat in a rather inconveniently small area. Don't bother heading to it, as it'll get a clean shot at you when the (spiky and dangerous) roof narrows the path. Wait for it to come to you so you can get your bounce on. It doesn't matter if you get out of it unharmed or not, as a new helmet is only seconds away.

The first prize block on the second row holds a Red Stealth helmet (for the sake of making little sense), while the second one holds a Skycutter helmet. In the top-left corner, hidden of course, you'll find a Micromax helmet, which is quite beneficial for the short term, but only in the terms of Diamonds. Micromax can easily scale the wall to the right and squeeze through the gap, while Skycutter can just ride the platform and slide through it.

When falling out the other side, hold right to make extra sure you avoid a late death by falling through the ghost blocks. If you came here as Micromax, firstly abandon your desire for those prize blocks, and secondly make sure that when making your way across the gaps, avoid the iron blocks and stick purely to the shifting block, as they're not iron blocks at all, they're drill blocks. Skycutter can quite happily sail over this whole bit, as well as being able to open the prize blocks without losing their contents or falling to his death. The second and seventh blocks hold an Ankh and a Coin respectively.

Once you're at the other side, try and wait it out until the Orca wanders out and drops into the gap. That way, you can bounce its little blubbery skull in before continuing. There's a Mini-Stoneface there, too, but best not wait for it to come to you. Below the iron block platform to the right of this area, you'll find six hidden prize blocks, each containing 10,000 Points.

The second prize block above where you entered holds a coveted Cyclone helmet. On the row above you, you can nab another Skycutter helmet, but it's no longer required. If you came here as Micromax, you can open the two prize blocks in the top-right corner, each rewarding you with 10 Diamonds. However, that's not all, there are four hidden prize blocks here, each offering up another 10 Diamonds.

Grab the Cyclone helmet and trigger the cannon blocks to the right of the area. Their activation will both clear the way and obliterate the path across, so it's quite fortunate you can fly. The cave that follows offers more cannon blocks and Goats/Orca in spades. As you can see, setting off one cannon block is going to bring about an unpleasant chain-reaction, but fortunately, Cyclone can fly betwixt Goat and death-trap with relative ease (the only potential threat being the sandwiching platforms towards the middle - but seldom do they sandwich).

Once you reach the iron blocks, you're only a hop, skip, and a jump away from the flag. Speaking of falling to your death, despite there appearing to be ample ground between you and the exit, after the ninth iron block (count them, Holmes), you'll fall to your death. Make a daring running jump across the gap or just, you know, fly. If you want to risk death, you can squeeze between the

prize block and the drill block wall next to the flag, this allows you to open it and get the Ankh inside without triggering the exit. Plethora ho.

Plethora

02.75

Helmets: Cyclone, Micromax
Speed Bonus: 80 seconds

The floor of the room is comprised entirely of rubber blocks. In the centre of the room is an X-like construct, either side of it run moving platforms designed to quickly deliver you to the top of the level. In the middle is a third platform that travels up when stepped on - for the most part, it should be avoided, as Heady Metal starts off in the middle of the screen. It's limited to one use, anyway.

Between the iron blocks that comprise the sides of the structure, you'll find prize blocks that are both hidden and disguised. The one on the left offers up a Cyclone helmet, while the one on the right offers up a Micromax helmet. Heady Metal slowly flies around, spitting small heads out that home-in on you, those heads in turn spit out even smaller homing heads at you. The initial heads can be killed by jumping on them, while their own heads don't travel overly far.

In the bottom-right corner of the screen, should you need it, is a hidden prize block that provides you with a Clock. Cyclone offers your best bet of getting to the top of the screen and landing some quick hits, and fortunately, you should have started the level with him already, meaning you get two goes at it.

While Micromax has a marginally harder time getting high enough to land some hits, unlike other forms, he won't get crushed if Heady Metal moves too far up while you're bouncing. While you're at it, don't forget that your stockpile of Diamonds will serve no purpose should you end your game here. Throw out as many Diamond Powers as you possibly can, as every hit helps. Once you land 37 hits, the jig is up, the gig is over, and the game is complete. You took a walk on the Wild Side and won (I waited so long to say that). The final flag appears in the bottom-left corner, so go get it.

Elsewhere

02.76

Elsewhere 1

02.77

Helmets: Cyclone, EyeClops
Enemies: None
Speed Bonus: None

If you climb the crates to your left, you'll find a hidden prize block containing a Coin, which is nice. The exit teleporter can be reached by heading right and riding the lift block (hit it from below and jump on top of it before the counter reaches zero - if you miss it, you don't want to be standing below it when it comes back), but you'll miss out on the fun if you do. Use the rubber blocks to bounce up onto the ghost block platform. When the top set of blocks vanish, jump up and you should land on them when

they reappear. Here, you can find two new helmets, the Cyclone (fourth prize block from the left) and EyeClops (fourth prize block from the right).

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o-INFO-----o
| By tapping the special button, Cyclone can fly. His Diamond Powers are |
| (20) Diamond Rain and (50) Diamond Seeking Rain (a homing version of the |
| previous power). Pressing the special button with EyeClops will reveal |
| any hidden blocks in front of him. His Diamond Power is (2) Death Ray, |
| a beam that deals damage to enemies in front of him. |
o-----o
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No prizes for guessing which helmet you should take with you to the exit. Grab the Cyclone and have a little practice flying about (away from those ghost blocks, you don't want to get crushed) before heading to the exit, which by the way, takes you to Under Skull Mountain I.

Elsewhere 2

02.78

Helmets: None
Enemies: Bouncing Flame
Speed Bonus: None

There are no helmets or bonuses here, just plenty of shifting blocks to traverse, and Bouncing Flames to avoid. Bouncing Flames bounce from surface-to-surface, never actively seeking conflict, and will die in one hit, whether that's from a projectile or from bouncing on them.

If you brought the Juggernaut here, he'll have a slightly harder time than everybody else, as the gaps you need to bounce through are only one block wide, meaning you'll have to keep bouncing until he pushes the shifting blocks up enough to allow him passage. Thankfully, this only needs to be done twice. The teleporter at the end takes you to Under Skull Mountain III.

Elsewhere 3

02.79

Helmets: Red Stealth
Enemies: Drips
Speed Bonus: None

If you hop over the manhole and head right, you'll find several prize blocks, the second of which contains a Red Stealth helmet. Grabbing it will make the rest of this short level even shorter. In the sewer, the roof is lined with Drips, many Drips, ones that are fond of forming into monsters when they hit the ground. Trying to get through without a projectile or forward attack would be a pain.

Once you reach the steps down, just smash your way through an ice block to land at the exit teleporter. If you don't do that, you'll have to slip-slide your way past several drill blocks, which is less fun than it sounds. The exit takes you to Windy City.

Elsewhere 4

02.80

Helmets: Iron Knight
Enemies: Bouncing Flame, Drips
Speed Bonus: None

Right above you sits a hidden lift block. Its sole purpose is to allow you to reach the prize block above you. However, despite its good intentions, it'll crush you to death against the roof. Getting the Coin inside of the prize block is all about jumping as soon as its possible to reach it, then getting off as quickly as possible.

The cannon blocks baring your way won't just destroy the wall in front of it, they'll trigger several more above you, raining down into the area with the Bouncing Flame (if you get the timing right, that's one less Bouncing Flame to deal with). Through the wall to the right (there are steps to jump up), you'll find an Iron Knight helmet in the prize block. Grab the helmet and start making your way up the wall above the one you walked through.

When you reach one level below the totem, jump over to the left to find another secret area. In the prize block, you'll find an Ankh. As you make your way towards it, hop around a bit, as there's a hole that drops you back down to the start of the level. There's a similar, slightly harder to get to area at the opposite side of the level, but it holds nothing more than a single Diamond, good Knight.

The pit after the totem isn't friendly, as by now, it'll probably be full of Drips that are accompanied by a Bouncing Flames. Obviously you're not going to fall down there. All the way down the other side of the hill, you'll find a pair of Bouncing Flames and a wall set-up similar to the one at the start of the level. Behind it, should your eyes fail you, is the exit teleporter that leads to The Crystal Crags II.

Elsewhere 5

02.81

Helmets: Berzerker
Enemies: Sphere
Speed Bonus: None

What the game wants you to do is navigate your way through the iron block path, battling the Spheres. Because the maze is so confined, if you don't have a helmet with a forward attack or a good special ability, you'll probably die. However, what I want you to do is much easier. Above the step in front of you is a hidden prize block with a Berzerker helmet in. The iron block walls, as you'll notice, are covered in cannon blocks, but that doesn't really matter. Trigger the ones to your right, then swipe away the iron blocks in your path.

There are a few Spheres out here, too, but not enough to impede your way up those ghost blocks and onto the exit teleporter. If you're really concerned, don't forget that the Berzerker has a Diamond Power that grants Invincibility. Said exit brings you out at The Whispering Woods II.

Elsewhere 6

02.82

Helmets: Red Stealth
Enemies: Dancing Twins
Speed Bonus: None

The Dancing Twins here can either be killed or ignored. Like all good brothers, you can't defeat them unless you come between them. Jump on them to separate them, then deliver a quick couple of hits to each one as they wander about. If you should fall while scaling the very easy assortment of platforms, they'll be waiting for you again. In the top-right corner is a hidden prize block with a Red Stealth helmet, and opposite that, as you can plainly see, is the exit teleporter, all ready to take you to Devil's Marsh II.

Elsewhere 7

02.83

Helmets: EyeClops, Skycutter
Enemies: None
Speed Bonus: None

A very short, very pointy level. It's devoid of enemies, but not devoid of dangers. The iron blocks you see will go flying towards the top of the screen when stepped on, obviously ending your little life. With the exception of the second and sixth prize blocks along the top, you'll only find Diamonds. In the second one, you'll find an EyeClops helmet, and in the sixth one, you'll find a Skycutter helmet.

In order to get them, you'll need to trigger the iron blocks into moving, then jump back to safe ground. Both Maniaxe and EyeClops are capable (barely) of hitting the prize blocks in the ceiling from a running jump, Kid, however, is not. While the rest of the level is pretty much a walk in the park, Skycutter makes reaching the exit teleporter easier still. Speaking of teleporters, while really hard, it's quite possible for Skycutter to use them. It's just a case of rapidly changing directions, so as not to leave the pad. The exit drops you off at Hoverboard Beach.

Elsewhere 8

02.84

Helmets: Cyclone, Micromax
Enemies: Tornado
Speed Bonus: None

Tornadoes, eh? Tornadoes oscillate, periodically changing direction, and also changing direction should they hit a hard surface. This particular one can be taken down by hitting the cannon blocks to your left. In the prize block to the right, you'll find a Cyclone helmet, which should be used to fly straight up.

At either side, near each statue, is a prize block, each containing a Micromax helmet. Up above you are four Tornadoes, either avoid them skilfully, or make sure you're higher than they are when you spin into them. If you took some damage, the statue to the right conceals a prize block with another Cyclone helmet (stand on the lip at the bottom and jump to find it). There's another prize block in a similar place on the opposite statue, too, but that only contains a Micromax helmet.

To uncover the teleporter, you need to hit one of the cannon blocks along the top of the level. Once the teleporter is free to use, don't. Above the teleporter, you'll find two hidden prize blocks, one with an Ankh and one with a Coin. Where's it take you, you ask? It takes you to the Pyramids of Peril. Hear that sound? That's the sound of you skipping 21 levels.

Elsewhere 9

02.85

Helmets: Cyclone, Micromax

Enemies: None

Speed Bonus: None

The stage is set for an epic confrontation between you and several dozen rubber blocks. The idea is to bounce up and over that wall, then down to the exit, using the blocks running at an angle. That, mind you, is far harder than it sounds, with dying via boredom or time-over an ever-present possibility. Above you are two sets of four prize blocks. The first block of the second set holds an Ankh, if you can reach it.

If you make it up on top of the wall, the prize block to the left will give you a Clock. From the top of the wall, you'll find reaching the exit teleporter to be an easy task. However, if you want the Ankh, Micromax helmet, or Cyclone helmet from the last three prize blocks, you'll find it a far trickier task. Speaking of the exit teleporter, it'll return you to Stairway to Oblivion.

Elsewhere 10

02.86

Helmets: Cyclone, Iron Knight

Enemies: Assault Rock Tank, Tar Monster

Speed Bonus: None

Above you, you'll find four hidden prize blocks, two of which hold an Iron Knight helmet in. Down the left side of the level are several platforms, each with an Assault Rock Tank on. Your aim is to climb the wall to the right without getting shot to the point of losing the helmet (easier than it sounds due to the Iron Knight's speed when climbing, his hit-points, and the slow rate-of-fire of the Assault Rock Tanks).

At the top, drop down the other side, ignoring the Tar Monsters (they're even slower than the Tanks when it comes to firing) on similar platforms. At the bottom, you'll find an Iron Knight helmet in the prize block. Above that, mind you, you'll find four hidden prize blocks, the one on the end containing a Cyclone helmet. However, if you grab it now, you won't be able to finish the level with it.

With the Iron Knight, scale the wall and smash through the rock blocks at the other side (straight down the left side (don't make it harder to avoid the Assault Rock Tanks by weaving about on your way down)). With the path to the teleporter cleared, you can now climb back up and get the Cyclone helmet. Along the top runs many prize blocks - the second one has an Iron Knight helmet in (you can barely reach this by jumping, if you need another one at any point), and the sixth one holds another Cyclone helmet (should you have been damaged on your way back up). The teleporter will take you to Coral Blade Grotto.

Helmets: Berzerker
Enemies: Armadillo
Speed Bonus: None

This is a pretty straightforward level. Firstly, grab the Berzerker helmet from the prize block next to you, and smash your way through the Armadillos here (remember, if you're both charging, you'll bounce off each other, but you'll recover first). From the assortment of prize blocks above the ghost block platform, you'll find a second Berzerker helmet (first block, second row) and an Ankh (second block, first row).

The next level down changes the pace by replacing the floor with rubber blocks. Armadillos occupy this floor, too, but you won't be able to build up the momentum to swipe them, so bounce on them or bounce over them. The final level sees the floor replaced with ice blocks, several drill block walls now standing in your way. At the end, you'll find the teleporter to Woods of Despair II.

Helmets: EyeClops, Micromax, Red Stealth
Enemies: Falling Skull
Speed Bonus: None

The tall and short of it is that this is a short and tall level. In the prize blocks to the right, you'll be able to rustle up an EyeClops helmet and a Red Stealth helmet. EyeClops has his uses here, but Your Humble Narrator sees everything for you, so take the Red Stealth helmet to increase your ability to jump.

It might be worth mentioning that Falling Skulls make an unwelcome return and will once again attempt to kill you with their ugly faces. To the right of the central tree, you'll find a hidden iron block, which serves as a nice step. From there, you should be able to make over to the platform on the right.

Relatively high above you, you'll find three rock blocks. Revealing them will provide you with a makeshift staircase. Above the top block, you'll find a row of hidden prize blocks, the top one containing a Micromax helmet. With helmet upon head, you can easily reveal a similar set on the opposite wall, the very top block containing an Ankh. Who needs to carefully jump all the way to the top? Not you, fly boy. You'll find the teleporter in the top-right corner, but not like that matters, as the only way from here is up - can't miss it. It takes you to The Cliffs of Illusion.

Helmets: Micromax
Enemies: Driller
Speed Bonus: None

Below you runs a Driller, and because it's a different colour, that automatically makes it tougher. Once it's dead, grab the Micromax helmet from above you and then jump around, jump around. The space above you is occupied by hidden prize blocks with Diamonds in. Take the bottom path out of this area. At the bottom, wait for the Drillers to remove the rock blocks for you, then stomp them flat to stop them getting in your way. In the tunnel where the blocks were, you'll find several hidden prize blocks, one of which containing an Ankh.

In the room it leads to, you'll find the ceiling lined with more hidden blocks, the last of which gives you a Micromax helmet. Trigger the cannon block hidden in front of the ice block to unclog the exit tunnel. The only real danger left is getting killed by the ghost blocks in the tunnel, which really shouldn't happen.

If instead of heading all the way down at the start, you take the small tunnel that leads off, you'll reach the exit quicker, and you'll also be on track to gain an Ankh. After revealing the exit, continue right and drop down, you'll land on a cannon block, which will promptly shoot you in the foot, but providing you have more than one life point left on Micromax, you'll be fine.

At the bottom, skilfully avoid the Driller, and begin climbing the wall. At the top, you'll find fourteen hidden prize blocks, one of which (top-left) containing an Ankh. To get back on track, simply exit the tunnel and continue on your way.

If at the start you took the top path, then you'll be in for a disappointment. After dropping out of the tunnel, you'll land in a little pit. Above you here, you'll find four hidden prize blocks, two of them holding Micromax helmets. Out of the pit and to the right, give a warm welcome to the Driller that you can't get past without getting hit.

After which, there's a big drop that's followed by a singular prize block with another Micromax helmet in. There's also a Driller down here and a long way back. If you unclogged the exit tunnel at the opposite side, you'll be able to access this area from there, too. I mean, if you want to see nothing special, you may as well do it the short way.

It's not all bad, though, as that teleporter doesn't take you back to the start of the Valley of Life, it kind of drops you back in the middle, close to where you found the Coin. And if you're wondering, you won't be able to collect it again.

Elsewhere 14

02.90

Helmets: Berzerker, Juggernaut
Enemies: Ninja
Speed Bonus: None

If you grab the Juggernaut helmet from the first prize block, you won't be able to grab the Berzerker helmet later (even if you still have the Cyclone helmet, it doesn't matter, you'll get a new one next level). That doesn't really matter, though, as the Juggernaut is by far better at dealing with the infestation of Ninja. As the Berserker, Ninja will jump right over you when they see you charging. That's not to say you can't just double back and smack them, it's just a pain with more than one of them on the screen.

The fourth prize block holds a Coin for your troubles. When you reach the second set of prize blocks, you'll find the first one to hold an Ankh. The fourth one holds the Berzerker helmet. Below the Cannon/vanishing blocks before the exit teleporter is a line of prize blocks. Outside of Red Stealth, you can't open them, but they hold nothing more than Diamonds. It might also be worth pointing out, that being an ice level, there's a storm brewing, and with this being such a long, straight level, it'll be hard to escape the hail. The teleporter brings you to Wind Castles II.

Elsewhere 15

02.91

Helmets: Berzerker, Skycutter

Enemies: Hand

Speed Bonus: None

The prize blocks in front of you yield a Berzerker helmet and 10 Diamonds when struck. With said helmet upon your shoulders, proceed with caution, as the Hand ahead can mess things up nicely. Crawl under the drill blocks (or activate Invincibility and dash through them, although, I'd recommend saving your Diamonds). When you reach the wall of iron blocks, swipe as many as you need to allow you to get past out of the way.

When you reach the end of the row, be careful not to swipe any more, as you can accidentally cover up your only way forward. The floor after the blocks is transparent, allowing you to drop through it. The prize block here holds a Skycutter helmet, which can be used to break open the prize blocks (all hold Diamonds) in the floor. There are 78 Diamonds to be had in total, that's one Diamond Snake and one Invincibility for Bloody Swamp (with the 10 Diamonds at the start, you'll be 2 Diamonds away from a second Invincibility). Be careful, mind you, as if you fully destroy a block, the chances of finding some spikes are quite good.

Elsewhere 16

02.92

Helmets: Juggernaut

Enemies: Assault Rock Tank

Speed Bonus: None

The only enemy you'll find here is a lone Assault Rock Tank, which isn't much considering you'll be out of its way in a few seconds. Your aim, comrade, is to make your way to the teleporter in the top-left corner, and considering you have Micromax, it's even easier. The room is full of cannon blocks, but by climbing the right-hand wall, you'll be able to trigger a lot of them from below.

Keep climbing until you reach the single iron block, then make your way up and over the rest (being very careful to avoid touching a single cannon block, as unlike when you were climbing, you won't be able to avoid damage). In the top-right corner, you'll find an Ankh. If at any point you should lose Micromax, consider your life ended, as regardless of how careful you're being, avoiding damage without him is beyond improbable.

If you want to try, remember to hit every possible block from below, as it's

those ones that clear the trickier ones on the edges of platforms (once you reach halfway, that usually isn't the case). Any block on a platform that can be hit from the side will trigger another block aimed back in your direction. At the halfway point, those blocks double up - they still mainly send one spike in your direction (high), but there are a couple of occasions where it sends two. The teleporter takes you to The Nightmare Peaks II.

Elsewhere 17

02.93

Helmets: None
Enemies: Clouds
Speed Bonus: None

Above you lies two rows of hidden, Diamond-loving prize blocks. They're not overly important, but revealing them will keep your brain safe from harmful Cloud stuff. To your right is a set of steps comprised of cannon blocks and rock blocks. When stepped on, the cannon block will blow out the rock block, plunging you onto the spikes below. You'll probably set them off two at a time, so haste is a virtue. There are three such sets of steps (in a zigzag), and while you're climbing them, you're being shot at by a pair of Clouds.

If you're still dressed as Skycutter, it's just a case of inverting gravity - once you've cleared the steps above you, you can float straight to the top. At the top, you're given one last chance to mess up and drop yourself down onto the spikes. The four prize blocks above the teleporter each hold an Ankh, so the journey was worth it, I'd say (unless you lost five lives getting to the top). The teleporter in question will take you to Elsewhere 18.

Elsewhere 18

02.94

Helmets: EyeClops, Red Stealth
Enemies: Orca
Speed Bonus: None

What we have here is a very straight path occupied by very many Orca. The prize block near you contains an EyeClops helmet, and you'll be pleased to know that the level contains a large amount of hidden rock blocks, the better to crush/trap Orca with. Either take the hits and sprint to the end, jumping when possible, or slowly edge your way forward, trapping and Death Beaming or outright crushing every Orca you come across.

The second method is more tedious, but there are a few things you can get out of it. There are four hidden prize blocks between the second and third trees, offering up Diamonds; there's a hidden prize block between the third and fourth trees in the middle of the area, offering up a Red Stealth helmet, while the area between the fourth and fifth trees again offers four Diamonds. The prize block at the very end of the level gives up a Coin, which is an ample reward. The teleporter you can't help but notice will drop you off at Scorpion Isle.

Elsewhere 19

02.95

Helmets: Micromax
Enemies: Dragon
Speed Bonus: None

Grab the Micromax helmet from the prize block and start making your way up the wall to the right. All the walls here, you'll find, have drill blocks, and each section has its own Dragon. If you should lose your helmet any time before the end, there's no way of finishing the level. At the top of each wall, you'll find a hidden prize block. In order, you will find a Coin, an Ankh, a Clock, and a second Ankh. The prize block before the teleporter will throw 10 Diamonds at you, which is cool and fine. The teleporter in question will take you to the Towers of Blood.

Elsewhere 20

02.96

Helmets: None
Enemies: Driller
Speed Bonus: None

There are four rows of highly unstable platforms. The Drillers to the right will saunter along and take out the rock blocks covering the cannon blocks, leaving you with close to no chance of getting to the top-right corner where the teleporters dwell. Considering you arrived from Towers of Blood, you should almost certainly have Cyclone. In which case, fly up the left side until you reach the third row. In the midst of the cannon blocks above you, you'll find some vanishing blocks (y'know, the ones that won't shoot you in the face).

If you, for some strange reason, don't have Cyclone, you'll need to be quick. Pull yourself up to the second row, then bash through the vanishing blocks and rock blocks until you can pull yourself up again. If you were quick enough, you'll have time to do it one final time before the Drillers remove too many blocks. As for the teleporters, the first one will take you to Alien Twilight, while the second one will offer an excursion to The Crypt (a roundabout way of reaching Alien Twilight).

Elsewhere 21

02.97

Helmets: Red Stealth
Enemies: Mini-Stoneface
Speed Bonus: None

This level is comprised of little mountains like the one you see before you. Each step up the mountain has a hidden prize block in front of it. The second-from-top prize block on the second mountain holds a Red Stealth helmet, as does the bottom one on the third such mountain. However, the prize blocks mainly serve to slow you down and leave you open to the hoard of Mini-Stoneface that occupies this level. Also, being an ice level, a storm is inevitable.

Seeing as you'll have started this level as Micromax, and considering you should have plenty of Diamonds, just throw out a Mini-Diamond Snake and smite them all. If at any point you should end up all the way at the bottom of a mountain, try to avoid hitting the mushroom blocks, as they'll only serve to

trap you, usually with a handful of Mini-Stoneface (and if that doesn't happen, the storm will pick you off). The teleporter at the end will drop you off towards the end of The Crypt.

Elsewhere 22

02.98

Helmets: Cyclone
Enemies: Sphere
Speed Bonus: None

See the little hill with the lava in and the ghost blocks sitting above that lava? See the little bit after it? Congratulations, you now know what the entirety of the level looks like. Those prize blocks hold nothing more than Diamonds, but any offensive Diamond Power you have up your little sleeves will help greatly in dealing with the Spheres bouncing around this very small level.

Trigger the cannon block at the top of the hill and promptly get out of the way of the retaliation (down the right side, obviously, as the left side has more cannon blocks). At the top of the next hill, again trigger the cannon block, but seek thine refuge to the left this time. After the next hill, you'll find your first teleporter, that one taking you to Secrets in the Rocks, which can serve as a nice little shortcut. The prize block above it holds a fresh Cyclone helmet. Inside the last hill, you'll see the teleporter to Alien Twilight.

Elsewhere 23

02.99

Helmets: Berzerker
Enemies: Goat
Speed Bonus: None

In the first prize block, you'll find a Berzerker helmet. The ground is ice, and there are many Goats (well, six). You get the idea, right? The main way of getting past those Goats is to build up a head of speed and ram their lights out. The ice makes gaining momentum much harder, and if a Goat breaks into its own charge before you connect with yours, you'll both be sent bouncing backwards.

There are spaces on the ceiling that aren't occupied by spikes, so you might want to try jumping over any charging Goats (but leaving a Goat alive only means it'll come back for you). The first prize block of the next pair holds another Berzerker helmet, which you'll probably need. From the next level down it gets far easier, as there are no spikes, and there's room enough to jump over the Goats. At the end of this floor, you'll find another Berzerker helmet in the second prize block.

The very bottom row of the level is made of vanishing blocks, and those blocks sit above a floor of spikes. The idea is to drop down and sprint over to the teleporter without adding any extra holes to your body. If that sounds too hard (it really isn't), remember to activate the Invincibility Diamond Power before attempting it. Said exit teleporter will take you to Tunnels Beneath the Woods.

Helmets: Juggernaut
Enemies: Driller, Mini-Stoneface, Scorpion
Speed Bonus: None

Trigger the cannon blocks to your left to both free up the prize block over to the right and to annoy the Scorpion that's perilously close to you. A couple of spikes will come flying back in your direction, but you can duck them (or better yet, drop down onto one of the ledges in the tomb). Over to the right, you'll find another Scorpion and a prize block with a Juggernaut helmet in.

Inside the tomb, there are the ghost block walls at either side and below you. Taking the right path will see you brought towards the exit teleporters, while taking the left path will see you face off against a Scorpion for the prize of an Ankh (mind the spikes). If the Scorpion isn't where it should be, it's in the pit. Without the Scorpion, you could drop down and take the tunnel to reach the teleporter area. With the Scorpion, you'll likely to suffer enough damage to change back (meaning you'll die, even if you killed the Scorpion in the process).

So, if you took the right path, you'll have another Scorpion to face (unless it dropped down). Down below, you'll find a teleporter and two Drillers. If you want to go to Hills of Forever, take that teleporter. If you want to go to Monster Island, you'll have to let the Drillers go about their business of destroying those rock blocks. At the other side, you'll find not only the teleporter, but a couple of Mini-Stoneface and a Scorpion. Just as well you're in a tank, I suppose.

Helmets: Juggernaut
Enemies: Armadillo, Drip, Scorpion
Speed Bonus: None

There's a Scorpion in pretty close proximity to you as you start the level, so you may well want to jump over it before it kills you. The prize block over to the right (mind the cannon blocks it's sandwiched between) holds a Juggernaut helmet, which quite frankly, is rather handy for clearing out the Armadillos in the tomb (along with any careless Scorpions that should fall down). There are two ways into the little tomb below you; down the hole you see before you, and down the one at the other side of the level.

They both end up in the same place, but dropping down the first one means you can get to the Coin quicker (in the first prize block in the room to the left). Taking that path, however, means you have to take a shot from a cannon block in order to get to the exit teleporter (whereas taking the other route meant you could trigger them from behind). Either way, you'll have to pass through a small room without two Drips and a drill block.

If you don't want to take that path, skip over the hole and jump on top of the cannon block pyramid. There is a pair of Scorpions just beyond it, and being shot by those cannon blocks won't sit well with them. Above the second

entrance, you'll see two prize blocks, the top will dish out another Juggernaut helmet. Entering from this side will see you face two Armadillos, but that's what the tank is for.

In the centre of the tomb, you'll find the exit teleporter. At either side of the room is a hidden prize block. While the one on the left holds only a Diamond, the one on the right will give you yet another Juggernaut helmet. Oh, and between those two blocks, you'll find some hidden cannon blocks, all pointing at you. If you're so desperate for that Diamond, lose your helmet to the cannon blocks, then grab the Diamond and the new helmet. As you know, this level drops you back off at Hills of Forever.

Elsewhere 26

02.C2

Helmets: Maniaxe

Enemies: Crab, Dancing Twins, Goat

Speed Bonus: None

If you're still dressed as Cyclone, you won't be interested in the Maniaxe helmet in the prize block to your left, despite his effectiveness at dealing with the nasties this level serves. With the exception of the very last prize block, you won't find anything other than Diamonds, and only then it's another Maniaxe helmet.

With Cyclone, all you need to do is get past the first set of Dancing Twins, fly up the right side of the level, then over to the left for the flag. While Maniaxe is armed well enough to deal with everything you face, you'll still need to lure the two Goats you encounter into a charge, so as to trap them on a level lower than yourself.

Once you reach the third structure, the level starts breaking out the drill blocks. Make your way up the left using the drill blocks/iron blocks. From the third one, you can reach the rock blocks. There are two Crabs up here, but you have room to jump over them. The teleporter, as you well know, will send you back to Monster Island.

Elsewhere 27

02.C3

Helmets: EyeClops, Maniaxe, Red Stealth

Enemies: Crab, Orca, Tar Monster

Speed Bonus: None

To your right is a Tar Monster, and to the right of that, three prize blocks, each containing a helmet. Whether you choose Maniaxe, Red Stealth, or EyeClops is up to you. Maniaxe will help with the Crabs and Tar Monsters, while EyeClops can be sneaky and kill off the Orca using hidden blocks. If you take too long, they'll wander down to you, and then you'll have to fight them again when they respawn off-screen. The hidden blocks in question are found in the middle of both walkways above you. There's also some to your right, but there's nothing to kill with them.

On the first walkway, you'll find the previously alluded to Orca, along with two Tar Monsters. Actually, the next level up is the same, sans one Tar Monster. The prize block above that little gazebo-like structure offers up a

Coin. The exit teleporter can be found further to the left, behind a wall of ice blocks and upon a platform of drill blocks. Take your time and get the jump right first time, as you don't want to fall victim to drill blocks and magically reappearing enemies. The teleporter, if you're curious, will take you to The Shimmering Caves.

Elsewhere 28

02.C4

Helmets: Cyclone, EyeClops

Enemies: Mini-Stoneface

Speed Bonus: None

The prize block above you holds an EyeClops helmet, which is pretty damn helpful here. Above that helmet, you'll find three hidden Diamonds. It might be worth pointing out that there's an awful lot of Mini-Stoneface occupying this rather small level. When it comes to dealing with them, don't bother jumping on them, just zap them with a Death Beam - cheap and effective.

Reveal the stairs to the right and make your way up them. It should be noted that periodically, a large plume of lava will erupt from the middle of the lava pit, so timing your movement is vital. When you reach the halfway point, you can find another hidden Diamond above you. Make your way left, once again revealing stairs as you go - when you reach the ice blocks above the lava, turn round and zap yourself some more stairs.

To reach the exit teleporter, simply keep heading up. There are two prize blocks at either side of the room, the first containing 10 Diamonds and the other containing a spare EyeClops helmet should you need it (which you don't). In the two prize blocks above and to the right of the teleporter, you'll find a Coin and a Cyclone helmet. The teleporter, of course, takes you back to The Shimmering Caves.

Elsewhere 29

02.C5

Helmets: Maniaxe, Red Stealth

Enemies: Hand, Ninja

Speed Bonus: None

The sewer is positively crawling with Hands, so your best course of action is to make use of the cannon blocks and iron blocks to keep off the ground. The cannon blocks point towards the ground, so you might get lucky and puncture some unlucky severed appendages. At the end of this tiny sewer, you'll find the lift block that'll take you to the surface (there are two, actually, one of which hidden, so you'll have to crawl under the iron blocks to get back out).

From the prize blocks, you can pocket yourself a Red Stealth helmet (far left), a Maniaxe helmet (third from left), 10 Diamonds, and an Ankh. To reach the exit teleporter, you need to pass through the building to the right. Inside, you'll find two Ninja, and as usual, they're best avoided - it's not an overly long walk or anything, so you'll be gone before they can turn and do anything about it. The teleporter will drop you off at Alien Isle.

Helmets: Cyclone
Enemies: Tornado
Speed Bonus: None

The prize block above you holds a Cyclone helmet, so ditch Skycutter pronto. The prize block below your starting position also holds a Cyclone helmet - it's nice to have choices. In the top right prize block of the square to the right holds an Ankh. Every other prize block in this short level is worth ignoring, so begin your descent. As you head down, keep an eye out for Tornadoes, and remember that as long as you hit them from above, they'll die. The exit teleporter is in the lower right corner, and will take you to the Sky Fortress.

Helmets: Micromax
Enemies: Driller
Speed Bonus: None

At the other side of that column, opposite the iron blocks, you'll find three hidden prize blocks, two of which offering 10 Diamonds, the other of which offering a Micromax helmet, which you most certainly need. In the top-right corner of this area, you'll find four more hidden prize blocks, offering up an Ankh, two more 10 Diamonds, and a second Micromax helmet.

Above you runs a maze of shifting blocks, full to the brim with rock blocks. While you can't do anything about that yourself, the maze is also full of Drillers, and they'll quite helpfully clear the way. Give them a little time to work, then head up through the hole above the column and follow them along. As soon as is possible, make your way up to the second row of shifting blocks. When you reach the end of the path, bash your way up to the third row and continue right until you reach the exit teleporter, which will drop you back off at the Sky Fortress, next to the teleporter you used to get here.

Helmets: Cyclone, Red Stealth
Enemies: Dancing Twins
Speed Bonus: None

Hidden above you is a Red Stealth helmet, and it's by far the optimal method of getting through the ice blocks here. While the cannon blocks will do the job, they'll end up putting holes where holes don't belong, destroying the lowest level of ice blocks, giving you the chance to fall to your death.

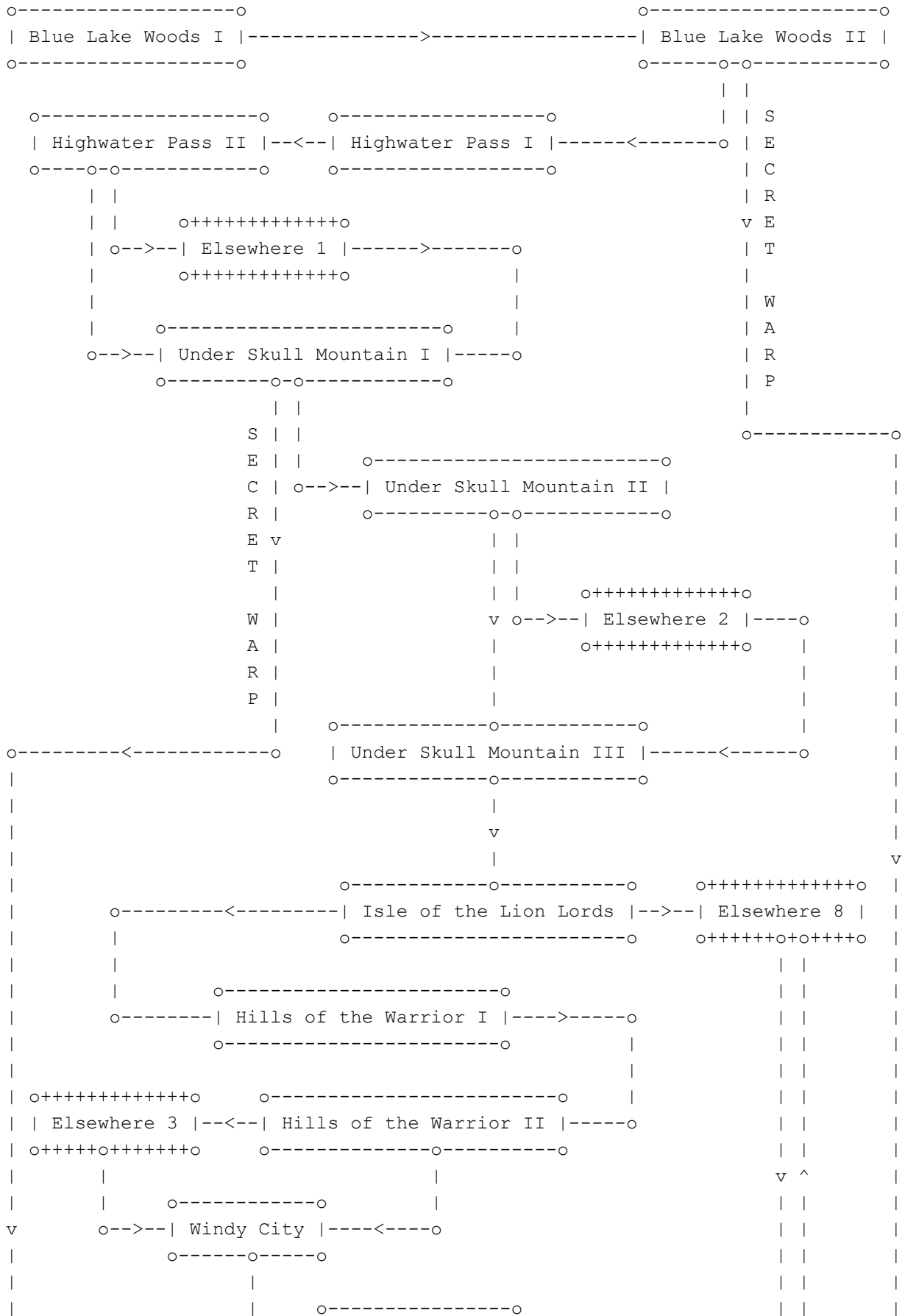
The prize blocks on the first two rows hold nothing of interest, so skip straight to smashing through the ice below the first such block. On the second row, again find a space and smash through. The third prize block (from the left) on the bottom row holds a Clock, while the fourth one holds an Ankh. This row is guarded by two pairs of Dancing Twins, which of course, necessitate jumping, and presents the possibility that you'll hit one of the cannon blocks

along the ceiling and take out the floor. Uncover the teleporter by triggering the cannon blocks above it, then grab the Cyclone helmet from the prize block next to it.

 Stage Route Map

02.C9

WARRIOR PASS



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|                |                | | Crystal Crag I |                |
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| | Dragonspike |-->--| The Pinnacle |-->--| Hidden Canyon | |
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| | Stormwalk Mountain |-->--| Shiskaboss |-->---o        | |
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|                |                |                |
|                |                | DRAGON FATE                |
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| | Elsewhere 5 |                v                |
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|                |                | o-->--| The Whispering Woods II |-->---o |
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|                |                | | Devil's Marsh II |--<--| Devil's Marsh I |--o |
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|                v                | o----<-----| The Caged Beasts |
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|                |                | | Crab Cove |--<---o |
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| | Knight's Isle |                o-->--| Elsewhere 7 |-->---o |
| o-----o-----o                |                | o+++++o+++++o |
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|                |                | o-->--| Whale Grotto |-->| Hoverboard Beach |--o |
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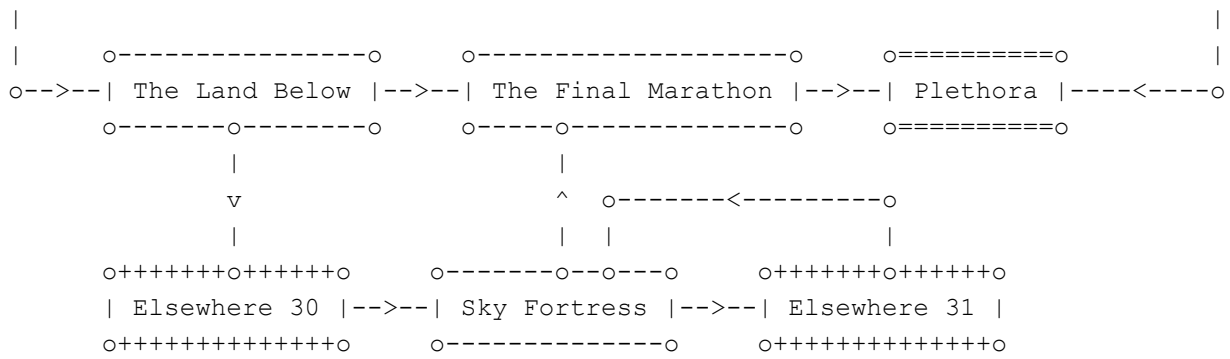
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| Wind Castles II |--<--| Wind Castles I |-->--| Elsewhere 14 | |
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| Blizzard Mountain |-->--| Frosty Doom |--<-----o |
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|   | | Elsewhere 15 |--<--o   o-->--| Bloody Swamp |--o   |
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| Caves of Ice |-->--| Elsewhere 32 | |
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o----->-----| The Nightmare Peaks I |--<-----o |
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| Elsewhere 16 |--o-----o   o-->--| The Nightmare Peaks II | |
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|               CHAOS MAZE               |               |
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| Elsewhere 17 |--<--| Diamond Edge |--<--| Bagel Brothers |--<--o v
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|   |   v o-----o | o----->-----| Scorpion Isle |
o+++o++++o++++o | | o-----o-----o   o-o-----o   |
| Elsewhere 18 | | | | The Hills Have Eyes |-->--o   |
o+++++o+++++o | | o-----o-----o---o   | | o+++++o+++++o |
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o-----<-----| Towers of Blood | | o-----<-----o   |   |
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Frequently Asked Question                                     03.00
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=== General Questions ===

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Q: Why do you have the levels listed in the order they are?

A: If I listed the levels the way they technically occur, then Plethora would be level three, and I'm pretty sure the space-time paradox that would create would kill us all. In order to save humanity, I just listed the levels in the order they're listed in the game files, with a couple of exceptions. Elsewhere levels are numbered and kept separate purely because I'm looking for reasons to not kill myself.

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=== Questions About Levels ===

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--- Crab Cove ---

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Q: Where does the teleporter below the bridge lead?

A: It leads back to the start of the level, and you can't access it without an Action Reply or other such cheat-y device. Maybe a redundant Elsewhere warp, where rather than remove the teleporter, they just blocked it off and defaulted the co-ordinates. Or maybe the level was originally larger.

```

--- The Forbidden Tombs ---

```

Q: Why is there no speed bonus?

A: It has one, but it's silly. It's coded for 0 seconds, in fact. Unless you have a TARDIS, there is no speed bonus to be had.

```

=== Questions About This Guide ===

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Q: Can I use your guide on my site?

A: As of this moment, no you cannot host my guide. Why? Because I believe that the number of sites that I'm allowing to host this guide is enough, enough to keep track of and enough to provide adequate distribution to you, the wonderful FAQ-reading public.

Q: I have this guide, would it be okay if I used a part of yours?

A: *Chokes* part of mine? What would be the point of that? You can use my guide as reference for all the things that I can't own (i.e. facts), but you can't go lifting entire paragraphs, even if you credit me for it. Just read the copyright notice at the top of this guide, and then think twice before 'borrowing' anything from me.

Q: If I've found something that you were too stupid to include, or something that you've missed, what should I do?

A: You could take it, turn it sideways and shove it... *ahem* just drop me a line and tell me in exact detail as to what it was that I screwed up on or missed out. If you can help me to make this guide more accurate, you'll win a cookie, a kudos cookie (great on calories, lousy on taste).

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Credits and Outro                                     04.00
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The game is over. It seems someone sneaked behind the cabinet and pulled the plug while Kid was on level two. Yeah, I saved everyone, not that Fonzie wannabe. Okay, that was a lie, but I helped. Sure, we could argue the who-did-whats-and-whens, but sadly, it's closing time, and I really must go. Actually, I live here, so that would be awkward. Goodbye and make sure the last one to leave turns the lights off.

=== Special Mentions and Thanks ===

The layout of this guide is based upon the layout used by Dalez in his Breath of Fire IV guide [<http://www.gamefaqs.com/features/recognition/2741.html>].

If for some strange reason, you would actually like to thank me, feel free to pay me a visit and leave a comment [<http://mikepenance.tumblr.com>] and pledge to serve as my vassal - too far? Well, just sign it and leave out the "serving me for all eternity" bit (if you like).

No, Mr. President, they have no idea of my true identity. Yes, Mr. President, it all went according to plan. Shall I continue with the second phase of the operation? Yes, sir, understood.

```
=====
Kid Chameleon (C) 1992 SEGA Enterprises Ltd.
Kid Chameleon - FAQ/Walkthrough (C) 2014 Mike Penance
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